A MOD FOR SAILWIND

Merchant Landholdings

The Land Planner

A Manual of Fields, Orchards, Garden Boxes and Timber Plots



Made by

DIXIECAPT with M.I.D.N

VERSION 0.37.5 · BETA · MMXXVI

THE
LAND PLANNER:
OR, THE
Merchant's Guide to his Landholdings.

CONTAINING

Plain and easy Directions for buying FIELDS, ORCHARDS, Garden Boxes and Timber Plots; for Planting, Fertilizing and Harvesting by the Farm Book; of the SEASONS and of Seed; of Potted Plants and Tree Planters; and of the SAWMILLS, where Logs are made into Lumber.

WITH A SURVEY of every Farm Island,
from Saffron in the South to Tamarack in the North.
The Whole illustrated with SURVEY PLATES.



Being the FARM MANUAL to the MERCHANT LANDHOLDINGS Mod for SAILWIND.
By DIXIECAPT, with M.I.D.N.

Version 0.37.5, a BETA. Given away free to all Merchants,
at the Farm Manager's Table.

MMXXVI.

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The houses, barns and estates of Merchant Landholdings are described in its own Real Estate Catalogue. This book is about the land: what grows on it, and how you work it.

Sailwind is the work of Raw Lion Workshop. Merchant Landholdings is an unofficial modification and is not affiliated with them.

CHAPTER THE FIRST

Of this Book, and Getting Started

MERCHANT LANDHOLDINGS LETS YOU OWN LAND IN Sailwind. You can buy fields, orchards, groves, vineyards and timber plots on fifteen farms across the three seas. Some houses come with a garden of their own. This book is the farm side of the mod: how land is bought, how it is worked, what grows where, and how the harvest reaches your hold.

You do not dig or sow by hand. You buy a plot, then pay the farm's hands to plant it. The crop grows while you are at sea. When it is ripe the harvest goes into the farm's store, and you claim it from the farm's book. The crates are set out on the ground for you to carry away, sell or eat.

The houses, barns and estates are in the mod's own Real Estate Catalogue. This book names them only where land comes with them.

> A BETA
>
> This is version 0.37.5, a beta. Prices and rules may still change. Please report anything odd. Keep a copy of your save before you try something new.

§ 1. What you need

- Sailwind with BepInEx, as for any Sailwind mod.
- The Climate mod is optional. With it the farms have seasons, and planting in season gives a bigger harvest. Without it there are no seasons at all: every crop is in season every day. See Chapter V.
- Tamarack Island & Dalkey Reef is needed only for the timber plots and the sawmill on Tamarack Island. Without it they are simply not built. Every other farm works without it.

§ 2. Getting started

I. Sail to a farm island. Chapter XII lists them all, each with its survey plate. Look for the farm manager's pavilion, or the farm's book on a table.

II. Walk up to the manager. He tells you how his farm works, a piece at a time. Click him to hear the next piece.

III. Click the closed book on his table to open the farm book. Choose a plot on the left. Its page shows the crop, the price and the season.

IV. Press [Buy plot]. Land is paid in Gold Lions. A sign by the plot's gate also sells it.

V. Press [Plant] (or [Tend] for an orchard). The fee is paid in the island's own coin.

VI. Sail on. A crop grows for 30 days. Timber takes 90.

VII. Come back and press [Claim]. The crates are set out at the farm's crate place. Take them aboard.

Open the Land Planner at any time to see every plot you own (Chapter II).

CHAPTER THE SECOND

Of the Land Planner

the Book of all your Land, carried everywhere

THE LAND PLANNER IS A BOOK YOU ALWAYS HAVE with you. It lists every field, orchard, garden box and timber plot you own, on every farm, and shows how each one is doing. It looks like the game's own trading book: the topics on the left page, the chosen page on the right.

The Land Planner only shows. You cannot plant, pay or claim from it. That is done from each farm's own book, at the farm. Its last line on every plot's page says so: *Work it from Saffron's own book*, and so on.

§ 1. How to open it

- The Tab bar: press Tab as you do for the inventory. A button marked Land Planner stands to the LEFT of the Inventory button. Click it.
- The Log book: open the game's Log. A bookmark marked Land Planner sits in the bottom row of bookmarks. (If Vittles is installed, its Vittling Book bookmark comes first.) Clicking it closes the Log and opens the planner.
- When a cargo carrier is near, the game shows its cart tab and the Land Planner button hides. Use the Log bookmark then.
- Your hands must be empty. If not, the game says: *Put down what you are holding first, then open the Land Planner.*
- Tab or Esc closes it. It has no key of its own.

§ 2. Its pages

The first five pages are a short guide:

Land Planner	How many plots you own, on how many farms: how many are growing, how many have a harvest waiting, and how many are growing with the next rotation not yet paid.
Tree planters	Where a tree planter may stand, and how to set it down (Chapter X).
Planter trees	Which trees may be planted out of doors, and which indoors or aboard.
Planter fruit	Watering, ripening and picking.
Potted plants	The clay pots of earth (Chapter IX).

After the guide comes one page for each plot you own. A field or orchard is named by its farm and number, such as *Saffron 3* or *Kicia Bay 6*. A house's garden box is named by its own name. Tamarack's timber plots show only while Tamarack Island & Dalkey Reef is installed. If you own no land yet, the first page tells you to buy some from a farm's own book.

A PLOT'S PAGE

Farm	The farm, and the seas it lies in (Al'Ankh, Emerald or Aestrin).
Plot	Its number and name.
Growing	The crop in the ground, or what it is ready to plant.
Planting season	The crop's season in those seas ("Tending season" for trees).
Season now	In season and for how long, or when the season opens.
Planted	The date, and whether it was planted in or out of season.
Days to harvest	Days left; or "ready - the store is full".
Fertilizer	Levels on the crop, out of 3.
Harvest waiting	Crates (or bundles) in the farm's store.

Spoils in	Days before the oldest harvest in store spoils; "never" for logs.
Next rotation	Paid, or not paid with the fee that is due.

A GOOD HABIT

Before a long voyage, open the Land Planner. Any plot "growing with the next rotation not paid" will stop when its crop comes in. Any harvest waiting will spoil after 60 days. Plan your route past those farms.

CHAPTER THE THIRD

Of Buying Land

Fields, Orchards, Garden Boxes and Timber Plots

EVERY FARM HAS A BOOK. MOST FARMS KEEP IT ON the farm manager's table. A house garden keeps it in or by the house. The book lists every plot on that farm with its price. Each field and orchard also has a sign by its gate: a large pale board that names the crop growing there, or says "Ploughed Field". Once the plot is yours the sign adds "(yours)".

§ 1. Two ways to buy

- From the farm book: choose the plot on the left page, then press Buy plot (100 Gold).
- At the sign: point at a plot's sign. It reads *Buy the north field for* 100 *Gold Lions*. Click to buy. A timber plot's sign also tells you its fee to tend it each time.

§ 2. What land costs

Land is paid in Gold Lions, like a house or a ship. A plain plot costs 100 Gold Lions. A bigger plot counts as two or three plain plots: it costs that many times as much, pays that many times the fees, and gives that many times the harvest.

SIZE	PRICE	SUCH PLOTS
Plain (1)	100 Gold	Most fields and orchards
Double (2)	200 Gold	Oasis's four grain fields and two coconut plantations; every lumber and timber plot; Fire Fish Rice Paddy 2, Coffee 1 and Coffee 3; Old Ankh Coffee 2 and Coffee 3; Sage Hills' west hill south field
Triple (3)	300 Gold	Sage Hills' west hill north field and east hill north field

These are the mod's own settings (F1, "Field price (gold)"). Your settings may differ.

§ 3. The work is paid in the island's coin

Planting, tending, fertilizer, seed and the sawmill are paid in the coin of the island's own seas:

SEAS	COIN	THE BOOK'S BUTTON SAYS
Al'Ankh	Al'Ankh Lions	Al'Ankh
Emerald	Emerald Dragons	Dragons
Aestrin	Aestrin Crowns	Crowns

Tamarack is not one of the game's islands. Its work is paid in Aestrin Crowns.

§ 4. Land that comes with a building

Some plots cannot be bought alone. They are yours when you buy the house (or church) they belong to. The book's button then reads Comes with the house, and Yours, with the house once it is yours.

FARM	PLOTS	COME WITH
Saffron	The vineyard	The outpost estate
Fort Aestrin	Garden plots 1-3	The game's house 203
Fey Valley	The house garden	The big house by the falls
Kicia Bay	The house garden (three raised beds)	The Japanese house on the small island
Lion's Fang	The coconut grove	The house (first crop tended free)
Chronos	Garden 1-3	The house on the rise, with its walled garden
Aestra Abbey	Two vineyards, three garden beds	The old church (first crops free) - while F1 "Church for sale" is on; with it off, they are sold one by one
Gold Rock City	Roof garden plots 1-3	The game's house 201, made one house

The prices of these houses are in the Real Estate Catalogue.

YOURS FOR GOOD

A plot you buy is yours for good. It cannot be sold back. Choose your farms with care: a farm near your trade routes is worth more than a cheap one you never visit.

CHAPTER THE FOURTH

Of the Farm Book, Planting and Harvest

EACH FARM'S BOOK IS A COPY OF THE GAME'S trading book. Its cover is brown leather and its pages cream. Point at it on its table and it reads *Open the Saffron farm book* (or the work book, garden book or grove book, as that farm calls it). Esc or F10 closes it.

§ 1. The left page

- The guide: How the farm works · Buying land · Planting · Seasons · Fertilizer · Harvest and storage · Seed and new crops. A garden's book says "How the garden works" and "The plots" for the first two.
- The plots: numbered as the signs are, such as "1. North field".
- The seed pages: the island's own field crops, and any crop from another island you hold field changes for (Chapter VII).

The corner shows your money in the island's coin and in Gold Lions.

§ 2. A plot's page

The right page shows: today's date and season; what is growing; its planting (or tending) season and the season now; when it was planted; days to harvest; fertilizer, out of 3; the yield to expect (or "yield if planted today"); the harvest in storage and when it spoils; whether the next rotation is paid; and the owner, or the price, or "Comes with the house". Below are the buttons. Only the buy button works before the plot is yours. A faded button does nothing.

THE BUTTONS OF THE FARM BOOK

BUTTON	WHAT IT DOES
Buy plot (100 Gold)	Buys the plot. Afterwards it reads "Yours".
Plant (100 Al'Ankh)	Pays the fee and plants the crop. An orchard, grove, vineyard or timber plot says *Tend*. A field set to a new crop says *Sow* and the crop's name.
Pay next rotation	While a crop grows: pays the next one ahead. It reads "Next rotation paid" once done.
Fertilize (50 Al'Ankh)	Adds a level of fertilizer to the crop in the ground. "Fertilizer full" at 3 levels. Timber takes none.
Claim 3 crates of carrots	Sets the stored harvest out at the farm's crate place ("bundles" for logs). For tea and coffee: "Claim as trade tea" or "Claim as trade coffee".
Claim as food	Sets it out as food instead (see § 6). For grain it reads "Claim as" sea biscuit; for tea and coffee "Claim as drinkable tea" or "drinkable coffee".
Change crop	Fields only. Each press steps to the next crop: "Next crop: potatoes". Then plant it. A field that can grow only one thing says why, such as "Rice only: the sea floods it". Orchards have no such button.
Store full - claim first	Shown on the plant button when the store holds two harvests.

§ 3. A rotation

A plot grows in rotations. You pay the planting fee (seed and hands) and the crop grows for 30 days. Logs take 90 days. Then the harvest goes into the farm's store and the plot stands empty until you pay again.

- The planting fee is 100 of the island's coin for a plain plot, times its size. A house garden at Fort Aestrin or Gold Rock City pays half. A lumber or timber plot pays its own fee of 2000, whatever its size.
- Pay ahead. While a crop grows you may pay for one more rotation. It starts by itself as soon as the last one comes in, while you are away at sea. Only one rotation can be paid ahead.

§ 4. Fertilizer and the size of a harvest

Fertilizer costs 50 of the island's coin a level for a plain plot, times its size (half in a house garden). It goes only on a crop that is growing, up to 3 levels, and the harvest uses it up. Timber takes none.

A harvest is reckoned so: start at 3; add 1 for each level of fertilizer; add 2 if the crop was planted in its season, or take away 2 if it was planted out of it (never below 1). Multiply by the plot's size. Halve it and round up, because a crate holds thirty. Never fewer than one crate.

CRATES IN A HARVEST (THE MOD'S SETTINGS)

PLOT	NO FERTILIZER	1 LEVEL	2 LEVELS	3 LEVELS
Plain, in season	3	3	4	4
Plain, out of season	1	1	2	2
Double, in season	5	6	7	8
Double, out of season	1	2	3	4
Triple, in season	8	9	11	12
Triple, out of season	2	3	5	6

Without the Climate mod every crop is in season, so use the "in season" rows. A timber plot always gives one bundle of logs.

§ 5. The store, and spoiling

- The farm's store holds two harvests for each plot. When it is full, the next crop waits in the field until you claim.
- A harvest keeps 60 days in the store. Then it spoils and is gone. Logs never spoil.
- Claim what is stored before you sow a field with a different crop.

§ 6. Claiming: trade goods or food

The claim button sets the crates out at the farm's crate place (Chapter VIII). There are fifteen places, and each must be clear. If there is no room, what does not fit stays in the store: take crates away and claim again.

CROP	CLAIMED AS TRADE GOODS	CLAIMED AS FOOD
Vegetables, peas, limes	Always a crate you can open, holding thirty of the food: sweet potatoes, cucumbers, carrots, potatoes, cabbages, peas (dried, in small sacks) or limes.	
Apples, oranges, bananas	The game's crate of that fruit	An opening crate of thirty of the fruit
Figs	The game's crate of dates (the game has no fig)	Thirty dates
Grain	The game's grain crate	Crates of sea biscuit
Black / green tea	The game's trade crate of tea	A crate of thirty of the game's boxes of that tea
White tea	The game's trade crate of tea	A crate of eighteen boxes of white tea
Coffee	The game's trade crate of coffee	A crate of fourteen boxes of coffee
Saffron, tobaccos, rice, wine, coconuts	The game's crate of it	None
Field and cave mushrooms	A crate of mushrooms	None
Logs	One bundle of logs	None

For tea and coffee the trade crate always pays more than the drinkable boxes. Claim them as drink only for your own table.

CHAPTER THE FIFTH

Of the Seasons

and the Climate Rule of the Three Seas

WHETHER THE FARMS HAVE SEASONS DEPENDS ON one thing: whether the Climate mod is installed.

§ 1. Without the Climate mod

There are no seasons. Every crop is in season every day, everywhere, and every rotation gets the in-season bonus. The farm book's first line shows the game's day: *day* 140 *(no seasons without the Climate mod)*. The managers tell you there are no seasons to mind.

§ 2. With the Climate mod

The farms follow the Climate mod's calendar and its seasons. Each crop has a kind: a warm-weather crop, a cool-weather crop, coffee, or one that grows all year. Which days are its season depends on the seas the farm lies in. The farm finds its seas from its island's port. Tamarack counts as the Aestrin seas.

THE CLIMATE RULE

KIND	AL'ANKH AND EMERALD SEAS	AESTRIN SEAS
Warm (hot)	All year	Spring to autumn: 23 March to 21 December
Coffee	All year	Late spring to early autumn: 23 May to 22 October
Cool	Autumn to spring: 22 September to 21 June. Out of season all summer	All year
All year	All year	All year

WHICH CROPS ARE WHICH

Warm	Sweet potatoes, cucumbers, saffron, grain, rice, green, brown and blue tobacco, black, green and white tea; and the trees: oranges, bananas, figs, limes, coconuts
Coffee	Coffee
Cool	Carrots, potatoes, cabbages, peas, field mushrooms; and the trees: apples. Timber is marked cool, but see below
All year	Grapes (the vineyards' wine) and cave mushrooms

§ 3. What a season does

- A crop planted in its season gives a bigger harvest: two more before the count is halved (Chapter IV, § 4).
- A crop planted out of its season gives a poor one: two fewer, never less than one crate.
- The season is judged on the day the rotation is planted. A rotation paid ahead is judged on the day it starts.
- Nothing is ever refused for its season. You may plant at any time; only the size of the harvest changes.
- Trees are tended in their season in the same way.
- Timber shows its season in the book, but a timber plot always gives its one bundle. In or out of season changes nothing for logs.

§ 4. The calendar

The dates above are for a year of 365 days, with the Climate mod's seasons: winter from 22 December to 22 March, spring from 23 March to 21 June, summer from 22 June to 21 September, autumn from 22 September to 21 December. Every sea has the same seasons on the same days. If the Climate mod is set to its short year of 92 days, each season is 23 days and the same year is squeezed into them; the farm book shows the date as the Climate mod counts it.

READING THE BOOK

The farm book and the Land Planner do the reckoning for you. "Season now" says *in season*, 12 *days left* or *opens in* 30 *days*, and "Yield if planted today" shows the crates you would get.

CHAPTER THE SIXTH

Of the Crops

every Crop of every Farm, and where it is at home

THERE ARE TWO SORTS OF PLOT. A FIELD GROWS A crop that is sown, and a field can be changed to another crop. An orchard (or grove, vineyard or timber plot) keeps its trees: it is tended, never sown, and needs no seed. Every crop below grows for 30 days a rotation, costs the ordinary fee and keeps 60 days in store, except where it says otherwise.

A crop is at home on an island when it is that island's own. There it needs no seed, and its seed is sold off the manager's table for farms elsewhere (Chapter VII).

THE FIELD CROPS

CROP	SEASON	HARVEST	AT HOME ON
Sweet potatoes	Warm	Crate of 30 sweet potatoes	Oasis, Kicia Bay, Gold Rock City
Cucumbers	Warm	Crate of 30 cucumbers	Saffron, Fey Valley
Carrots	Cool	Crate of 30 carrots	Saffron, Fort Aestrin, Fey Valley, Aestra Abbey, Chronos
Potatoes	Cool	Crate of 30 potatoes	Saffron, Fort Aestrin, Fey Valley, Aestra Abbey, Chronos
Cabbages	Cool	Crate of 30 cabbages	Saffron, Fort Aestrin, Aestra Abbey, Chronos
Peas	Cool	Crate of 30 sacks of dried peas	Saffron, Fort Aestrin, Aestra Abbey, Chronos
Saffron	Warm	The game's saffron crate	Saffron, Gold Rock City
Grain	Warm	The game's grain crate, or sea biscuit	Oasis, Mount Malefic, Fey Valley
Rice	Warm	The game's rice crate	Fire Fish Town only - it grows nowhere else

CROP	SEASON	HARVEST	AT HOME ON
Green tobacco	Warm	The game's green tobacco crate	Sage Hills
Brown tobacco	Warm	The game's brown tobacco crate	Gold Rock City
Blue tobacco	Warm	The game's blue tobacco crate	Sen'na
Black tea	Warm	Trade tea, or 30 boxes of black tea	Sage Hills
Green tea	Warm	Trade tea, or 30 boxes of green tea	Sage Hills
White tea	Warm	Trade tea, or 18 boxes of white tea	Sage Hills
Coffee	Coffee	Trade coffee, or 14 boxes of coffee	Fire Fish Town (Coffee Island), Old Ankh Town
Field mushrooms	Cool	A crate of mushrooms	Sen'na
Cave mushrooms	All year	A crate of mushrooms	Sen'na

THE TREES

CROP	SEASON	HARVEST	WHERE THE TREES STAND
Apples	Cool	Apple crate, or 30 apples	Saffron (apple orchard); Fey Valley (three orchards)
Oranges	Warm	Orange crate, or 30 oranges	Saffron; Kicia Bay (two orchards); Fire Fish Town (three)
Bananas	Warm	Banana crate, or 30 bananas	Saffron (the banana grove)
Figs	Warm	Dates crate, or 30 dates	Saffron (the fig orchard)
Limes	Warm	Crate of 30 limes	Oasis (the west lime orchard)
Coconuts	Warm	The game's coconut crate	Oasis (two plantations); Lion's Fang (the grove)
Grapes (wine)	All year	The game's wine crate	Saffron (the vineyard); Aestra Abbey (two vineyards)
Logs	Cool (shown only)	One bundle of logs	Kicia Bay (three lumber plots); Chronos (four); Tamarack (five)

LOGS ARE DIFFERENT

- A lumber or timber plot works 90 days for its harvest, and the harvest is always one bundle of logs.
- Its fee is 2000 of the island's coin each time, whatever its size. It takes no fertilizer.
- Logs in the store never spoil.
- The trees are never cut down. The woods are worked in rotation, never clear cut.

Coffee at Fire Fish Town and Old Ankh Town grows on the game's own coffee bushes. At Fire Fish it is tended like an orchard and stays coffee. At Old Ankh the fields can be sown with something else; see Chapter VII.

CHAPTER THE SEVENTH

Of Seed, and Changing a Crop

A FIELD CAN BE CHANGED TO ANOTHER CROP. AN orchard, grove, vineyard or timber plot cannot: it keeps its trees, and trees have no seed. Rice has no seed either, because a rice field must be flooded.

§ 1. A crop at home: no seed

To change a field to one of its own island's crops, no seed is needed. Claim what is in the store first. Then press Change crop in the farm book until it shows the crop you want, and plant it.

§ 2. A crop from another island: a seed crate

I. Buy a crate of seed off the table of a farm where that crop is at home. It is bought like any shop's goods. A crate is worth 15 in the game's own measure, so the manager asks it in his island's coin at the day's rate.

II. Carry it to the farm where you want to sow it. Hold it within 10 m of that farm's manager while he is at his post, by day. He takes it. At a farm with a book and no manager, hold it within 4 m of the book's table, by day or night.

III. Each crate gives two field changes to that crop in this farm's book.

IV. In the farm book, open that crop's seed page and press Sow field 4 (a garden's book says "plot"). It reads "No empty field of yours" until one is free.

A manager will not take seed of his own island's crops. He says: *We grow carrots here. You need no seed for it on Saffron: take that crate to a farm on another island.* No

farm takes rice seed. A farm with only trees takes no seed at all. A house garden takes seed only once the house is yours.

THE SEED ON EACH MANAGER'S TABLE

FARM	SEED SOLD
Saffron	Cucumbers, carrots, potatoes, saffron, cabbages, peas
Oasis	Sweet potatoes, grain
Mount Malefic	Grain
Fey Valley	Cucumbers, carrots, potatoes, grain
Sage Hills	Black, green and white tea; green tobacco
Kicia Bay	Sweet potatoes
Fire Fish Town	Coffee (never rice)
Sen'na	Field mushrooms, cave mushrooms, blue tobacco
Chronos	Carrots, potatoes, cabbages, peas
Old Ankh Town	Coffee
Sen'na's Seed Catalogue	Every field crop of every farm except rice; and lime, fig and banana seedlings for garden pots

§ 3. The Sailwind Seed Catalogue

The master gardener at Sen'na keeps a second book on his table, the Sailwind Seed Catalogue. It sells a crate of seed for every field crop of every farm, except rice, at the same seed price, paid in Sen'na's coin. It also sells lime, fig and banana seedlings, for garden pots only (Chapter IX). Each seed page shows the crop's season in each of the seas, what its harvest comes as, the price, and the crates left. It sells ten crates a season (with no Climate mod, ten every 23 days). Press Buy a crate of ... seed. When none are left it says "None left this season". The crates are set out at the door of the little hut by the south lagoon.

§ 4. Fields with their own rules

- Fire Fish rice paddies 1, 3 and 4 can grow another crop. The paddy is drained for it, and flooded again when you go back to rice. Rice needs no seed to come back.
- Fire Fish Rice Paddy 2 is flooded by the sea. *It grows rice and nothing else.*

- Old Ankh Town's coffee fields stand on the game's coffee bushes. While they grow coffee they are tended like an orchard. Sown with another crop from seed, the bushes are cut back; sown with coffee again, they come back.
- Sen'na's mushroom plots grow either field or cave mushrooms, chosen in the book.

CHAPTER THE EIGHTH

Of the Farm Managers and the Harvest Crates

MOST FARMS HAVE A MANAGER WHO KEEPS THE farm book. He stands at his table by day, from seven in the morning to six in the evening. Walk up to him and his first words show over his head. Click him and he goes on, one piece at a time. Most stand under a canvas pavilion with a seed bench. The timber yards have a plain man at a table with a work book. A few farms have no manager at all, only a book.

When you claim a harvest, the crates are set out at the farm's own crate place, in rows of fifteen places. Seed bought off a manager's table comes out there too. Keep the places clear: a crate is only set where nothing else lies.

WHO KEEPS THE BOOK, AND WHERE THE CRATES COME OUT

FARM	THE BOOK	THE CRATES
Saffron	Farm manager, pavilion on the hill between the orchards and the fields	In front of the pavilion
Oasis	Farm manager, pavilion where the north field and the house field meet	On the crate ground beside the yard (the flattened hill east of him)
Mount Malefic	Farm manager, tent beside the town's transport man	In front of his table
Fey Valley	Farm manager, pavilion by the path between the potato field and the orchard	In front of his table, toward the barn
Sage Hills	Farm manager, pavilion on the sandy yard, facing the tobacco vendor	In front of his table

FARM	THE BOOK	THE CRATES
Kicia Bay	A man at a timber table with the Kicia Bay work book, under the east lumber awning	Logs and garden crates on the stacking ground south of the awnings; oranges before the barn by the orange grove
Fire Fish Town	Farm manager, pavilion (no flowers) on the market floor	On the market floor in front of the pavilion
Coffee Island	A book on the house's porch: the three coffee fields only	In the Coffee Island barn if it is yours; else on the pier before its doors
Sen'na	The master gardener, under the game's mushroom pavilion by the dock: the Sen'na farm book and the Seed Catalogue	At the door of the little hut by the south lagoon
Old Ankh Town	Farm manager, pavilion (no flowers) on the grass west of the dock	In front of his table
Chronos	A man at the town's table by the dock's log stacks, with the Chronos work book. The house garden's own book is under the tent in its yard	Logs on the stacking ground by the saw; garden crates under the garden's tent
Tamarack	The work manager, in the back half of the camp's trade office, with the Tamarack work book	On the stacking ground east of the saw
Aestra Abbey	No manager. The Aestra Abbey farm book stands in the apse alcove by the back door	Beside the steps of the abbey's back door
Lion's Fang	No manager. The Lion's Fang grove book is on a small table in the house	On the ground beside the house's door
Fort Aestrin	No manager. The garden book is under the garden tent	Under the tent
Gold Rock City	No manager. The Gold Rock City garden book is on a table on the roof patio	On the roof patio

CHAPTER THE NINTH

Of Potted Plants

the Clay Pot of Earth

WITH THANKS

The garden pots, and the tree planters' fruit after them, were inspired by dogeggz's Potted Tobacco (the TobaccoPotAndCigar mod). The Land Planner says it too: "inspired by dogeggz's Potted Tobacco".

A CLAY POT OF EARTH IS A SMALL GARDEN YOU CAN carry. Set it down in your house, on deck or anywhere you like, plant it, water it, and pick what it grows. It needs no land and no farm book.

§ 1. Buying a pot

The master gardener on Sen'na sells them, from two places on the floor before his table, by day. A pot costs 3000 (F1, "Potted plant pot price"). It is carried and set down like any other item.

§ 2. Planting it

Click a bought crate of seed on the pot. The crate is used up. A pot grows:

- Crops: cucumbers, peas, green tobacco, blue tobacco or potatoes. Their seed comes from a farm manager whose island grows that crop, or from the Seed Catalogue at Sen'na.
- Trees: a lime, a fig (it gives dates) or a banana. These seedlings are sold only by the Seed Catalogue.

Any other seed is refused: *That does not grow in a pot.* A pot already growing says: *Something grows there already. Pick it out first (use with an empty hand), or let it finish.*

§ 3. Watering

A pot holds 15 units of water, poured from a bottle of fresh water. A growing plant drinks one unit each game day. A dry pot does not grow: it waits until you water it. Look at the pot to see "Water: 9 / 15" and how its plant is doing. A pot grows anywhere, indoors or out, ashore or below decks.

§ 4. Growing and picking

Day 1	A seedling.
Days 2 and 3	A short plant.
Day 4 on	Full grown.
A crop	Gives one harvest each watered day, for 30 days. Only one waits at a time: days you do not pick are not saved up. After 30 days the plant is done and the pot is free again.
A tree	Is planted once and lasts for good. It gives a fruit every three watered days.

Pick with the use key and an empty hand. You get a cucumber, a potato, a sack of peas, a box of green or blue tobacco, a lime, dates, or a banana.

CHAPTER THE TENTH

Of Tree Planters

a Tree of your own, by your House or aboard

A GOLD ROCK CITY TREE PLANTER IS THE BIG planter you see in Gold Rock City. Set it down on your own property and grow a tree in it: a fruit tree, or one of the game's own trees for show.

§ 1. Buying one

The master gardener on Sen'na sells it, from a place just right of his table, by day. It costs 6000 (F1, "Tree planter price"). You carry it in your arms. No seed is needed: you choose the tree when you set it down.

§ 2. Setting it down

I. Hold the planter. It says: *Press the use key to choose a place for the planter.*

II. Press the use key. A pale ghost of the planter shows where you are looking, with the rules on a scroll at the right of the view. Green: it can stand there. Red: it cannot, and its words say why.

III. On green the words tell you what sort of place it is: *aboard*, *indoors*, *under a roof*, or *out of doors - planted, it never moves again.*

IV. Press the use key on green. The planter is set down and the list of trees opens. Choose one, or Cancel.

Placing stops if the planter leaves your hands, falls in the water, or a game is loaded. Setting it down the game's own way also opens the tree list.

WHERE IT MAY STAND

- In a house of yours.
- Aboard a ship of yours, on the deck.
- Out of doors, within 25 m of a house of yours. A spot near your house with a roof over it counts as indoors.
- On level ground, within 3.5 m of you, with room for it, and not in the water.

The red words are: *Not in the water.* · *Look at the floor or the ground where it is to stand.* · *Too far - come closer.* · *Not level enough here.* · *This ship is not yours.* · *Set it down aboard, on the deck.* · *This house is not yours.* · *Not your property.* · *No room here.*

§ 3. Out of doors, or in

	OUT OF DOORS	INDOORS, UNDER A ROOF, OR ABOARD
Trees	Any fruit tree: lime, fig (gives dates), banana, orange, apple, coconut palm. Or a tree for show: the leaning palm, tall palm, young palm, swamp tree, cypress, bamboo or tropical shrub	A small lime, fig, banana or orange, about half size (about a metre), kept lower under a low ceiling
Moving it	Never again. Once its tree is planted it stays where it stands for good - not by hand, not with a hammer	It stays movable, like a pot. Aboard, nail it down with a hammer or it may slide in a seaway
Fruit a picking	3	1
Season	With the Climate mod a fruit tree rests out of its season, by the seas of the nearest port	Always in season

Before you plant out of doors the list warns you: *WARNING: a tree planted out of doors stays where it stands FOR GOOD.* The button reads Plant here - it never moves again. Indoors it reads Plant a lime here, and so on.

§ 4. Growing and fruit

- Every tree grows from a sapling to its full size in one season: a quarter of the farms' year.
- Water a fruit tree from a bottle of fresh water. The planter holds 15 units and the tree drinks one a day. Dry, it rests. Trees for show need no water and bear nothing.
- Once half grown, 6 watered days ripen a picking (in its season, with the Climate mod). The days count only while it has water and no picking is waiting.
- The fruit shows on the tree only when it is ready. An orange tree shows white blossom while its fruit ripens.
- Pick it with the use key and an empty hand. One picking waits at a time.
- Look at the planter to see how it does: *A young lime, 40% grown* · *Too young to bear fruit yet* · *Dormant - out of season* · *Dormant - dry. Water it from a bottle.* · *Fruit ripening (2 of 6 watered days)* · *Fruit ready.*

THE RULES SCROLL, AS THE GAME SHOWS IT

Set it down where its tree will grow: in a house of yours, aboard a ship of yours, or out of doors within 25 m of a house of yours. Green, it can stand there; red, it cannot.

OUT OF DOORS: once its tree is planted the planter can NEVER be moved again. Any fruit tree - lime, fig, banana, orange, apple, coconut palm - or one of the game's own trees for show.

INDOORS OR ABOARD: a small lime, fig, banana or orange, about half size, lower under a low ceiling; 1 fruit a picking (3 out of doors). It stays movable; aboard, nail it down.

Every tree grows to full size in a season. Water a fruit tree from a bottle (it holds 15, drinks one a day): half grown, 6 watered days ripen a picking, shown only when ready - pick it with the use key and an empty hand. Dry, it rests.

§ 5. Spanish moss

In the warm seas (Al'Ankh and Emerald), grey-green Spanish moss hangs from the game's swamp, fat and eastern trees within 40 m of any house you can buy. It is only for the look. F1, "Spanish moss on tropical trees by the houses", turns it off when the island next loads.

CHAPTER THE ELEVENTH

Of Timber and the Sawmills

Logs from the Woods, and Lumber from the Saw

THREE FARMS WORK WOODS INSTEAD OF FIELDS: Kicia Bay, Chronos and Tamarack. Their lumber and timber plots give logs, and each has a saw that turns logs into lumber. Logs and lumber are trade goods.

§ 1. The timber plots

- Each counts as a double plot: 200 Gold Lions to buy.
- Tending costs 2000 of the island's coin each time: Emerald Dragons at Kicia Bay, Aestrin Crowns at Chronos and Tamarack. It takes no fertilizer.
- It works 90 days and gives one bundle of logs, always.
- Logs in the store never spoil.
- The trees stand as they are. The woods are worked in rotation and never clear cut. No seed is sold or taken at a timber yard.

§ 2. Using a saw

I. Pick up a bundle of logs that you claimed or bought.

II. Hold it, and use it on the saw.

III. The saw works for a few moments and sets out two bundles of lumber, if there is room for both.

- Logs from your own plots are sawn free, at any of the three saws.
- Logs you bought pay the saw's fee in the local coin.

- The saw will not take delivery cargo, anything unpaid, or lumber ("That is sawn already").
- If there is no room for all the lumber, the saw takes nothing. Clear the ground and try again.

THE THREE SAWS

SAW	WHAT IT IS	FEE FOR BOUGHT LOGS
Kicia Bay	A water-powered frame saw: a 3 m water wheel in the bay north of the yard turns a long shaft to an upright frame saw under the middle lumber awning. Lumber is set out on the stacking ground south of the awnings	2500 Emerald Dragons
Chronos	A hand-worked frame saw with a crank wheel and a lean-to roof, on the dock's deck by the town's log stacks. Lumber is set out on the stacking ground by the saw	500 Aestrin Crowns
Tamarack	A copy of the Kicia Bay water saw, under the log pavilion in the middle of the camp. Lumber is set out at its west end	250 Aestrin Crowns

§ 3. Tamarack

NEEDS TAMARACK ISLAND & DALKEY REEF

Tamarack Island is not one of the game's islands. It comes with the mod Tamarack Island & Dalkey Reef (version 0.18.0 or newer for the saw). Merchant Landholdings adds its five timber plots and its saw. Without that mod nothing is built there. The trade office on Tamarack still sells logs and lumber; to saw your own logs you need the saw. The saw will not take logs bought on Economy Overhaul's credit: *Repay or sell the financed logs first.*

CHAPTER THE TWELFTH

Of the Farm Islands

a Gazetteer, with a Survey of each

HERE IS EVERY FARM, ISLAND BY ISLAND, WITH ITS survey plate. The plates were drawn from the game's own files, with what Merchant Landholdings builds there marked on top. Each plot has a coloured outline and a letter for the crop it starts with, numbered on that island: W1 is the first grain field, Ap1 the first apple orchard. The key is Plate I, on the next page.

Prices on the plates are the mod's own settings (F1). The yellow marks are houses and barns for sale: they are described in the Real Estate Catalogue. A white ring marks a grain mill from Vittles, if you have it. The plates were surveyed on 25 November 2026. A few plot signs have moved a little since (at Chronos, Sen'na and Fey Valley); the plots themselves have not.

The plates are printed sideways so they can be large. On screen they are turned upright for you.

KEY - the marks on every survey sheet

Sailwind Real Estate - the Building Book. The ground is drawn from the game's own files; the marks are what our mods built, read from their code.

PLOTS - outline coloured by kind, letter for the crop, numbered on each island

W1	grain (wheat)	F1	saffron	Ap1	apple orchard
R1	rice paddy	G1	green tobacco	Or1	orange orchard
P1	potatoes	Br1	brown tobacco	Ba1	banana grove
C1	carrots	B1	blue tobacco	Fg1	fig orchard
K1	cabbages	E1	tea (black) / tea (green) / tea (white)	Li1	lime orchard
U1	cucumbers	O1	coffee	Cn1	coconut palms
S1	sweet potatoes	M1	field mushrooms / cave mushrooms	V1	vineyard (grapes)
Pe1	peas	L1	lumber (timber plot)		

Colours: gold = grain and rice; orange = vegetables; purple = saffron; blue = tobacco (Roy's B for blue tobacco); teal = tea and coffee; dark red = mushrooms (Roy's M); brown = lumber; green = orchards, groves and vineyards (their trees as dots).

BUILDINGS, PEOPLE AND PLACES

	H1 800 g	A house, home, hut, church, lighthouse or tent FOR SALE (yellow outline), with its price in gold. Plots marked 'comes with H1' are yours with it.
	Bn1 150 g	A barn or storage hut for sale, with its price.
	Tw2 1600 g	A Martello tower for sale (red ring) - needs Dangerous Waters V2.
	FM	The farm manager: his book sells and tends the plots; harvests come out at his table. 'Bk' = a book table where a house's own garden is tended (no manager).
	Mill	A grain mill (Vittles): grain to oatmeal and flour; rice, spices, saffron and coconuts too.
	Sawmill	A sawmill: logs to lumber (free for logs from your own plots).
	Well	A free public place we built (market stall, shrine, well, bunk house, notice ...).
	Pier	A pier, dock or landing we built (free to tie up).
		Paths and roads we laid.
		A plot's sign board (the plot is bought from the farm manager's book).
		The game's own: buildings (brown), towers and statues (dark red), docks (tan), walls (dark lines), trees (green circles), people (blue dots).

THE GROUND: green land, pale sand, grey-brown rock or cliff models; sea lighter where shallow (under 1.5 m, 5 m, 15 m, deeper). Height lines in metres over the sea; the grid's numbers are metres east (E) and north (N) of the island's own place in the game. Each sheet gives the island's latitude and longitude, its corners', a scale bar and north.

Marks needing other mods: towers - Dangerous Waters V2; the whole Tamarack sheet - Tamarack Island & Dalkey Reef; mills - Vittles; plots, houses and barns - Merchant Landholdings (Sailwind Farming).

PLATE I. The Key to the Survey Plates.

§ 1. Saffron

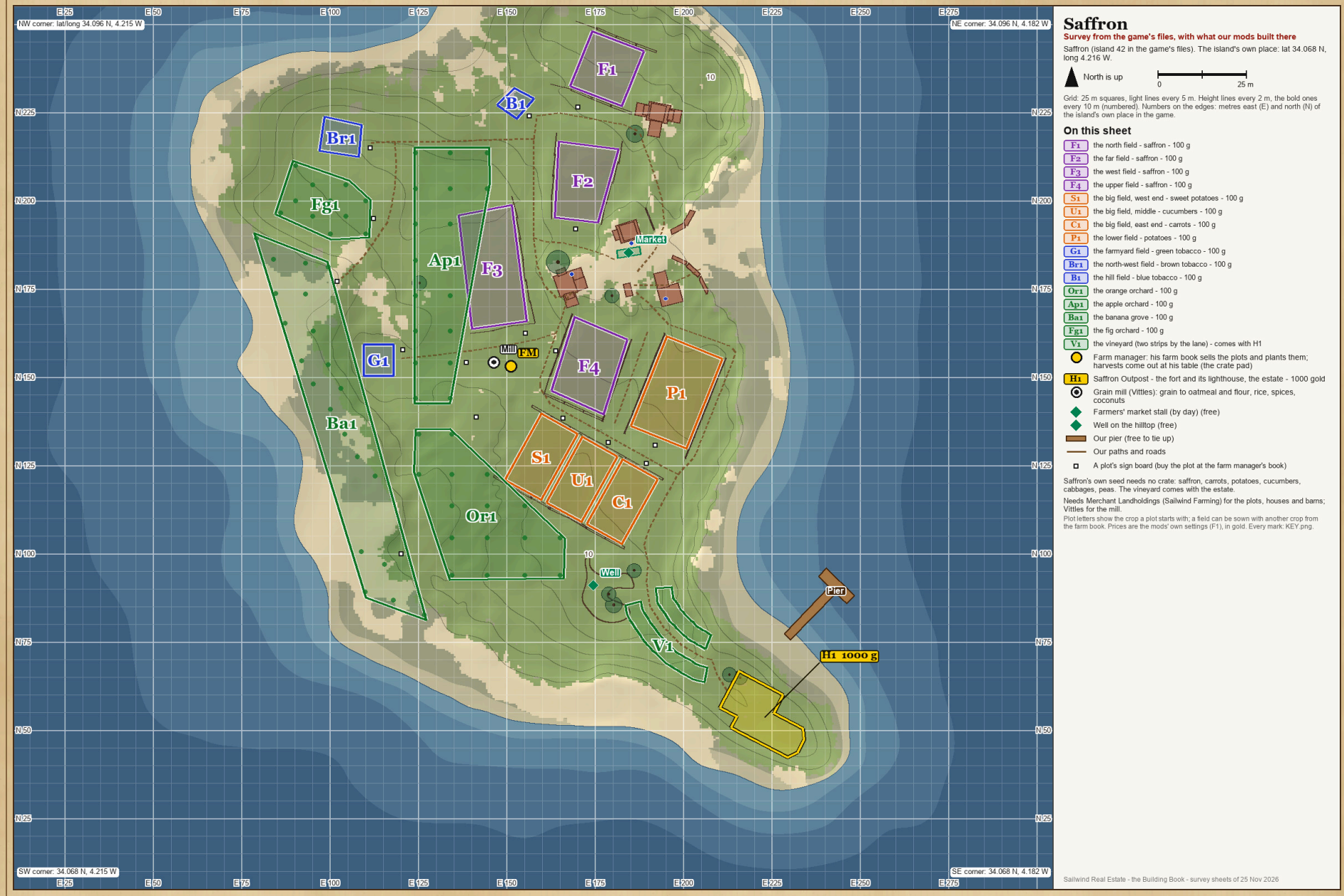
The first farm of the mod. Saffron's fields, orchards and vineyard lie round the hill above the outpost. The farm manager keeps his pavilion on the hill between the orchards and the fields. Eleven fields and four orchards are for sale; the vineyard comes with the outpost estate.

Island	Saffron (island 42). Al'Ankh seas; work paid in Al'Ankh Lions.
Fields	1 north field, 2 far field, 3 west field, 4 upper field (saffron); 5 big field west end (sweet potatoes); 6 big field middle (cucumbers); 7 big field east end (carrots); 8 lower field (potatoes); 9 farmyard field (green tobacco); 10 north-west field (brown tobacco); 11 hill field (blue tobacco). All plain plots.
Orchards	12 orange orchard; 13 apple orchard; 14 banana grove; 15 fig orchard (dates). The vineyard (wine) comes with the outpost estate.
At home	Cucumbers, carrots, potatoes, saffron, cabbages, peas, grapes.
Crates	In front of the pavilion.
Survey	Plate II, on the following pages.

§ 2. Oasis

The fields of Oasis are larger. Its four grain fields and two coconut plantations are double plots: they cost twice as much, pay twice the fees, and give twice the harvest. The coconut palms stand in rows either side of a road. A barn on the road to the dock is for sale.

Island	Oasis (island 20). Al'Ankh seas; work paid in Al'Ankh Lions.
Fields	1 far north field, 2 north field, 3 house field, 4 south field: grain, double plots.
Orchards	5 west lime orchard (plain); 6 plantation one and 7 plantation two (coconuts, double).
At home	Sweet potatoes, grain, coconuts, limes.
Manager	A pavilion where the north field and the house field meet.
Crates	On the crate ground beside the yard, the flattened hill east of his table.
Survey	Plate III, on the following pages.



Saffron

Survey from the game's files, with what our mods built there

Saffron (island 42 in the game's files). The island's own place: lat 34.068 N, long 4.216 W.

North is up

0 — 25 m

Grid: 25 m squares, light lines every 5 m. Height lines every 2 m, the bold ones every 10 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- F1 — the north field - saffron - 100 g
- F2 — the far field - saffron - 100 g
- F3 — the west field - saffron - 100 g
- F4 — the upper field - saffron - 100 g
- S1 — the big field, west end - sweet potatoes - 100 g
- U1 — the big field, middle - cucumbers - 100 g
- C1 — the big field, east end - carrots - 100 g
- P1 — the lower field - potatoes - 100 g
- G1 — the farmyard field - green tobacco - 100 g
- Br1 — the north-west field - brown tobacco - 100 g
- B1 — the hill field - blue tobacco - 100 g
- Or1 — the orange orchard - 100 g
- Ap1 — the apple orchard - 100 g
- Ba1 — the banana grove - 100 g
- Fg1 — the fig orchard - 100 g
- V1 — the vineyard (two strips by the lane) - comes with H1
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table (the crate pad)
- H1 — Saffron Outpost - the fort and its lighthouse, the estate - 1000 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- Farmers' market stall (by day) (free)
- Well on the hilltop (free)
- Our pier (free to tie up)
- Our paths and roads
- A plot's sign board (buy the plot at the farm manager's book)

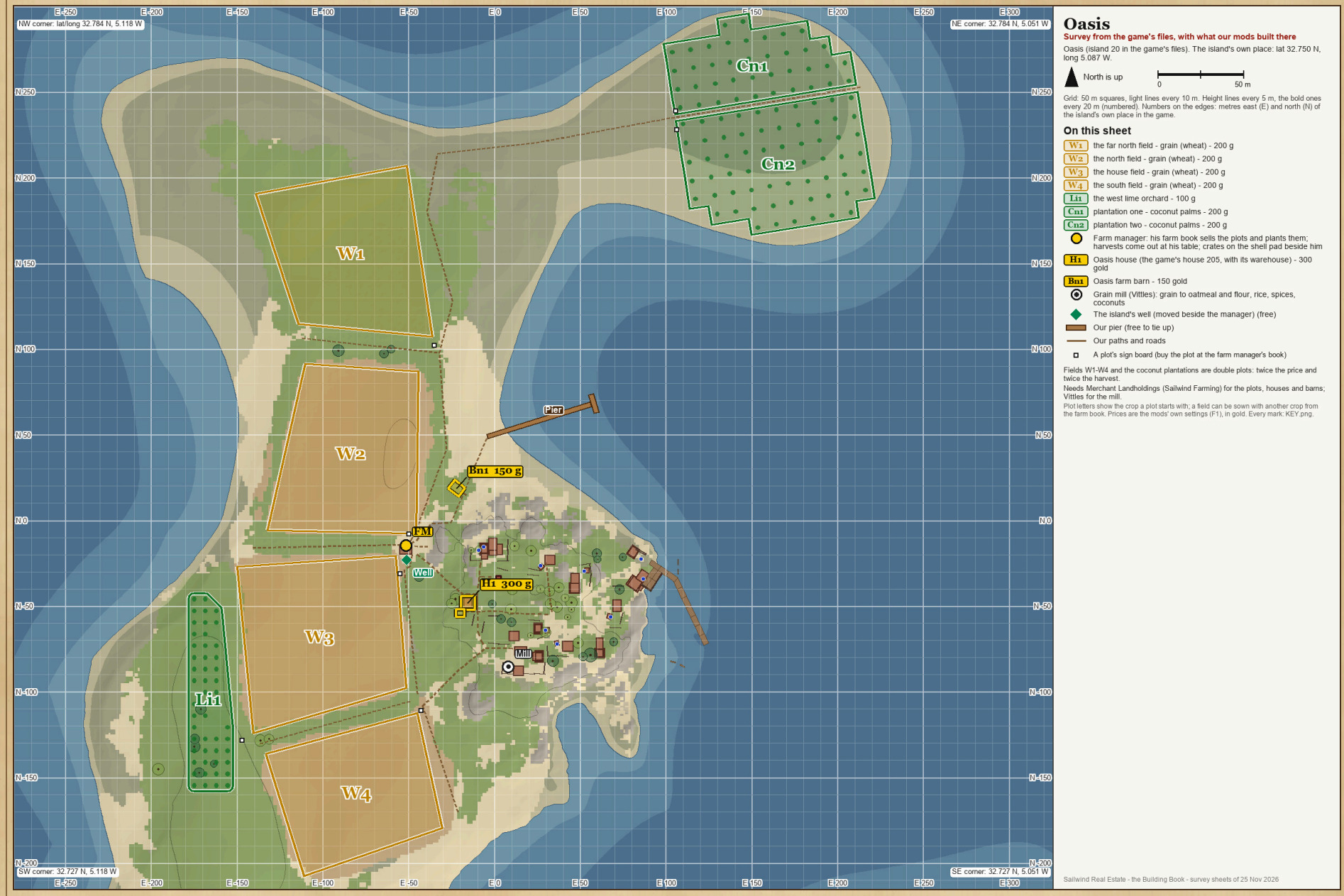
Saffron's own seed needs no crate: saffron, carrots, potatoes, cucumbers, cabbages, peas. The vineyard comes with the estate.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Sailwind Real Estate - the Building Book - survey sheets of 25 Nov 2026

PLATE II. Saffron, with its fields, orchards and vineyard. Survey sheet of 25 Nov 2026.



Oasis

Survey from the game's files, with what our mods built there

Oasis (island 20 in the game's files). The island's own place: lat 32.750 N, long 5.087 W.

North is up

0 — 50 m

Grid: 50 m squares, light lines every 10 m. Height lines every 5 m, the bold ones every 20 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- W1 — the far north field - grain (wheat) - 200 g
- W2 — the north field - grain (wheat) - 200 g
- W3 — the house field - grain (wheat) - 200 g
- W4 — the south field - grain (wheat) - 200 g
- Li1 — the west lime orchard - 100 g
- Cn1 — plantation one - coconut palms - 200 g
- Cn2 — plantation two - coconut palms - 200 g
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table; crates on the shell pad beside him
- H1 — Oasis house (the game's house 205, with its warehouse) - 300 gold
- Bn1 — Oasis farm barn - 150 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- The island's well (moved beside the manager) (free)
- Our pier (free to tie up)
- Our paths and roads
- A plot's sign board (buy the plot at the farm manager's book)

Fields W1-W4 and the coconut plantations are double plots: twice the price and twice the harvest.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Sailwind Real Estate - the Building Book - survey sheets of 25 Nov 2026

PLATE III. Oasis, its grain fields, lime orchard and coconut plantations. Survey sheet of 25 Nov 2026.

§ 3. Mount Malefic

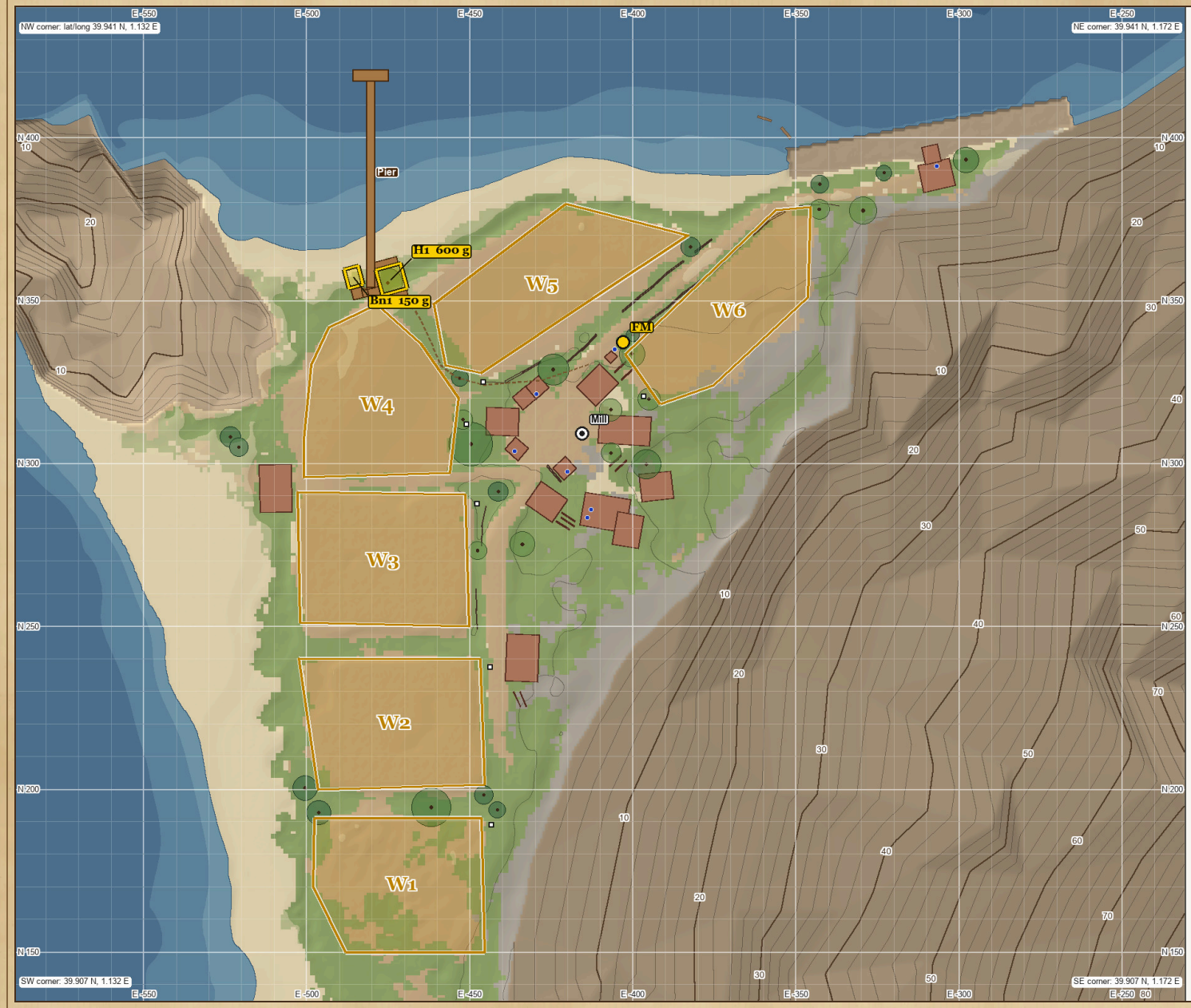
A grain farm. Six fields lie round the town, each with its sign by the road. The manager keeps a tent beside the town's transport man. The farm house on the north-west shore and its barn are for sale; the dock is free to all.

Island	Mount Malefic (island 17). Aestrin seas.
Fields	The far south field, the south field, the middle field, the west field, the beach field, the port road field: all grain, all plain plots.
At home	Grain.
Crates	In front of his table.
Survey	Plate IV, on the following pages.

§ 4. Fey Valley

A valley farm: grain in the big grassy area, potatoes and carrots by the old farm house, and three apple orchards. The top orchard is the game's own twenty apple trees. The manager's pavilion stands by the path between the potato field and the orchard. The barn by his yard and the big house by the falls are for sale; the house garden comes with the house.

Island	Fey Valley (island 35). Aestrin seas.
Fields	1 house garden (cucumbers, with the house); 2 potato field; 3 carrot field; 4-7 the north-west, south-west, north-east and south-east grain fields.
Orchards	8 top orchard, 9 middle orchard, 10 new orchard: apples.
At home	Cucumbers, carrots, potatoes, grain, apples.
Crates	In front of his table, toward the barn.
Survey	Plate V, on the following pages.



Mount Malefic

Survey from the game's files, with what our mods built there

Mount Malefic (island 17 in the game's files). The island's own place: lat 39.892 N, long 1.198 E.

North is up

0 — 50 m

Grid: 50 m squares, light lines every 10 m. Height lines every 2 m, the bold ones every 10 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- W1 — the far south field - grain (wheat) - 100 g
- W2 — the south field - grain (wheat) - 100 g
- W3 — the middle field - grain (wheat) - 100 g
- W4 — the west field - grain (wheat) - 100 g
- W5 — the beach field - grain (wheat) - 100 g
- W6 — the port road field - grain (wheat) - 100 g
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table (beside the town's transport man)
- H1 — Farm house (three storeys, deck to the dock) - 600 gold
- Bn1 — Grain barn (sold apart from the house) - 150 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- Our pier (free to tie up)
- Our paths and roads
- A plot's sign board (buy the plot at the farm manager's book)

The pier is free to everyone; the farm house and the barn are sold apart.

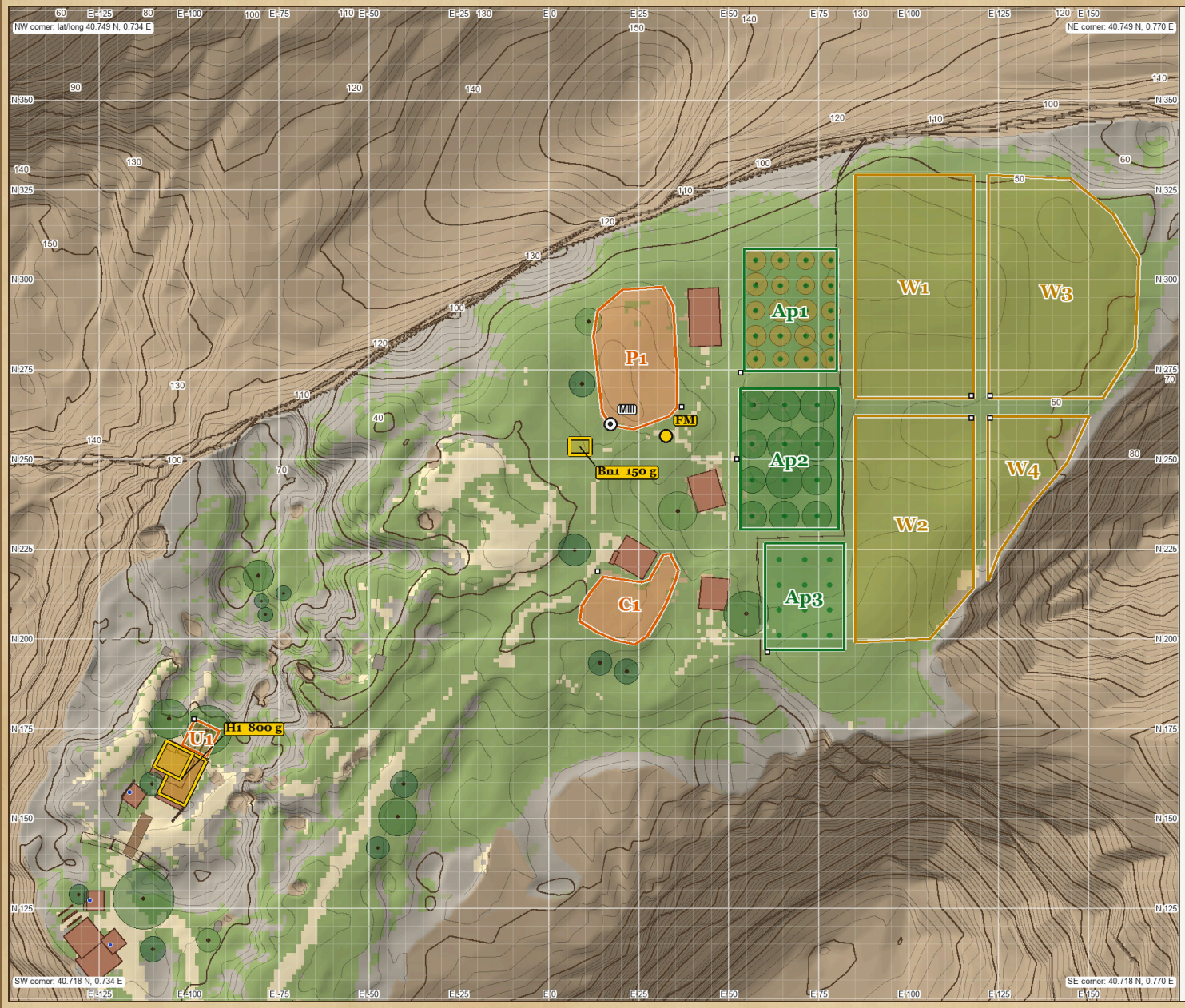
Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.



Mount Malefic, the whole island (red box: this sheet)

PLATE IV. Mount Malefic, the farm side, with its six grain fields. Survey sheet of 25 Nov 2026.



Fey Valley

Survey from the game's files, with what our mods built there

Fey Valley (island 35 in the game's files). The island's own place: lat 40.707 N, long 0.750 E.

North is up

0 — 50 m

Grid: 25 m squares, light lines every 5 m. Height lines every 2 m, the bold ones every 10 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- U1 — the house garden - cucumbers - comes with H1
- P1 — the potato field - potatoes - 100 g
- C1 — the carrot field - carrots - 100 g
- W1 — the north-west grain field - 100 g
- W2 — the south-west grain field - 100 g
- W3 — the north-east grain field - 100 g
- W4 — the south-east grain field - 100 g
- Ap1 — the top orchard - apple orchard - 100 g
- Ap2 — the middle orchard - apple orchard - 100 g
- Ap3 — the new orchard - apple orchard - 100 g
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table
- H1 — Fey Valley house (by the falls, with its tower) - 800 gold
- Bn1 — Barn (beside the manager's yard) - 150 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- A plot's sign board (buy the plot at the farm manager's book)

The house garden U1 comes with the house; plant it from the farm book.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.



Fey Valley, the whole island (red box: this sheet)

PLATE V. Fey Valley, its fields and apple orchards. Survey sheet of 25 Nov 2026.

§ 5. Sage Hills

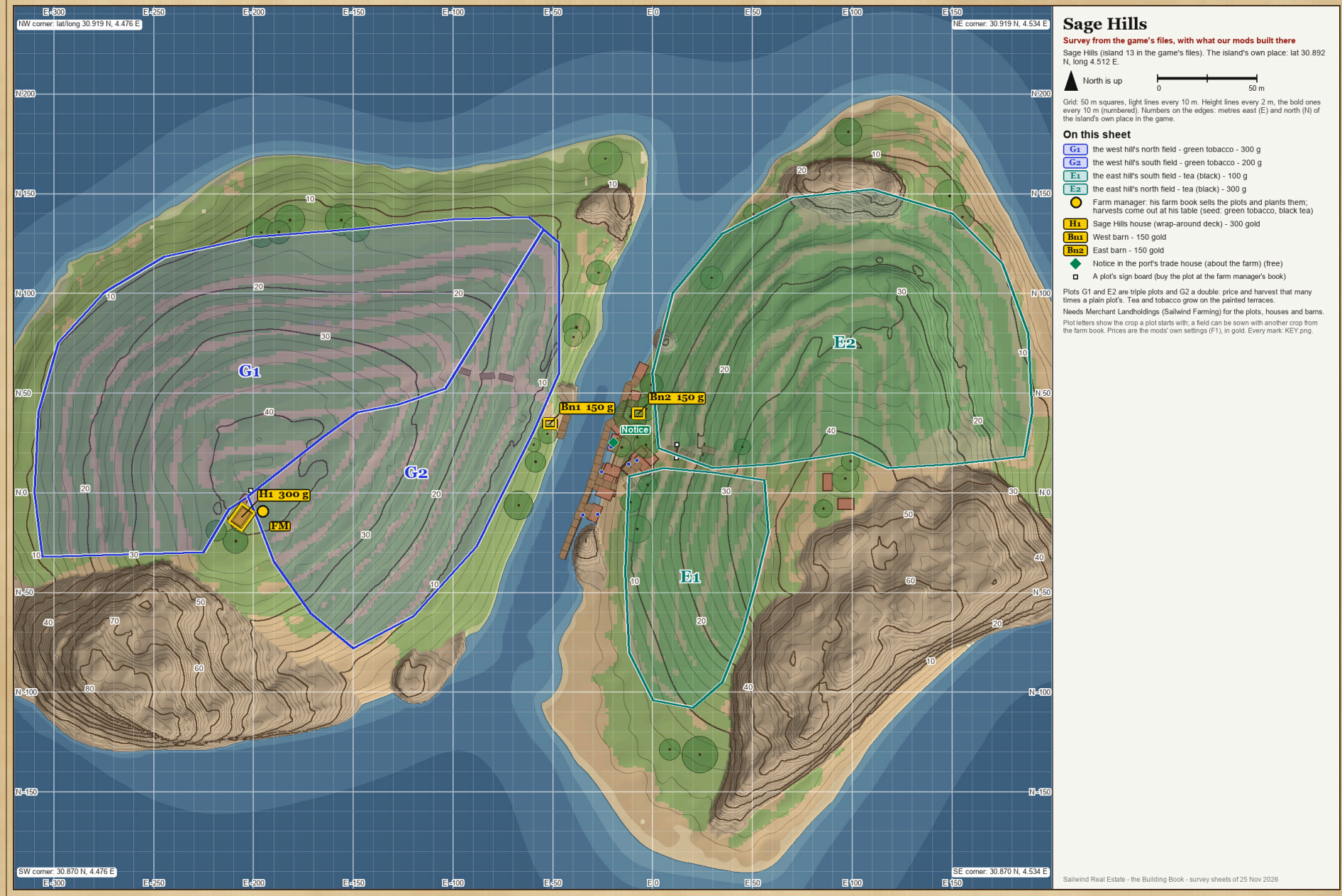
Tobacco and tea on terraced hills either side of a channel. The crops grow only on the terraced rows; the grass paths between them stay. Two tobacco fields are on the west hill, two tea fields across the channel on the east hill. The manager's pavilion stands on the sandy yard facing the tobacco vendor. The house by the tobacco stall and two barns by the water are for sale.

Island	Sage Hills (island 13). Emerald seas.
Fields	1 west hill's north field (green tobacco, triple); 2 west hill's south field (green tobacco, double); 3 east hill's south field (tea, plain); 4 east hill's north field (tea, triple).
At home	Black, green and white tea; green tobacco.
Crates	In front of his table.
Survey	Plate VI, on the following pages.

§ 6. Kicia Bay

A lumber yard. The old stump field was over-harvested; the woods are worked in rotation now, never clear cut. A man at a timber table under the east lumber awning keeps the Kicia Bay work book. The water-powered sawmill stands in the yard (Chapter XI). Two orange orchards and a barn by the orange grove are for sale, and the Japanese house on the small island comes with a garden of three raised beds.

Island	Kicia Bay (island 27). Emerald seas; work paid in Emerald Dragons.
Timber	Lumber plots one, two and three: logs, double plots, 90 days, tend fee 2000 Dragons.
Orchards	Orange orchard one (6 trees) and two (18 trees), plain plots.
Garden	Plot 6, the house garden: sweet potatoes, with the Japanese house.
At home	Logs, oranges, sweet potatoes. Sweet potato seed is sold off the table.
Crates	Logs and the garden's crates on the stacking ground south of the awnings; oranges before the barn by the orange grove.
Survey	Plate VII, on the following pages.



Sage Hills

Survey from the game's files, with what our mods built there

Sage Hills (island 13 in the game's files). The island's own place: lat 30.892 N, long 4.512 E.

North is up — 0 — 50 m

Grid: 50 m squares, light lines every 10 m. Height lines every 2 m, the bold ones every 10 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- G1 — the west hill's north field - green tobacco - 300 g
- G2 — the west hill's south field - green tobacco - 200 g
- E1 — the east hill's south field - tea (black) - 100 g
- E2 — the east hill's north field - tea (black) - 300 g
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table (seed: green tobacco, black tea)
- H1 — Sage Hills house (wrap-around deck) - 300 gold
- Bn1 — West barn - 150 gold
- Bn2 — East barn - 150 gold
- Notice in the port's trade house (about the farm) (free)
- A plot's sign board (buy the plot at the farm manager's book)

Plots G1 and E2 are triple plots and G2 a double: price and harvest that many times a plain plot's. Tea and tobacco grow on the painted terraces.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Sailwind Real Estate - the Building Book - survey sheets of 25 Nov 2026

PLATE VI. Sage Hills, its tobacco and tea terraces. Survey sheet of 25 Nov 2026.



PLATE VII. Kicia Bay, its lumber plots, orange orchards and sawmill. Survey sheet of 25 Nov 2026.

§ 7. Fire Fish Town and Coffee Island

Rice paddies, orange orchards and coffee. Rice grows here and nowhere else. The manager's pavilion stands on the market floor. Coffee Island, the islet south-east of the town, has three coffee fields on the game's own bushes, a house with its own book on the porch for those three fields, and a barn. The house and barn are for sale. In the town, the Shinto shrine (the five-storey pagoda) is open inside to everyone: a free public place, a gift of the mod.

Island	Fire Fish Town (island 26). Emerald seas; work paid in Emerald Dragons.
Fields	Rice paddies one, three and four (plain; drained for another crop, flooded again for rice); rice paddy two (double; flooded by the sea, rice only).
Orchards	Orange orchards one and two (16 trees each, fenced) and three (the town's 15 loose trees).
Coffee	Coffee 1 (double), Coffee 2 (plain), Coffee 3 (double, the terrace under the big rock, with its own pier). Tended like orchards; they stay coffee.
At home	Rice, oranges, coffee. Coffee seed is sold off the table; rice seed never.
Crates	On the market floor in front of the pavilion. Coffee claimed from the Coffee Island book: in its barn if it is yours, else on the pier before the barn's doors.
Survey	Plate VIII, on the following pages.

§ 8. Sen'na

Mushrooms in the damp shade, and blue tobacco. The master gardener works at a table under the game's mushroom pavilion by the dock. He keeps two books, the Sen'na farm book and the Sailwind Seed Catalogue, and he sells the clay pots and the tree planters (Chapters IX and X). The hut house and the storage hut are for sale.

Island	Sen'na (island 28). Emerald seas.
Fields	Mushroom plots one (cave), two (field), three (cave), four (field) - each may grow either kind, chosen in the book; blue tobacco fields one and two. All plain plots.
At home	Field mushrooms, cave mushrooms, blue tobacco. Their seed is sold; seed from elsewhere is taken.
Crates	At the door of the little hut by the south lagoon.
Survey	Plate IX, on the following pages.



Fire Fish Town and Coffee Island

Survey from the game's files, with what our mods built there

Fire Fish Town (island 26 in the game's files). The island's own place: lat 28.142 N, long 3.157 E.

North is up

0 — 50 m

Grid: 50 m squares, light lines every 10 m. Height lines every 2 m, the bold ones every 10 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- R1 rice paddy one - 100 g
- R2 rice paddy two - 200 g
- R3 rice paddy three - 100 g
- R4 rice paddy four - 100 g
- Or1 orange orchard one - 100 g
- Or2 orange orchard two - 100 g
- Or3 orange orchard three - 100 g
- O1 coffee field one - 200 g
- O2 coffee field two - 100 g
- O3 coffee field three - 200 g
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table (no seed sold here)
- H1 Coffee Island house (on stilts) - 300 gold
- Bn1 Coffee Island barn - 150 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- The Fire Fish shrine (the pagoda, made a place to visit) (free)
- Our piers (free to tie up)
- Our paths and roads
- A plot's sign board (buy the plot at the farm manager's book)

Coffee O1 and O2 are on Coffee Island (south-east, with the house, barn and pier); O3 is on the terrace north-east of the town, with its own small pier. Rice R2 is flooded and always rice.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Sailwind Real Estate - the Building Book - survey sheets of 25 Nov 2026

PLATE VIII. Fire Fish Town and Coffee Island: rice, oranges and coffee. Survey sheet of 25 Nov 2026.

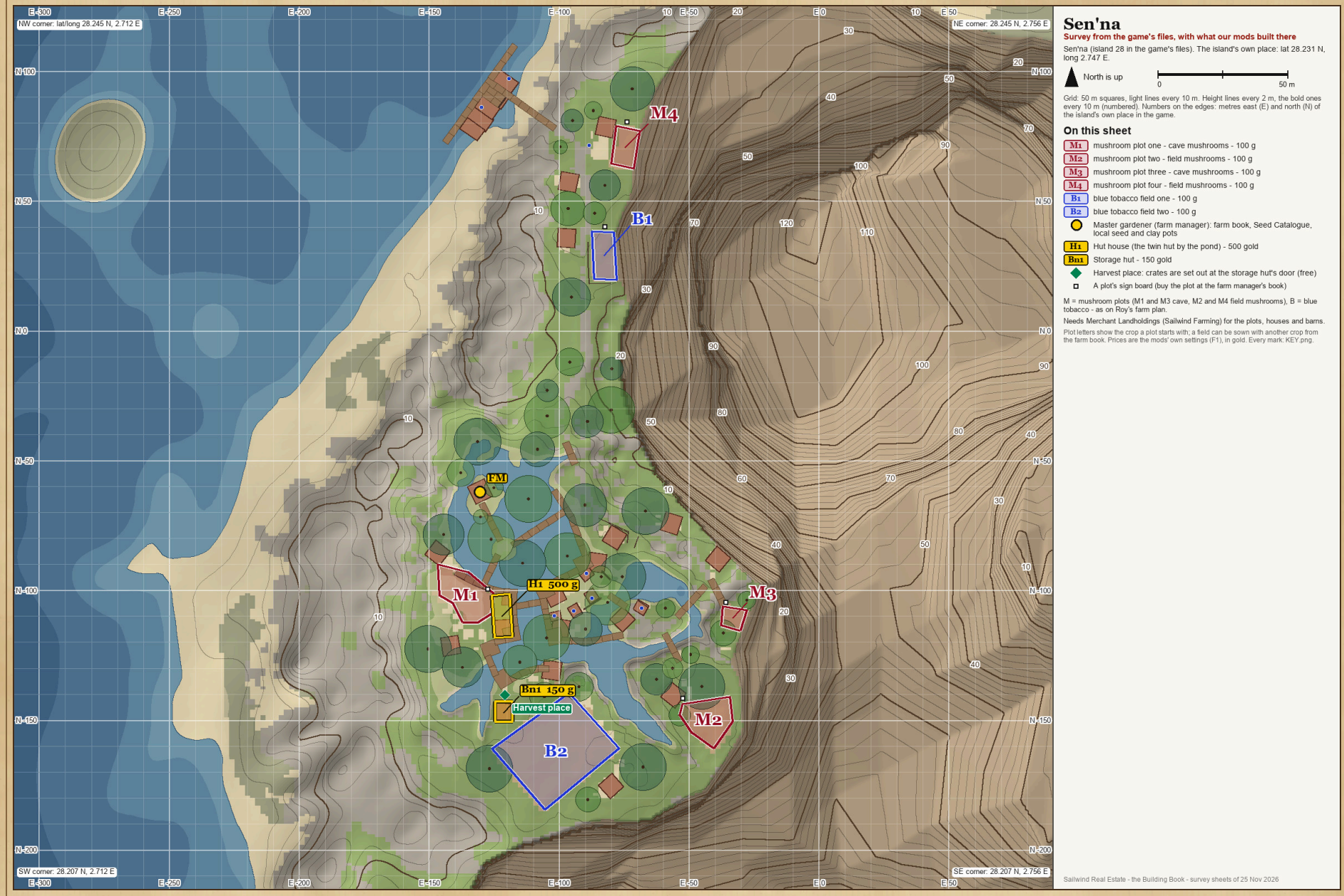


PLATE IX. Sen'na, its mushroom plots (M) and blue tobacco (B). Survey sheet of 25 Nov 2026.

§ 9. Old Ankh Town

Coffee fields on the game's own coffee bushes, north-west of the town. Coffee needs no seed here. Sown with another crop from seed, a field's bushes are cut back; sown with coffee again, they come back. The manager's pavilion is down in the town on the grass west of the dock. The cliff home is for sale.

Island	Old Ankh Town (island 40).
Fields	Coffee 1 (plain, by the coffee farmer's shop); Coffee 2 (double, the long band); Coffee 3 (double, toward the town).
At home	Coffee. Coffee seed is sold; seed from elsewhere is taken.
Crates	In front of his table.
Survey	Plate X, on the following pages.

§ 10. Chronos

Four woods and a timber yard. A man at the town's table by the dock's log stacks keeps the Chronos work book. The hand-worked saw stands on the dock's deck (Chapter XI). The two joined houses on the rise north-east of the lane are sold as one house, with a walled garden of three beds; the garden's own book is under the tent in its yard.

Island	Chronos (island 25). Aestrin seas; work paid in Aestrin Crowns.
Timber	Lumber plots one to four: logs, double plots, 90 days, tend fee 2000 Crowns.
Garden	Garden 1 (carrots), Garden 2 (cabbages), Garden 3 (potatoes): with the house only.
At home	Logs, carrots, potatoes, cabbages, peas. The four garden seeds are sold off the table.
Crates	Logs on the stacking ground by the saw; garden crates under the garden's tent.
Survey	Plate XI, on the following pages.



Old Ankh Town

Survey from the game's files, with what our mods built there

Old Ankh Town (island 40 in the game's files). The island's own place: lat 30.747 N, long 5.018 W.

North is up

0 — 25 m

Grid: 25 m squares, light lines every 5 m. Height lines every 2 m, the bold ones every 10 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- O1 — coffee field one - 100 g
- O2 — coffee field two - 200 g
- O3 — coffee field three - 200 g
- Farm manager: his farm book sells the plots and plants them; harvests come out at his table (by the dock)
- H1 — Cliff home (behind a door on the cliff road) - 600 gold
- A plot's sign board (buy the plot at the farm manager's book)

The coffee grows on the game's own coffee bushes. O2 and O3 are double plots.

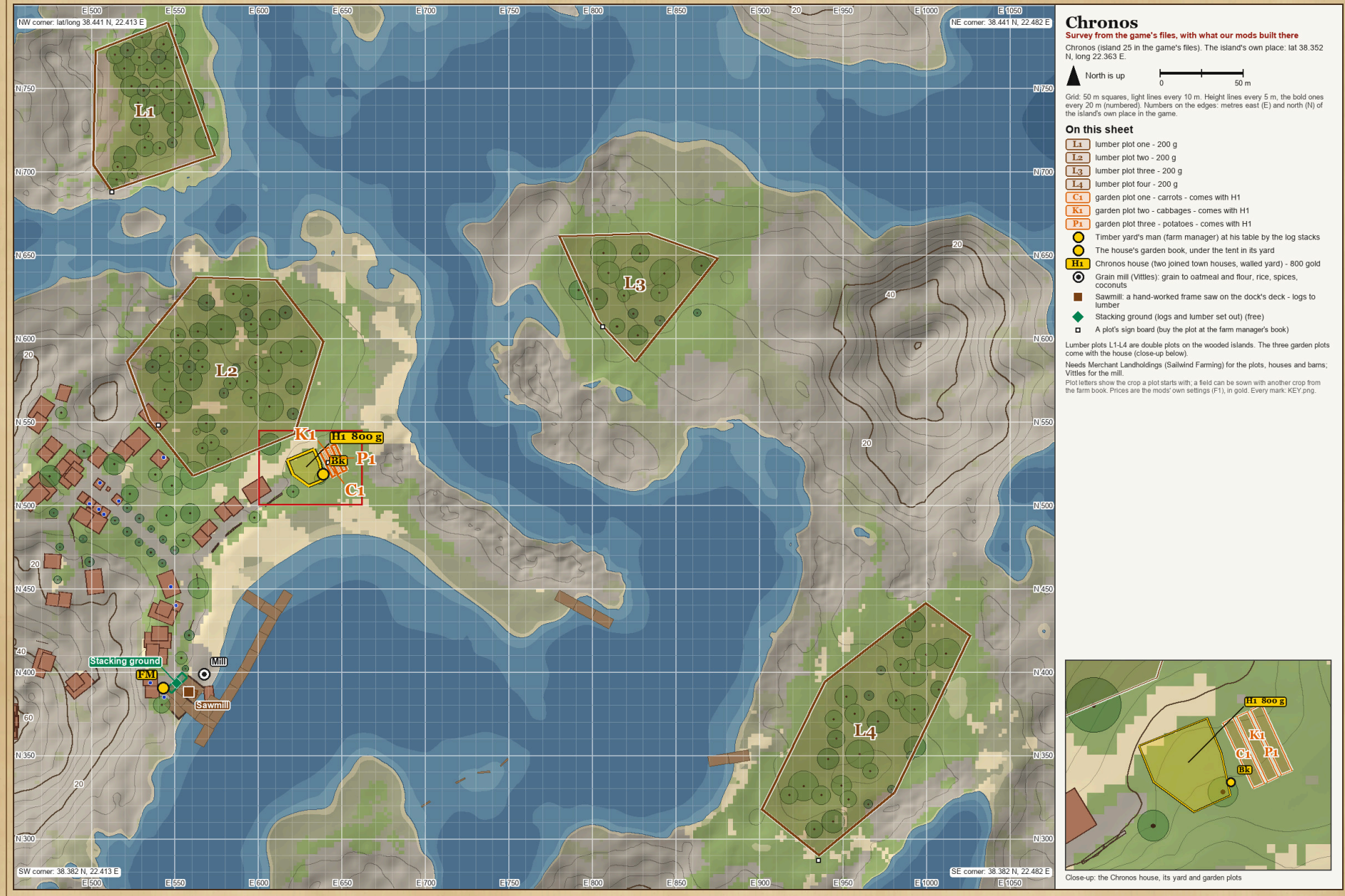
The cliff home's rooms are cut into the cliff (outline = its rooms); its door is on the cliff road above the town.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Sailwind Real Estate - the Building Book - survey sheets of 25 Nov 2026

PLATE X. Old Ankh Town and its coffee fields. Survey sheet of 25 Nov 2026.



Chronos

Survey from the game's files, with what our mods built there

Chronos (island 25 in the game's files). The island's own place: lat 38.352 N, long 22.363 E.

North is up

0 — 50 m

Grid: 50 m squares, light lines every 10 m. Height lines every 5 m, the bold ones every 20 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- L1 lumber plot one - 200 g
- L2 lumber plot two - 200 g
- L3 lumber plot three - 200 g
- L4 lumber plot four - 200 g
- C1 garden plot one - carrots - comes with H1
- K1 garden plot two - cabbages - comes with H1
- P1 garden plot three - potatoes - comes with H1
- Timber yard's man (farm manager) at his table by the log stacks
- The house's garden book, under the tent in its yard
- H1 Chronos house (two joined town houses, walled yard) - 800 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- Sawmill: a hand-worked frame saw on the dock's deck - logs to lumber
- Stacking ground (logs and lumber set out) (free)
- A plot's sign board (buy the plot at the farm manager's book)

Lumber plots L1-L4 are double plots on the wooded islands. The three garden plots come with the house (close-up below).

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Close-up: the Chronos house, its yard and garden plots

PLATE XI. Chronos, its lumber plots, saw and the house garden. Survey sheet of 25 Nov 2026.

§ 11. Aestra Abbey

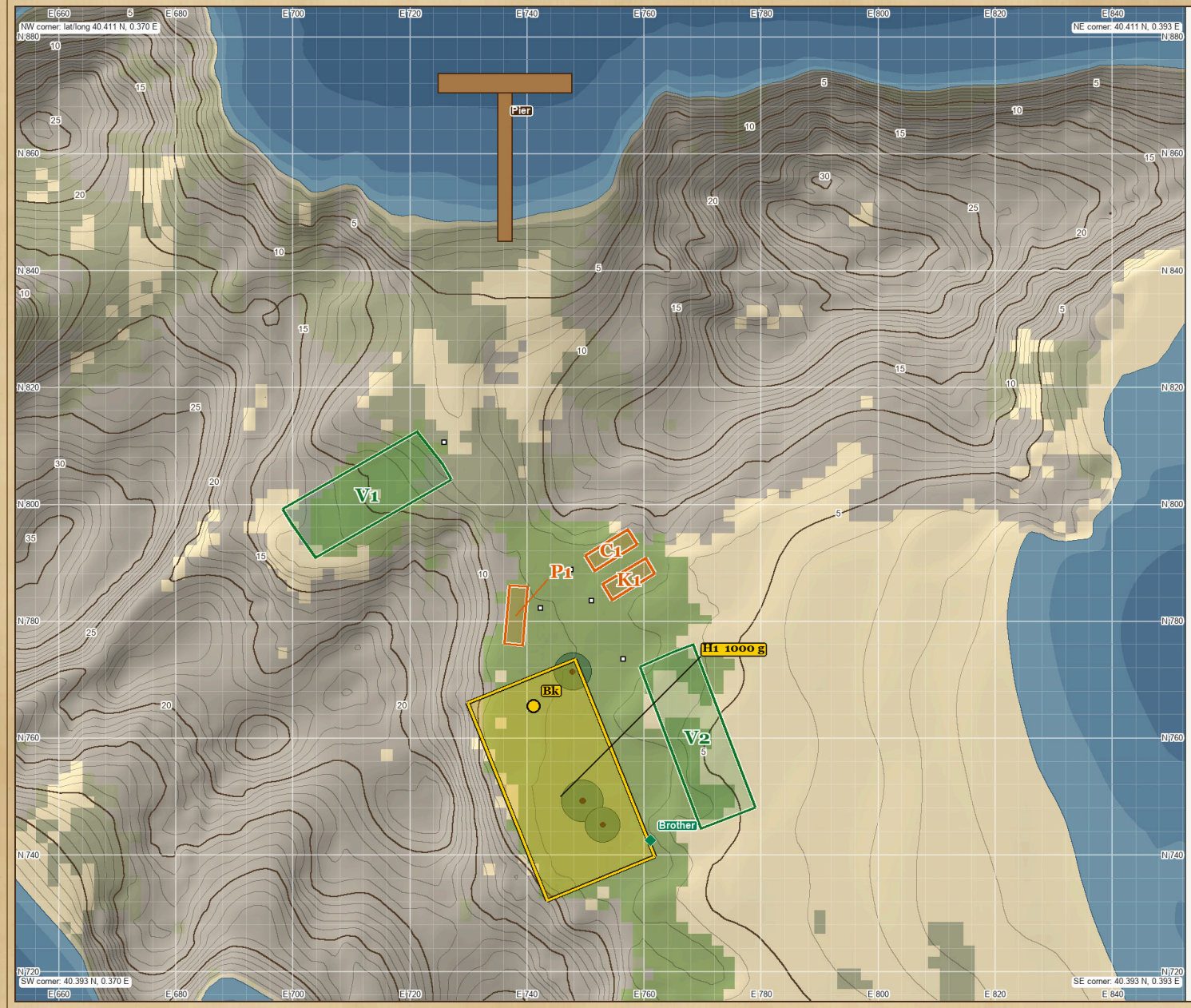
Vineyards and garden beds round the old church. There is no manager: the Aestra Abbey farm book stands on a timber stand in the apse alcove by the back door. No seed is sold here, but seed carried near the book is taken in. While the church is for sale (F1, "Church for sale", on), all five plots come with it, their first crops planted free. With it off, the plots are sold one by one.

Island	Aestra Abbey (island 34). Aestrin seas.
Vineyards	The vineyard by the bay; the vineyard below the garden (wine, tended like orchards).
Beds	The west garden bed (carrots); the east garden bed (cabbages); the long garden bed (potatoes).
At home	Carrots, potatoes, cabbages, peas, grapes.
Crates	Beside the steps of the abbey's back door.
Survey	Plate XII, on the following pages.

§ 12. Lion's Fang

A small coconut grove of eighteen palms, which comes with the house. There is no manager and no sign: the Lion's Fang grove book lies on a small table inside the house. The grove's first crop is tended free. A grove takes no seed.

Island	Lion's Fang (island 6). Al'Ankh seas.
Grove	The coconut grove (18 palms, plain plot), with the house.
Crates	On the ground beside the house's door.
Survey	Plate XIII, on the following pages.



Aestra Abbey

Survey from the game's files, with what our mods built there

Aestra Abbey (island 34 in the game's files). The island's own place: lat 40.313 N, long 0.298 E.

North is up — 0 — 25 m

Grid: 20 m squares, light lines every 4 m. Height lines every 1 m, the bold ones every 5 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- V1 — the vineyard by the bay - comes with H1
- V2 — the vineyard below the garden - comes with H1
- C1 — the west garden bed - carrots - comes with H1
- K1 — the east garden bed - cabbages - comes with H1
- P1 — the long garden bed - potatoes - comes with H1
- The church's farm book, on a stand in the apse
- H1 — The old church (its vineyards and garden beds come with it) - 1000 gold
- A brother of the Abbey (by day, while the church is for sale) (free)
- Our pier (free to tie up)
- A plot's sign board (buy the plot at the farm manager's book)

Sail into the north bay and tie up at our dock; the abbey's town and port are on the south island.

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.



Aestra Abbey's islands (red box: this sheet)

PLATE XII. Aestra Abbey, the church site, its vineyards and garden beds. Survey sheet of 25 Nov 2026.

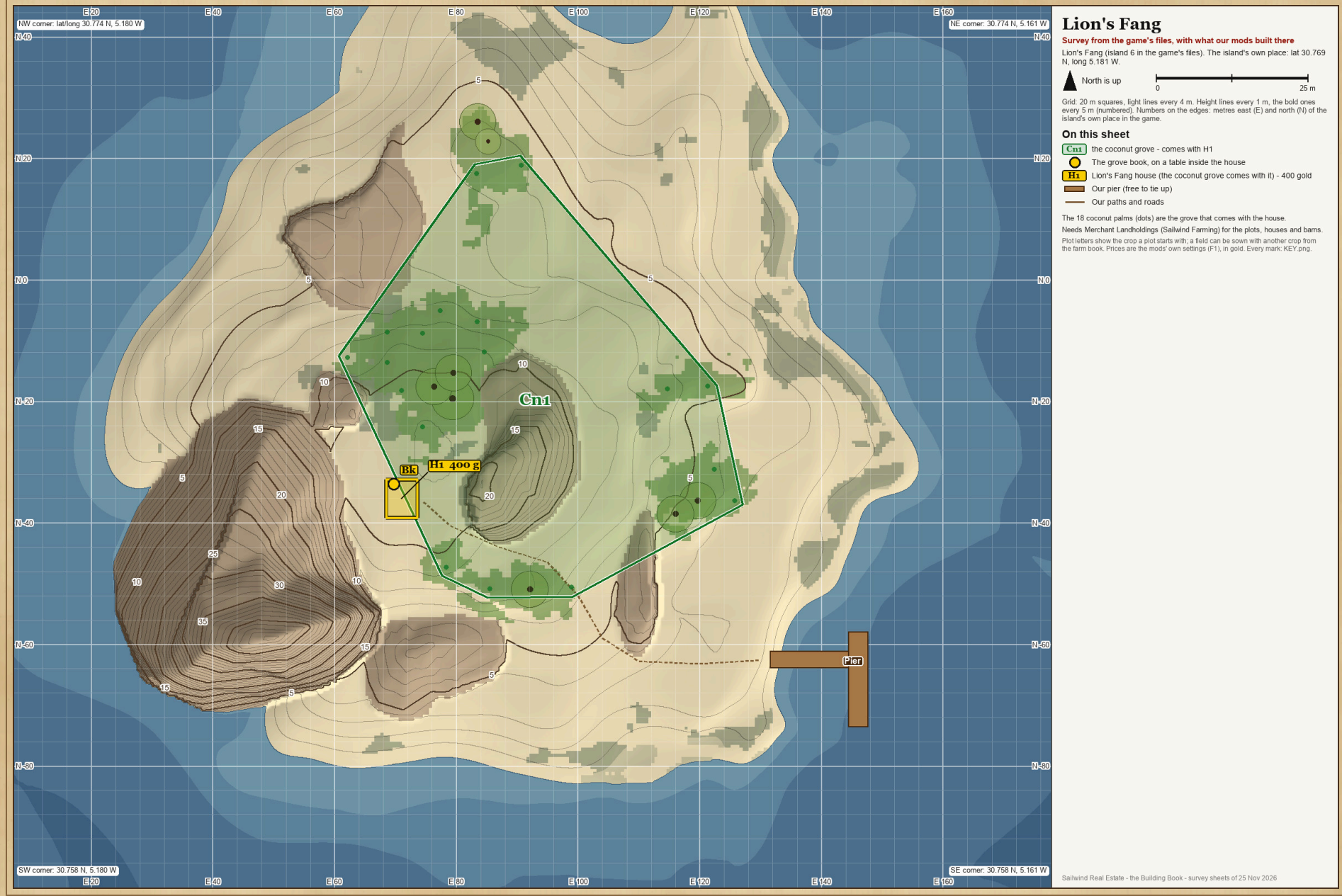


PLATE XIII. Lion's Fang and its coconut grove. Survey sheet of 25 Nov 2026.

§ 13. Fort Aestrin

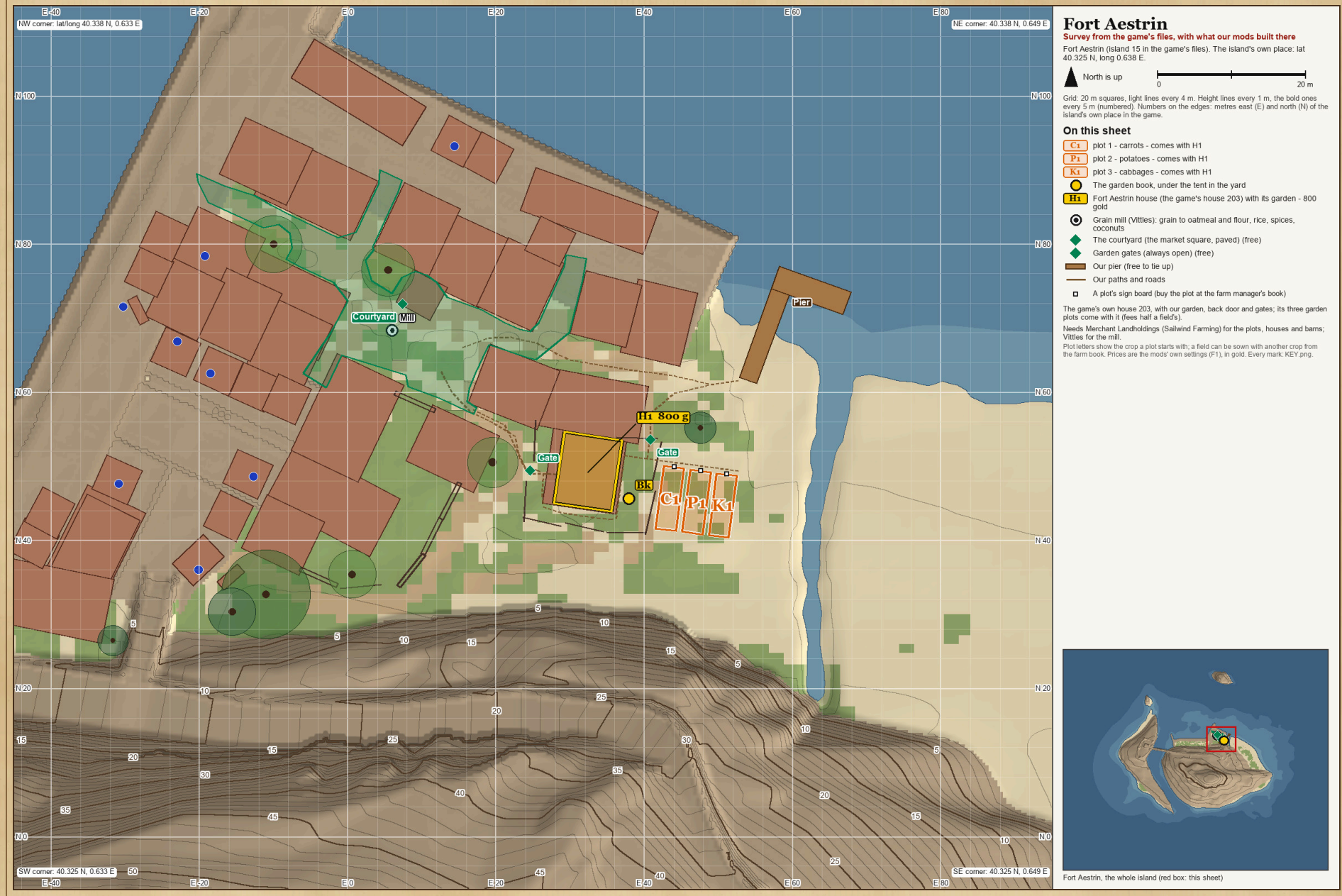
A town house garden. The game's own house 203 comes with a garden of three plots behind it, and a back door to it. There is no manager: the garden book lies under the garden tent, a copy of the town's market tent. Fees here are half a farm's. Seed from elsewhere is taken in at the book's table, by day or night, once the house is yours.

Island	Fort Aestrin (island 15). Aestrin seas; work paid in Aestrin Crowns.
Garden	Plot 1 (carrots), plot 2 (potatoes), plot 3 (cabbages), with house 203. Fees: 50 to plant, 25 a level of fertilizer.
At home	Carrots, potatoes, cabbages, peas.
Crates	Under the tent.
Survey	Plate XIV, on the following pages.

§ 14. Gold Rock City

A roof garden. The game's house 201 is made one house with the two buildings beside it, and its roof patio carries three garden plots of two earth beds each. There is no manager: the Gold Rock City garden book lies on a table on the roof patio. Fees are half a farm's. The garden is there only while F1 "Gold Rock City house > Rebuilt as one house" is on (it is on unless you turn it off).

Island	Gold Rock City (island 1). Al'Ankh seas.
Garden	Plot 1 (sweet potatoes), plot 2 (saffron), plot 3 (brown tobacco), with house 201.
At home	Sweet potatoes, saffron, brown tobacco.
Crates	On the roof patio.
Survey	Plate XV, on the following pages.



Fort Aestrin

Survey from the game's files, with what our mods built there

Fort Aestrin (island 15 in the game's files). The island's own place: lat 40.325 N, long 0.638 E.

North is up

0 — 20 m

Grid: 20 m squares, light lines every 4 m. Height lines every 1 m, the bold ones every 5 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- C1 — plot 1 - carrots - comes with H1
- P1 — plot 2 - potatoes - comes with H1
- K1 — plot 3 - cabbages - comes with H1
- The garden book, under the tent in the yard
- H1 — Fort Aestrin house (the game's house 203) with its garden - 800 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- The courtyard (the market square, paved) (free)
- Garden gates (always open) (free)
- Our pier (free to tie up)
- Our paths and roads
- A plot's sign board (buy the plot at the farm manager's book)

The game's own house 203, with our garden, back door and gates; its three garden plots come with it (fees half a field's).

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Fort Aestrin, the whole island (red box: this sheet)

PLATE XIV. Fort Aestrin: house 203 and its garden. Survey sheet of 25 Nov 2026.



Gold Rock City

Survey from the game's files, with what our mods built there

Gold Rock City (island 1 in the game's files). The island's own place: lat 31.126 N, long 4.935 W.

North is up

0 — 20 m

Grid: 20 m squares, light lines every 4 m. Height lines every 1 m, the bold ones every 5 m (numbered). Numbers on the edges: metres east (E) and north (N) of the island's own place in the game.

On this sheet

- S1 — plot 1 - sweet potatoes - comes with H1
- F1 — plot 2 - saffron - comes with H1
- Br1 — plot 3 - brown tobacco - comes with H1
- The garden book, on a table on the roof patio
- H1 — Gold Rock City house (the game's house 201, made one with the two beside it) - 750 gold
- Grain mill (Vittles): grain to oatmeal and flour, rice, spices, coconuts
- A plot's sign board (buy the plot at the farm manager's book)

The three plots are raised beds on the house's roof patio and come with the house (fees half a field's).

Needs Merchant Landholdings (Sailwind Farming) for the plots, houses and barns; Vittles for the mill.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

Gold Rock City's island (red box: this sheet)

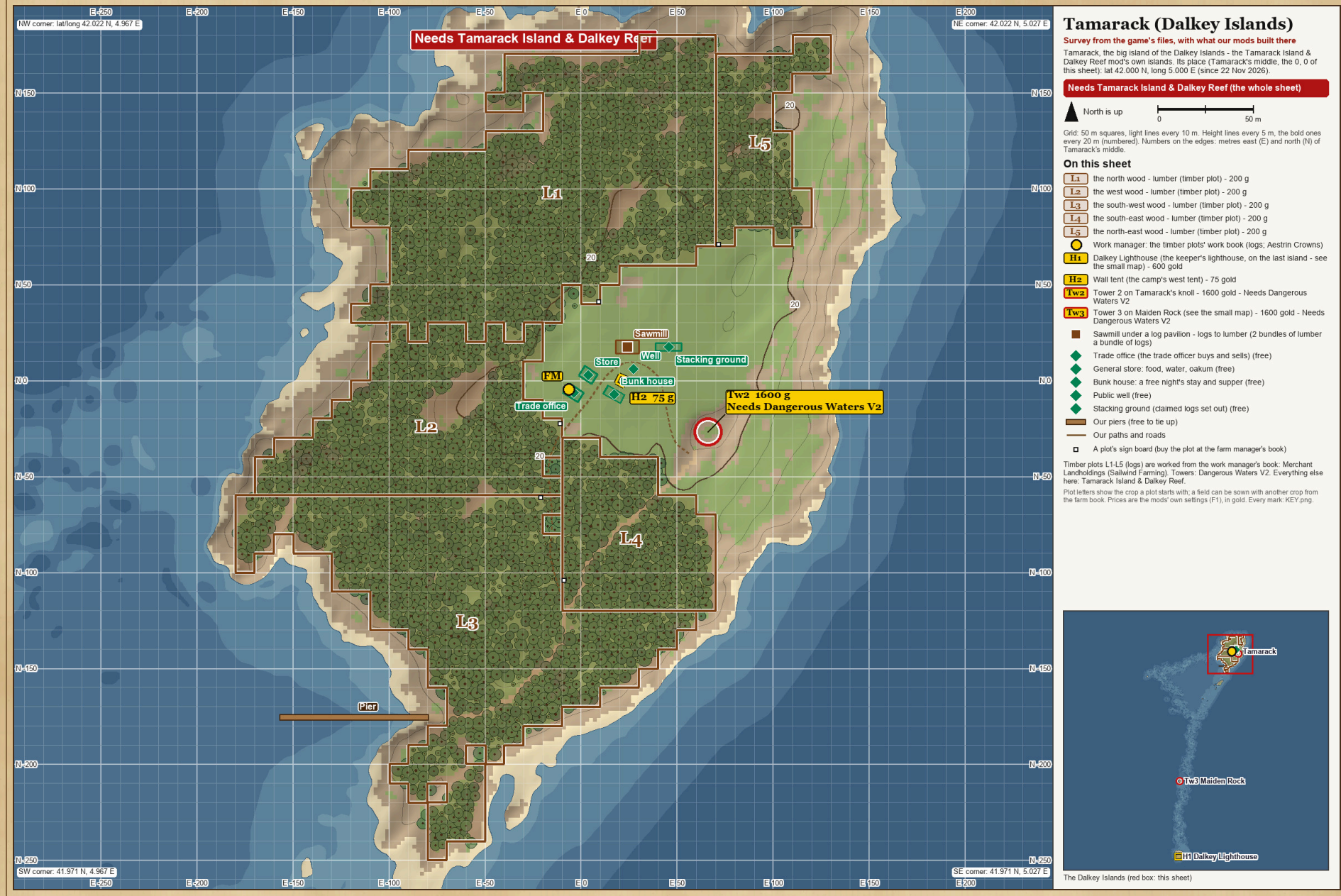
PLATE XV. Gold Rock City: house 201 and its roof garden. Survey sheet of 25 Nov 2026.

§ 15. Tamarack

NEEDS TAMARACK ISLAND & DALKEY REEF

Five woods on Tamarack Island, worked from the lumber camp. The work manager, in the Aestrin garrison's uniform, keeps the Tamarack work book on a timber table in the back half of the camp's trade office. The saw stands under the log pavilion (Chapter XI). No seed is sold or taken, and timber takes no fertilizer.

Island	Tamarack Island, of the Dalkey chain (from the mod Tamarack Island & Dalkey Reef). Counted as Aestrin seas; work paid in Aestrin Crowns.
Timber	The north wood, the west wood, the south-west wood, the south-east wood, the north-east wood: logs, double plots, 90 days, tend fee 2000 Crowns.
Crates	On the stacking ground east of the saw.
Survey	Plate XVI, on the following pages.



Tamarack (Dalkey Islands)

Survey from the game's files, with what our mods built there

Tamarack, the big island of the Dalkey Islands - the Tamarack Island & Dalkey Reef mod's own islands. Its place (Tamarack's middle, the 0, 0 of this sheet): lat 42.000 N, long 5.000 E (since 22 Nov 2026).

Needs Tamarack Island & Dalkey Reef (the whole sheet)

North is up — 0 — 50 m

Grid: 50 m squares, light lines every 10 m. Height lines every 5 m, the bold ones every 20 m (numbered). Numbers on the edges: metres east (E) and north (N) of Tamarack's middle.

On this sheet

- L1 — the north wood - lumber (timber plot) - 200 g
- L2 — the west wood - lumber (timber plot) - 200 g
- L3 — the south-west wood - lumber (timber plot) - 200 g
- L4 — the south-east wood - lumber (timber plot) - 200 g
- L5 — the north-east wood - lumber (timber plot) - 200 g
- Work manager: the timber plots' work book (logs; Aestrin Crowns)
- H1 — Dalkey Lighthouse (the keeper's lighthouse, on the last island - see the small map) - 600 gold
- H2 — Wall tent (the camp's west tent) - 75 gold
- Tw2 — Tower 2 on Tamarack's knoll - 1600 gold - Needs Dangerous Waters V2
- Tw3 — Tower 3 on Maiden Rock (see the small map) - 1600 gold - Needs Dangerous Waters V2
- Sawmill under a log pavilion - logs to lumber (2 bundles of lumber a bundle of logs)
- Trade office (the trade officer buys and sells) (free)
- General store: food, water, oakum (free)
- Bunk house: a free night's stay and supper (free)
- Public well (free)
- Stacking ground (claimed logs set out) (free)
- Our piers (free to tie up)
- Our paths and roads
- A plot's sign board (buy the plot at the farm manager's book)

Timber plots L1-L5 (logs) are worked from the work manager's book: Merchant Landholdings (Sailwind Farming). Towers: Dangerous Waters V2. Everything else here: Tamarack Island & Dalkey Reef.

Plot letters show the crop a plot starts with; a field can be sown with another crop from the farm book. Prices are the mods' own settings (F1), in gold. Every mark: KEY.png.

The Dalkey Islands (red box: this sheet)

PLATE XVI. Tamarack Island and its timber plots. Needs Tamarack Island & Dalkey Reef. Survey sheet of 25 Nov 2026.

CHAPTER THE THIRTEENTH

The Settings (F1)

the Farm's Numbers, and how to change them

PRESS F1 IN THE GAME TO OPEN THE SETTINGS OF your mods, and find Merchant Landholdings. These are the settings for the farms, with the numbers they start at. Every number in this book is the starting one. Settings for the houses and estates are in the Real Estate Catalogue.

SECTION "TRADE" - EVERY FARM

SETTING	STARTS AT	WHAT IT DOES
Farm manager	on	Saffron's farmyard: the manager, his book and the plot signs
Field price (gold)	100	A plain plot's price in Gold Lions; bigger plots pay their size times this
Days to grow a crop	30	How long a rotation grows, in game days
Crates a harvest	3	The plain yield before fertilizer and season; the count is then halved, rounded up
Planting fee (local coins)	100	Planting or tending a plain plot, in the island's coin
Fertilizer per level (local coins)	50	A level of fertilizer on a plain plot
Days a harvest keeps	60	Days in the store before a harvest spoils
Seed crate worth	15	A seed crate's worth in the game's measure; asked in local coin at the day's rate
Field changes a seed crate gives	2	Field changes for one crate of seed handed in

SETTING	STARTS AT	WHAT IT DOES
Extra crates for planting in season	2	The in-season bonus (always given without the Climate mod)
Fewer crates for planting out of season	2	The out-of-season loss (only with the Climate mod)

THE TIMBER YARDS

SECTION / SETTING	STARTS AT	WHAT IT DOES
Kicia Bay farm / Days to grow a bundle of logs	90	A lumber plot's days for its one bundle (all timber)
Kicia Bay farm / Fee to tend a lumber plot	2000	The tend fee of every lumber and timber plot, in the island's coin
Kicia Bay farm / Lumber bundles from a bundle of logs	2	What the Kicia Bay saw makes (Chronos's saw uses it too)
Kicia Bay farm / Fee to saw a bought bundle of logs	2500	In Emerald Dragons
Kicia Bay farm / Sawmill in the lumber yard	on	The water wheel, shaft and frame saw
Chronos farm / Chronos timber yard and house	on	The four lumber plots, the yard, the saw and the house
Chronos farm / Fee to saw a bought bundle of logs	500	In Aestrin Crowns
Tamarack farm / Tamarack timber plots	on	The five timber plots and the work manager
Tamarack farm / Lumber bundles from a bundle of logs	2	What the Tamarack saw makes
Tamarack farm / Fee to saw a bought bundle of logs	250	In Aestrin Crowns

SEN'NA, THE POTS AND THE PLANTERS, AND THE REST

SECTION / SETTING	STARTS AT	WHAT IT DOES
Senna farm / Senna gardens	on	Sen'na's plots, the master gardener, his books (restart the game after changing)
Senna farm / Seed catalogue crates a season	10	Crates the Seed Catalogue sells in a season

SECTION / SETTING	STARTS AT	WHAT IT DOES
Senna farm / Potted plant pot price	3000	A clay pot of earth
Senna farm / Tree planter price	6000	A Gold Rock City tree planter
Senna farm / Planter fruit ripening (watered days)	6	Watered days in season to ripen a picking
Senna farm / Planter fruits a picking out of doors	3	
Senna farm / Planter fruits a picking indoors and aboard	1	
Old Ankh Town / Coffee fields	on	The three coffee fields, their signs and the manager
Aestra Abbey / Church for sale	on	On: the five plots come with the church. Off: sold one by one
Gold Rock City house / Rebuilt as one house	on	House 201 made one house, with its roof garden
Decor / Spanish moss on tropical trees by the houses	on	The moss (Chapter X, § 5)

The Land Planner has no settings. A few numbers are fixed in the mod and not in F1: a pot's and a planter's 15 units of water, a potted crop's 30 days, a potted tree's fruit every three watered days, and a planter's 25 m from your house.

CHAPTER THE FOURTEENTH

Of Things Good to Know

A FEW SHORT RULES, GATHERED HERE SO THEY ARE easy to find.

- Managers keep day hours. They stand at their tables from seven in the morning to six in the evening. Seed is handed to a manager only then. A house garden's book takes seed by day or night.
- Pay ahead before a long voyage. One rotation can be paid ahead. It starts by itself when the crop in the ground comes in.
- Two harvests, sixty days. A farm holds two harvests a plot. The oldest spoils after 60 days. Logs never spoil.
- Clear the crate place. A claim sets crates only where nothing lies. What does not fit waits in the store.
- Your own logs are sawn free at any of the three saws. Bought logs pay the saw's fee.
- Land is for good. A plot cannot be sold back.
- Without the Climate mod there are no seasons. Every crop is always in season, and every harvest gets the in-season bonus.
- Empty hands. Pick pots and planters with an empty hand. Open the Land Planner with empty hands.
- An outdoor planter never moves. Think before you plant a tree out of doors.
- Aboard, nail it down. A planter set down aboard ship can slide in a seaway. Nail it with a hammer.
- Tamarack needs the mod Tamarack Island & Dalkey Reef. Without it, its timber plots and saw are not built, and the Land Planner does not show them.

– Before you try something new, keep a copy of your save. This is a beta.



THE APPENDIX

Of Credits

the Makers of the Mod and of this Book

MERCHANT LANDHOLDINGS

DIXIECAPT with M.I.D.N

M.I.D.N shares the credit for this mod. His playtests through November 2026 found the faults and shaped the rules, and his ideas grew the farms: Old Ankh Town's coffee fields began with his question. Thank you, M.I.D.N.

§ 1. With Thanks

TO	FOR
dogeggz	The garden pots, and the tree planters' fruit after them, were inspired by dogeggz's Potted Tobacco (the TobaccoPotAndCigar mod).
The Climate mod	Its calendar and seasons give the farms their seasons (optional).
Raw Lion Workshop	Sailwind itself. The farms stand on the game's own islands, plants and buildings; the survey plates are drawn from the game's files.

§ 2. Of the Buildings' Patterns

BUILDING	MADE FROM
Aestra Abbey church	Based on a model by Verbal on Fab (fab.com), under Fab's Creative Commons licence (fab.com/eula).
Saffron Outpost house	Based on a model by Verbal on Fab (fab.com), under Fab's Creative Commons licence (fab.com/eula).

The houses themselves are described, with their credits, in the Real Estate Catalogue.

§ 3. About this Mod

Mod	Merchant Landholdings 0.37.5 (beta)
Needs	Sailwind with BepInEx
Optional	The Climate mod (seasons); Tamarack Island & Dalkey Reef (the Tamarack timber plots and saw)
Made by	Dixiecapt, with M.I.D.N
Licence	MIT (Copyright (c) 2026 Dixiecapt), as in the LICENSE file that comes with the mod
Bug reports	In the mod's own post on the Sailwind modding Discord, or message Dixiecapt on Discord

A BETA

Merchant Landholdings 0.37.5 is a beta. Prices, rules and places may change before the full release. Keep a copy of your save.

Of this Book

The plates are the survey sheets of 25 November 2026. This book is set in Immortal, (c) Graham Meade & Apostrophic Labs, the face Sailwind itself uses. Its italic, and the few signs Immortal lacks, are from IM Fell English by Igino Marini, under the SIL Open Font License 1.1.

Made by Dixiecapt with the help of Claude (AI).

Sailwind is the work of Raw Lion Workshop. Merchant Landholdings is an unofficial modification and is not affiliated with them.

