

Sardjikjian Market Intelligence:

Supply and Demand Table

Kavkaz and the Midlands*

City	Class	Population	Adjustments
Azkoran (Aza)	C	13,700	Cloth-3, Wine-2, CM & CW-1, Meat & Animals+1, Books & Monsters+2, Salt+3
Sabirdebi (Aza)	D	12,300	Furs Rare-3, Pottery-2, Wine & CW-1, Oil+1, Salt+2, Cloth+3
Nyüslyu (Aza)	E	9,400	Tobacco-3, Coffee-2, SPS-1, Animals+1, Grain+2, Spices+3
Yerdimlan (Aza)	F	5,000	Coffee-3, Tobacco-2, CM & Monsters-1, Salt+1, Oil+2, Grain+3
Erdnidze (Che)	D	11,400	Hides-3, Textiles-2, Animals & Monsters-1, Spices+1, Mounts+2, Salt+3
Ferkesk (Che)	F	8,300	Monsters-3, Hides & Textiles-2, Animals-1, Oil+1, Grain+2, Salt+3
Tachgoun (Dou)	A	26,600	Fish-3, Dye & Textiles-2, Salt-1, Meat+1, CM & PM+2, Gems&CW+3
Noumalik (Dou)	D	6,800	Mounts-3, Fish-2, Salt-1, SPS+1, Weapons+1, Armor+2, CW+3
Zartakand (Dou)	C	9,600	Grain-3, Fish-2, Animals & Mounts-1, Wine+1, CW+2, CM & SPS+3
Arystub (Dou)	F	5,500	Oil-3, Mounts-2, Hides & Grain-1, CM & PM+1, Wine+2, Tobacco+3
Sardzha-Bazar (Dou)	D	7,100	Salt-3, Oil & Textiles-2, Mounts-1, Tobacco+1, CW+2, PM+3
Ienizvan (Dvi)	C	18,300	Fruits-3, Books-2, Gems-1, Armor & Weapons+1, Meat+2, Mounts+3
Aktumberyan (Dvi)	E	8,700	Gems-3, PM-2, CW-1, Meat+1, Grain+2, Mounts+3
Zorgatok (Dvi)	D	7,900	CM-3, Pottery-2, CW-1, Meat & Grain+1, Animals & Mounts+2, Weapons & Armor+3
Houriani (Gro)	C	12,200	SPS-3, Fruits-2, Coffee-1, Armor & Weapons+1, Silk+2, Grain+3
Smolini (Gro)	C	16,100	Animals-3, Meat-2, Wine & Mounts-1, Textiles+1, Glassware+2, Armor&Weapons+3
Akhmetia (Gro)	F	5,200	Fruits & Wine-3, Meat-2, CW & Fur-1, Salt+1, Armor & Weapons+2, Glassware+3
Dolti (Gro)	F	6,100	CM-3, CW-2, Fruits-1, Cloth+1, Spices+2, Oil+3
Hayebil (Kyu)	D	8,300	Textiles-3, Monsters-2, Spices-1, Oil+1, Grain+2, Tea+3
Nidzhman (Kyu)	F	5,400	CW-3, Furs & Textiles-2, CM-1, Grain & Wine+1, Oil+2, Glassware+3
Djukhra (Kyu)	E	6,200	Monsters-3, CW-2, PM & Furs-1, Tea+1, Oil+2, Grain+3
Kiteng (Sar)	A	23,400	Porcelain & Textiles-3, Animals & Meat-2, Mounts-1, Books+1, CW & Pigments+2, PW+3
Duzhar (Sar)	C	11,900	Glassware-3, Porcelain-2, Mounts-1, Tea+1, PM+2, Weapons & Armor+3
Zhorog (Sar)	E	7,500	Animals-3, Mounts-2, Textiles-1, Wine+1, CW+2, CM+3
Nyabur (Sar)	E	6,200	Grain-3, Mounts-2, Textiles-1, Tobacco+1, PM+2, Armor & Weapons+3

* Nations in alphabetical order; capital city first, cities from north-west to south-east

Hule*

City	Class	Population	Adjustments
Erzmin (Hul)	D	8,600	Animals & Meat-3, Pottery-2, CM-1, Weapons+1, Armor+2, Oil+3
Seyvan (Hul)	C	18,200	Grain-3, Spirits-2, Meat-1, Silk+1, PW+2, PM+3
Kolköy (Hul)	F	5,900	Furs-3, CW & Grain-2, Animals & Meat-1, Cloth+1, CM+2, Glassware+3
Cyrkara (Hul)	D	11,700	Grain & Animals-3, Meat-2, Spirits-1, CM+1, Porcelain & Glassware+2, PM+3
Jandak (Hul)	C	52,600	Grain & Weapons-3, Armor-2, Books-1, Wine & PW+1, Ivory & Monsters+2, Gems & Silk & RS+3
Daskilü (Hul)	E	6,000	Grain-3, Animals-2, Cloth-1, Wine+1, Coffe+2, CM+3
Magden (Hul)	B	8,200	Grain-3, Meat & Animals-2, Gems & Spices-1, Tea+1, RS+2, Oil+3
Gölayan (Hul)	E	6,300	Gems-3, CW-2, Weapons-1, Grain+1, Wine & Beer+2, Oil+3
Nusayre (Hul)	D	5,200	CM-3, Monsters & Spices-2, Salt & CW-1, Fish+1, Tea+2, Armor & Weapons+3
Khuur (Hul)	C	22,600	Grain & Glassware-3, Cloth-2, Books-1, Wine & PW+1, Ivory & Monsters+2, Silk & RS+3
Yarmlü (Hul)	F	5,500	Grain-3, Animals & Meat-2, Glassware-1, Wine+1, Salt+2, Pigments+3
Fethay (Hul)	F	5,300	CW-3, Grain-2, Cloth & Animals-1, Fish+1, CM+2, Tobacco+3
Jehrom (Hul)	D	14,800	Glassware-3, Cloth & Textiles-2, Mounts-1, CW+1, Salt+2, Silk & RS+3
Iskilü (Hul)	E	8,200	CW-3, PW-2, Mounts & Grain-1, Weapons & CM+1, Oil+2, Armor & RS+3
Azurun (Hul)	C	32,600	Grain-4, Cloth-2, Gems-1, Glassware-1, Salt & Silk+1, CM & Dyes+2, RS+3
Yenigaz (Hul)	B	8,900	Fish-3, Grain-2, Gems-1, CM+1, Silk+2, RS+3
Ayskudag (Hul)	B	5,600	Fish-3, Grain-2, Gems-1, CM+1, Silk+2, RS+3
Boyâzka (Hul)	D	6,300	Fish-3, Glassware-2, Gems-1, Meat+1, CM+2, RS+3

* Cities from north-west to south-east

Converted Lands*

City	Class	Population	Adjustments
Prijderel (Ant)	C	11,700	Animals-3, CW & Meat-2, Textiles-1, Mounts+1, Wine+2, Spices+3
Leqan (Ant)	E	9,200	CM-3, CW-2, PM & SPS-1, Grain+1, Beer & Wine+2, Weapons+3
Miriestiu (Bul)	D	15,200	Meat & Animals-3, Weapons-2, Grain & Armor-1, Spices & Books+1, Dye+2, Porcelain+3
Dishinau (Bul)	E	5,400	Grain-3, Monsters-2, Cloth-1, Salt+1, Glassware+2, PM+3
Chetniu (Bul)	F	8,600	Pottery-3, CM & CW-2, Textiles-1, Hides+1, Oil & Wine+2, Salt+3
Debredladany (Mon)	D	21,500	Animals-3, Mounts&Fur-2, CW & Grain-1, Glassware+1, Spices+2, Silk+3
Pusztök (Mon)	E	5,600	Furs & CW-3, RareFurs-2, Mounts-1, Textiles+1, Wine+2, Oil & Spices+3
Szekçarüt (Mon)	D	7,200	Furs-3, CW-2, PW-1, Spices & Textiles+1, Salt+2, Oil+3
Kulnovo (Olg)	D	7,200	Grain-3, Spirits-2, Mounts & Animals-1, CW+1, Weapons & Silk+2, Armor+3
Irdzhygrad (Olg)	D	5,300	Grain-3, Animals-2, Spirits & Meat-1,

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Savage Coast*

City	Class	Population	Adjustments
Nova Svoga	E	5,300	Grain-3, Meat & Furs-2, Rare Furs-1, Salt+1, Beer & Spirits+2, Weapons & Armor+3
Zagora	F	9,400	CW-3, Monsters-2, Grain-1, Weapons+1, RS & Armor+2, Mounts+3
Raska	C	6,700	Grain & Meat-3, Cinnabryl-2, Fish-1, Weapons+1, RS+2, Spices & Oil+3
Slagovich	C	17,400	Cinnabryl-3, Fish-2, Salt & Weapons+1, CM+2, Spices & RS+3
Kladanovic	D	6,100	Fish-3, Mounts-2, PM & Gems-1, CW & Grain+1, Spices & Silk+2, RS+3
Tyjaret	D	5,200	Fish-3, Animals & Textile-2, Salt-1, Grain+1, RS+2, CW & Mounts+3
Ksars Amirzzim (Ksa)	E	2,500	PM-3, Textiles-2, SPS-1, Grain+1, Wine & Dye+2, Fish+3
Ciudad Morales (Tor)	C	6,800	CW-3, Grain&RS-2, Weapons-1, Cinnabryl+1, Porcelain&Wine+2, Spices+3
Ciudad de Leon (Tor)	D	7,400	Weapons-3, Grain-2, CW & RS-1, CM & Meat+1, Pottery & Wine+2, Porcelain+3
Ciudad Quimeras (Nar)	E	7,100	Grain & Meat-3, Weapons-2, Textiles-1, CW+1, CM+2, Cinnabryl+3
Puerto Morillos (Nar)	D	12,300	Grain & Meat-3, Textiles-2, Weapons-3, CM+1, Cinnabryl+2, CW+3
Ciudad Real (Gar)	D	11,700	Art-1, Musical Instruments-3, Grain-1, Cinnabryl+2, Books+3
Ciudad Tejillas (Alm)	E	4,200	PM-2, Coffee-2, Tobacco-3, Weapons & Armor+2, Silk+3
Ciudad Matacan (Sar)	D	6,600	Books-3, Grain&Meat-2, Animals-1, Arts+1, Cloth & Silk+2, Glassware+3
Smokestone City (Cim)	C	11,500	Beer-3, Weapons-2, CM-2, Silk & Pottery +2, CW+3
Ciudad Huelca (Gua)	E	6,300	Animals-3,Mount-2, Grain-2, Armor+1, Weapons+2, SPS+2
Deauvais (Ren)	D	14,300	Art-2, CW-1, Meat-1, Spice+1, Salt+1
Louvines (Ren)	B	65,700	Grain-1, Spice-1, Wine-2, Weapons+1, Armor+1, Books+2
Mons-en-Plecy (Ren)	E	12,300	Fish-2, Cloth-1, CM+1, Dye+2
Ytres (Ren)	F	5,600	Meat-2, Cloth-1, Pottery+1
Pertignac (Ren)	E	9,800	Gems-2, Tools+1, Fish+1
Dunwick	A	40,000	Weapons-3, Fish & Beer-2, Glassware & Armors-1, Wine+1, Meat & Spice+2, Grain+3
Leominster (Bel)	C	30,300	Textiles-3, Cloth & Books-2, Grain&Weapons-1, Tea+1, Silk & Spices+2, Wine+3
Oldsbury-Upon-Blythe (Bel)	D	12,300	Beer & Grain-3, CW & Hides-2, Animals-1, Wine+1, Tobacco+2, PM+3
Theeds-Upon-Blythe (Bel)	B	22,400	Fish-3, SPS (Coal) & Textiles-2, Books & Tea-1, Wine+1, Dye+2, Silk+3
Tatterham (Bel)	E	6,700	Textiles-3, Tea & Grain-2, Animals-1, Dye+1, Mounts+2, Wine+3
Norchester (Bel)	D	7,800	SPS (Coal) -3, Armor-2, Grain & Beer-1, Fish+1, Meat+2, Gems+3
Glenswych (Bel)	F	4,500	Textiles-3, Beer-2, SPS (Coal) -1, Mounts+1, Weapons & Armor+2, Fish+3
Eyf (Rob)	E	25,200	Spices-3, SPS-2, CW-1,

			Weapons+1, Armor & Slaves+2, PM+3
Arax	D	5,900	Fish & CM-3, Weapons-2, Wine & Meat-1, PM+1, Cloth+2, Oil+3
Venatis (Rob)	D	11,900	Grain-3, Animals & Wine-2, Mounts & Meat-1, Tools+1, Textile+2, Slaves+3
Ogmna (Rob)	F	10,100	SPS-3, Meat & Wine-2, Spices-1, Weapons & Cloth+1, Slaves+2, PM+3
Dubrax (Rob)	D	5,900	Grain-3, CW & Fish-2, Spices & Furs-1, Books+1, PM+2, Pottery+3
Cernumma (Rob)	F	7,300	CW & Rare Furs-3, Spices-2, Meat&Animals-1, PM+1, Glassware+2, Silk+3
Morrigamma (Rob)	E	10,100	Mounts-3, Furs-2, Wine-1, Weapons+1, Cloth+2, Armor+3
Gundegard (Eus)	C	25,200	RS-1, Beer-3, Fur & Spice & CW-2, Books+2, Glass+3, SPS+1
Withimer (Eus)	C	7,100	Fish-3,Beer-2, Fur & CW-1, CM+1, Glass+2
Reslar (Eus)	E	8,500	Meat-2, Fish-3, CW-2, CM+2, Salt+3
Breimald (Eus)	D	12,300	Armor-2, Weapons-1, Mounts+2, Pottery+3
Morgald (Eus)	F	5,200	Armor&Monsters-1, Weapons-2, Mounts-3, Grain & Beer+1, Fish+3
Verdegild (Eus)	F	6,600	Cloth-3, Grain-2, Armor+1, Mounts & Weapons+2
Harstal (Eus)	D	10,400	Beer-3, CM-2, Grain+2, Cloth+3

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Great Waste *

City	Class	Population	Adjustments
Angorit (Yav)	E	8,100	Mounts & Ivory-3, PW & Fish-2, Gems & Spices-1, Textiles+1, Grain+2, Silk & PM+3
Sayr-Ulan (Sin)	B	30,000	Books-2, Salt-2, Spices-3, CW+2, Fish+2, Tea+3
Karakandahar (Sin)	B	10,000	Fish & SPS-3, Grain & PM-2, CW-1, Silk+1, Spice+2, Mounts+3
Jahore (Sin)	D	18,000	Textiles & Silk-3, Fish-2, Gems & PM-1, Tea & Dye+1, CW+2, Mounts & PW+3
Latehar (Sin)	E	6,000	Hides-3, CM & CW-2, PM & Rare Furs-1, Weapons+1, Cloth+2, Beer+3
Raneshwar (Sin)	F	5,000	Animals & Textile-3, Hides-2, Monsters & PM-1, Salt+1, Grain+2, Fish+3
Mahasabad (Sin)	C	13,000	Tea-3, Spices-2, CW-1, Grain & PM+1, Gems+2, SPS & Books+3
Baratpur (Sin)	D	7,000	Arts-3, Salt-2, Mounts-1, Grain+1, Weapons+2, CW & Fish+3
Khamrati (Sin)	D	6,000	Salt & Animals-3, Mounts-2, PM & Textile-1, Weapons+1, Grain & Fish+2, CW+3
Naral (Sin)	E	10,000	Salt-3, Hides & Meat-2, Animals-1, Mounts+1, CW+2
Sambay (Sin)	A	12,000	Grain-3, Spices & Silk-2, PM-1, Mounts+1, Dye+2, CW & PW+3
Sandapur	D	9,000	PM-3, Gems & Spices-2, Grain-1, Mounts+1, Porcelain+2, CW&PW+3,
Jaibul	D	6,000	Slaves-3, PM & Oil-2, Weapons-1, CW & Silk+1, Wine & Spices+2, Gems & Books+3

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