



Ringbridge	> Rgional Market	1.5	Midmarch	Buildings (Influence)	Spec	Econ	Loy	Stab	Def		
	> Large Warehouse	1	Ringbridge	City Base	3					1.5	
	Civic Donation	2	Main	V&A Wharf	0	2				1	
			Main	- Shallop	2	0				1	
				- Keeler	3						
			Main	Large Warehouse		2				1	
			Main	Shipping Office		1				0.5	
			Main	Regional Market		2	1	1		1	
										0	
			Feyfalls	Town Base	2					1	
				Warehouse		1					
				Shipping Office		1					
				Serai		1				0.5	
				__ 1x__ Mule Train	1					0.5	
WB	Shipping Office	1		Merchant store		1				0.5	
	Warehouse	1	Wyvern Bridge	Town Base	2					1	
	Small Boatyard	1		jetty		1				0.5	
				__ Shallop	2					1	
				Merchant Store		1				0.5	
				Shipping office		1				0.5	
				Ware House		1				0.5	
				Small Boat yard		1				0.5	
			Personal	Buildings (Influence)	Spec	Econ	Loy	Stab	Def		
			Tusk: Hinterland	Fortified manor			1	1	2	0	
			Tusk: Central	Town House						0	
			Tusk: College	Military Academy (Robert)		2	3	3	3	1	
			Tusk: Merchant C	Sword School (Robert)		1	1	1	1	0.5	
			Ringbridge	Bardic College	1	1	2	2		1	
										0	
										0	
			Tusk: Cheapside	Holy House (Cayden)	1		1	1		0.5	
			Midmarch: Kunlu	Tavern & Gt Shrine (Cayden)		1	1	1		0.5	
			Ringbridge	Apothecary (MW)		2				1	

			Ringbridge	Holy House (Cayden)	1		1	1		0.5	
										0	
										0	
To spend		6.9	<b>Greater Mivon</b>	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	Income	Prof
remaining		0	<b>Jovvox</b>							4.4	0.4
<b>Spending 4718 (Mivon Acc)</b>	Cost			Local Base	1					0.4	
				Minor Trade Route (Tusk)						0	
<b>Mivon &gt; large warehouse</b>		2		jetty		1				0.4	
Mivon > Wharf		2		_2x_ Fishing Boats	2					0.8	
Mivon > Lux Store		2.9		_2 x Shallop	4					1.6	
				Community Centre			1	1		0	
				Luxury Store	1	2				1.2	
			<b>Mivon</b>							4.20	0.3
				City Base	3					0.9	
				Greater Trade Route (Tusk)	3					0.9	
				Wharf (13)		2				0.6	
				--- Keeler	3						
				--- Shallop	2					0.6	
				Merchant Store		1				0.3	
				Large Warehouse		2				0.6	
				Shipping Office		1				0.3	
										0	
To spend		0.9	<b>Sirian</b>							0.45	0.45
remaining		0		Tavern		1				0.45	
<b>Spending 4718 (Eastern Acc)</b>	Cost									0	
										0	

Notes below

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Bank												
Restov	shop (see Tusk)	0.9										
			<b>Restov</b>							0.60	0.4	
				Local Base	1					0.3		
				Minor Trade Route (Tusk)	1					0.3		
				Wharf		2						
				Keelers	3							
				shop		1						

Notes below

**Mivon** - Profitability = 0.3

**Jovvox** - Profitability = 0.4

Funds xfer between the two

**Standard investor**– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.

**External Investor** – Any investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs that are used cross borders.

Mivon: Special= +1bp (Extra) per point of Econ for Central District

Jovvox: hamlet is full, no further expansion

**Restov** - Profitability = 0.4

**Sirrian** - Profitability = 0.45

Funds xfer between the two

**Standard investor**– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.

**External Investor** – Any investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs that are used cross borders.

Restov: Special= +1bp (Extra) per point of Econ for Mainland inside the walls.  
Land Based trade restrictions.