

# Merchants



eah, I get what you're lookin' for. All people want to earn money with stuff they found or created. And you end up in ... a big and crowded private shop with a heap of stuff that is being sold by roughly 1k other players as well. So think twice before you start selling your stuff.

Think thrice.

Oh dear, you still want to sell stuff? Well, ok. Head to your nearest town. Normally, there should be merchants for hire hanging around somewhere. Not those guys selling stuff already. Those that are called "Merchant For Hire" next to their name. Basically, they do nothing but waiting for guys like you that provide them a lazy job for some easy money. Like these on the picture.



If you want to provide a job for such a tramp, first of all, you need to have your own house. Your personal shop must be entirely on the real estate of your house, so don't bother asking a merchant if you don't have a house. Next thing is to interact with a merchant for hire and ask him to follow you. Please note that he will charge 1 silver just for you to place him outside your house. Once you told him to follow you, lead him the way to your house. The merchant will have to walk so if you are riding, don't go too fast or you may lose him. Also, if necessary, you will need to open gates for him as he will not be able to do it on his own.

Once you arrive at your house, find a suitable spot outside the house but on your real estate. Interact with the merchant again and show him that spot. He will take 1 silver, go to that place and start waiting for things to be sold.

Next thing for you is to place items outside of your house (but completely on your real estate). Most players put tables outside their houses and place items to be sold onto those tables. Be careful as items just put on tables will decay after some time. Once you've put an item up for sale, interact with

the merchant. Tell him you want to sell this item and let him know, how many coppers you want to sell the item for (if you want to sell for higher prices, e.g. 1 gold, just enter the respective amount of copper (1g = 100 silver = 10000 copper) and it will be automatically “translated” into the correct amount in gold, silver and copper. The price mentioned is the price the item is going to be sold for. Keep in mind that the merchant said he will take 10% fee for each item sold. So if you sell an item for 1 silver, you will only receive 90 copper if the merchant manages to sell the item. Once you have told the merchant about the item and named the price, the item won't decay anymore. It will stay where it is unless it's sold or it's removed from sale (which only you can do).

Interacting with the merchant in place allows you to sell items, collect your money for sold items (-10%) and some more.

If you want to change your price for items, you will need to remove it from sale first (right click on the item to do so) and then tell the merchant again that you want to sell it, but then enter the new price. Changing prices is for free.

Please note that you should use the character that really owns the house to hire the merchant. If you are using another character from the same account it may cause serious problems with your merchant not being able to sell stuff (even if it looks ok in the first place).

And now go selling - damn robber baron!

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