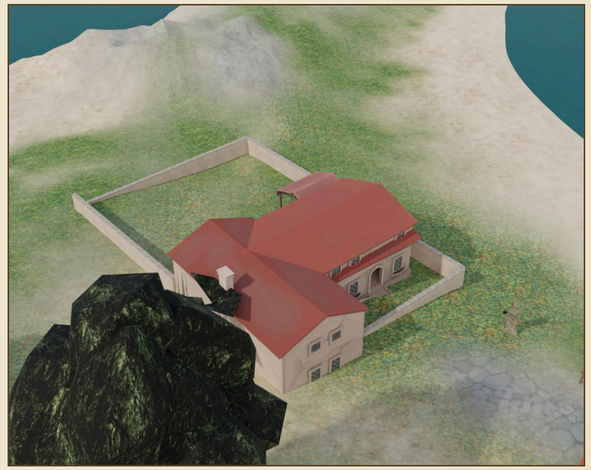
A Free Guide for Sailwind Captains · Beta Edition

Merchant Landholdings

Real Estate Catalogue — houses, estates, barns, towers and plots for sale across the Archipelago

by Dixiecapt with M.I.D.N







For Merchant Landholdings 0.37.5 (beta). Prices are the mod's own settings (F1); a captain's settings may differ.

Contents

Every Property for Sale

Page	Property	Island	Price	Save no.	Chart (about)
Merchant Landholdings					
4	Saffron Outpost	Saffron	1,000 gold	1237	34.07 N, 4.19 W
5	The Oasis Trading Company House	Oasis	280 gold	205	32.75 N, 5.09 W
6	The Oasis Farm Barn	Oasis	150 gold	1238	32.75 N, 5.09 W
7	The Mount Malefic Farm House	Mount Malefic	600 gold	1240	39.93 N, 1.14 E
8	The Mount Malefic Grain Barn	Mount Malefic	150 gold	1239	39.93 N, 1.14 E
9	The Fey Valley House	Fey Valley	800 gold	1248	40.72 N, 0.74 E
10	The Fey Valley Barn	Fey Valley	150 gold	1247	40.73 N, 0.75 E
11	The Sage Hills House	Sage Hills	300 gold	1249	30.89 N, 4.49 E
12	The Sage Hills West Barn	Sage Hills	150 gold	1250	30.90 N, 4.51 E
13	The Sage Hills East Barn	Sage Hills	150 gold	1251	30.90 N, 4.51 E
14	Kicia Bay House	Kicia Bay	300 gold	1236	28.10 N, 2.88 E
15	The Kicia Bay Barn	Kicia Bay	150 gold	1235	28.12 N, 2.88 E
16	Coffee Island House	Coffee Island, Fire Fish Town	300 gold	1234	28.13 N, 3.18 E
17	The Coffee Island Barn	Coffee Island, Fire Fish Town	150 gold	1233	28.13 N, 3.19 E
18	The Lion's Fang House	Lion's Fang	400 gold	1228	30.76 N, 5.17 W
19	The Sen'na Hut House	Sen'na	500 gold	1231	28.22 N, 2.73 E
20	The Sen'na Storage Hut	Sen'na	150 gold	1230	28.21 N, 2.73 E
21	The Chronos House	Chronos	800 gold	1229	38.41 N, 22.43 E
22	The Old Church at Aestra Abbey	Aestra Abbey	1,000 gold	1221	40.40 N, 0.38 E
23	The Old Ankh Cliff Home	Old Ankh Town	600 gold	1260	30.75 N, 5.02 W
24	The Fort Aestrin House	Fort Aestrin	800 gold	203	40.33 N, 0.64 E
25	The Gold Rock City House	Gold Rock City	750 gold	201	31.10 N, 4.85 W
Needs Tamarack Island & Dalkey Reef					
26	Dalkey Lighthouse	the Dalkey Islands (Tamarack)	600 gold	1252	41.73 N, 4.93 E
27	Tamarack Wall Tent	the Dalkey Islands (Tamarack)	75 gold	1254	42.00 N, 5.00 E
28	Tamarack Timber Plots	the Dalkey Islands (Tamarack)	200 gold each	-	42.00 N, 5.00 E
Needs Dangerous Waters V2 (with Tamarack Island & Dalkey Reef)					
29	Happy Bay Martello Tower	Happy Bay	1,600 gold	1232	35.34 N, 3.61 E
30	Tamarack Martello Tower (Tower 2)	the Dalkey Islands (Tamarack)	1,600 gold	1217	42.00 N, 5.01 E
31	Maiden Rock Martello Tower (Tower 3)	the Dalkey Islands (Tamarack)	1,600 gold	1253	41.83 N, 4.93 E

How Buying Works, and How to Read the Maps

Buying a property

Sail to the island and find the FOR SALE board on the house, barn or tower. Click it. The price is paid in gold.

Once it is yours the doors open. Things you leave inside are kept where you put them.

Fields, orchards and garden plots are bought from the island's farm manager or farm book, one plot at a time. A plot that comes with a house is said so on its page.

The mills and sawmills are public. Anyone may use them. They are never sold.

The pages

Each page has one picture of the property, its survey map, and the facts: price, island, chart position, save number and what comes with it.

The pictures are drawn from Sailwind's own models and textures, placed the way the mod's code places them. The ground, grass and trees round them are simplified.

Prices are the mod's own F1 settings. If you changed a price, your board shows your price.

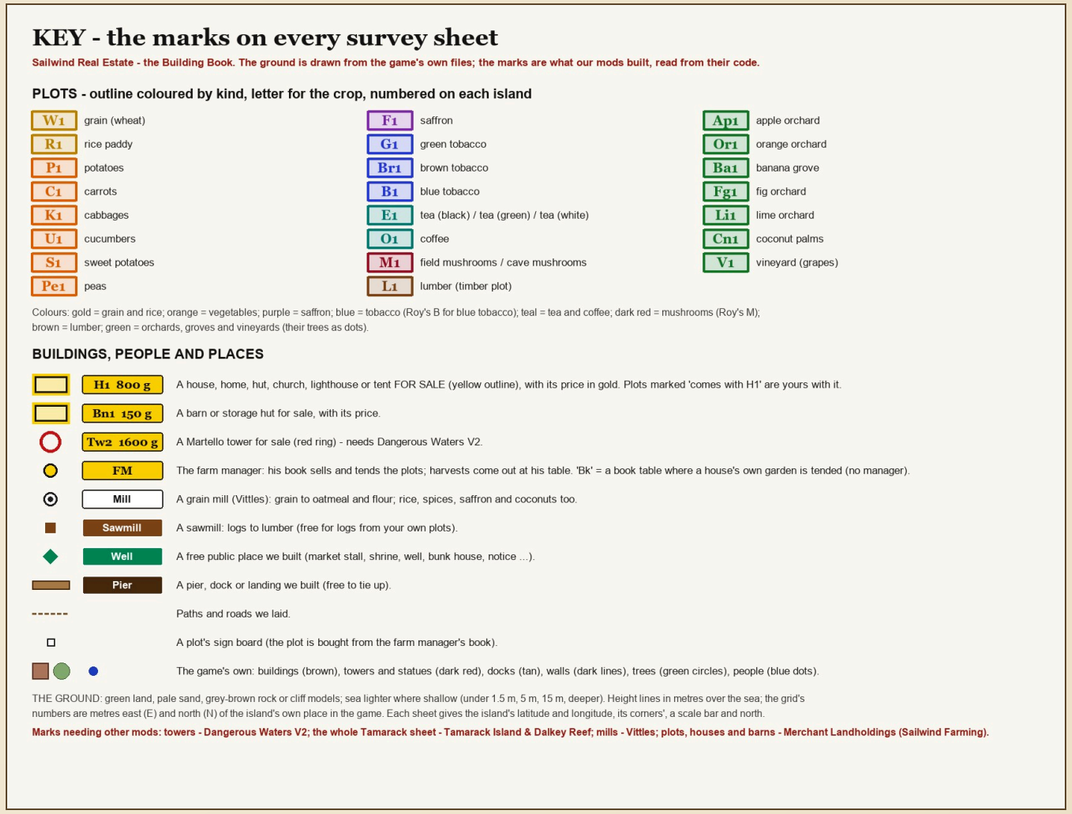
The chart position is the game's own latitude and longitude, near enough to steer by.

Other mods

Pages marked **Needs Tamarack Island & Dalkey Reef** are on the Dalkey Islands and need that mod as well.

Pages marked **Needs Dangerous Waters V2** are the Martello towers. They need Dangerous Waters V2 and Tamarack Island & Dalkey Reef.

The map key



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.

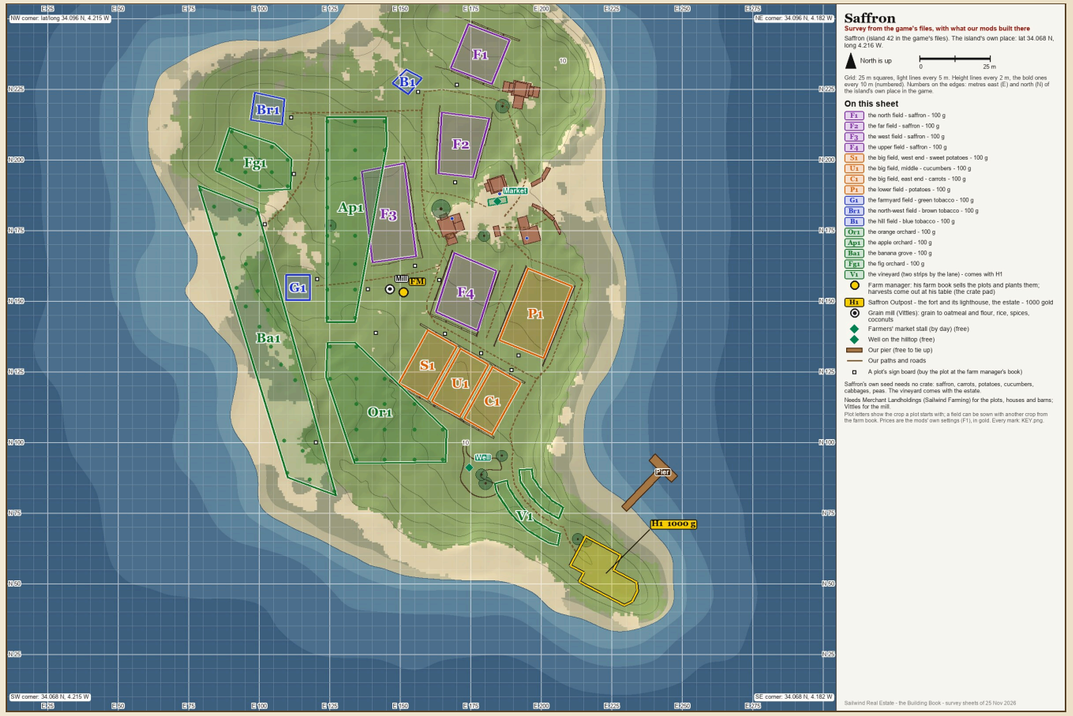
Marks needing other mods: towers - Dangerous Waters V2; the whole Tamarack sheet - Tamarack Island & Dalkey Reef; mills - Vittles; plots, houses and barns - Merchant Landholdings (Sailwind Farming).

Saffron Outpost



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files. Aestra Abbey church and the Saffron Outpost house: based on models by Verbal (Fab, fab.com), Creative Commons licence - https://www.fab.com/eula.

Price	1,000 gold
Island	Saffron (Al'Ankh waters)
Chart	about 34.07 N, 4.19 W
Save number	1237
Mod	Merchant Landholdings



What you get

- A fortified two-storey main building (nave) with a three-sided apse: a great room on the ground floor, the first floor split into two rooms by a partition with a door, a stone fireplace on the apse end wall of each floor (sized for the Al'Ankh stove).
- A five-storey tower with rooms on every floor and a turning timber stair, round stone archways into the nave's floors, a door out onto the roof.
- A flat stone fortress roof with battlements and 11 curved gun tracks (no guns supplied).
- A railed timber platform on the tower with a working lighthouse lantern (white lamp with turning beams, or a fire, F1).
- A tiled porch wrapping the north-east side and the west end, steps down to the beach and down the ridge at the front door.
- The dock: things left on its deck are kept once the estate is yours.
- The vineyard (wine) comes with the outpost.
- The farmyard round the Saffron farm manager's pavilion counts as kept ground too.

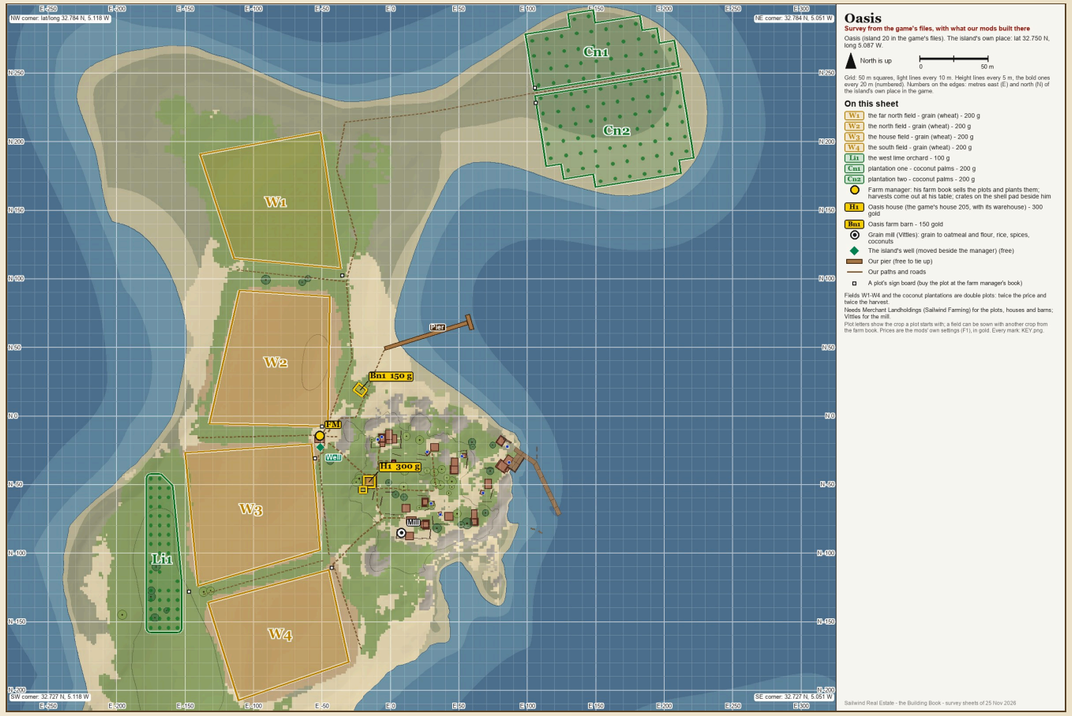
Good to know

- The FOR SALE sign stands at the foot of the west steps outside the tower's front door; a small board hangs on the front door too. Every door stays locked until it is paid.
- Not included: the 15 Saffron fields and orchards - each is bought at its own sign (100 gold a plot, F1 'Trade' > 'Field price').
- Its size (F1 'Size of the building', 0.4-1.0, default 0.75), storey height and storeys can be changed in F1; this spec is at the defaults.
- The village well copied by the mod stands on the hill top west of the fort, not at the fort.

The Oasis Trading Company House



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.



Price	280 gold
Island	Oasis (Al'Ankh waters)
Chart	about 32.75 N, 5.09 W
Save number	205
Mod	Merchant Landholdings

What you get

- The game's own one-room player house (house 205) with its bay window, made walkable: you stand on her real floor, no grass indoors, the door carried to the doorway's height.
- Stone front steps at the east door.
- A masonry stair with a rail up the back (west) wall to a brick-paved roof terrace under a canvas cover.
- A two-storey warehouse beside the bay-window end: 5.0 x 4.2 m, adobe, double doors to a levelled yard, a loft 2.4 m up reached by a 12-tread stair, a sign 'Oasis Trading Company' over the doors.
- The levelled yard and the warehouse count as the house: things left there are kept with the house.

Good to know

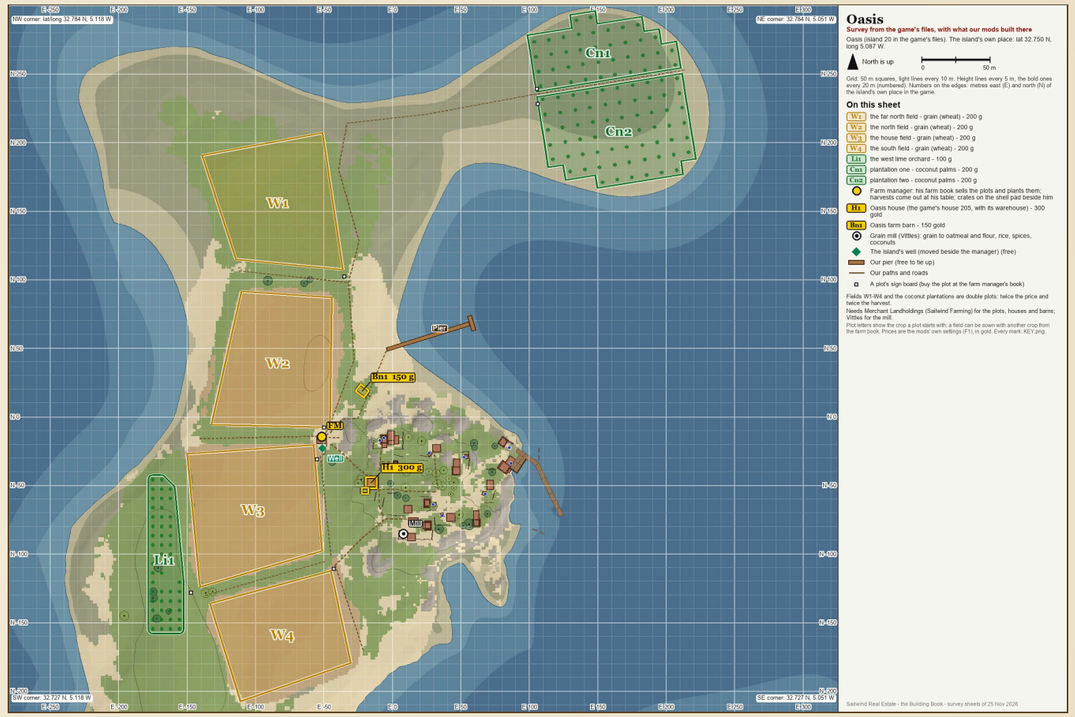
- It is the game's own house: the game's FOR SALE board by its door sells it; this mod sets its price (F1 'House' > 'House price in gold', default 280 = the game's own; a settings file still at the old 300 is moved to 280 once).
- A small FOR SALE board hangs beside the warehouse doors until the house is bought; the warehouse doors stay shut until then.
- NOT included: the field behind the house - it is the Oasis farm's 'house field' (plot 3), sold at its own sign.
- The sign text and its font can be changed in F1 'Warehouse'. The canvas can be made roof-shaped in F1 'Roof' > 'Canvas shaped like a roof'.

The Oasis Farm Barn



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files.

Price	150 gold
Island	Oasis (Al'Ankh waters)
Chart	about 32.75 N, 5.09 W
Save number	1238
Mod	Merchant Landholdings



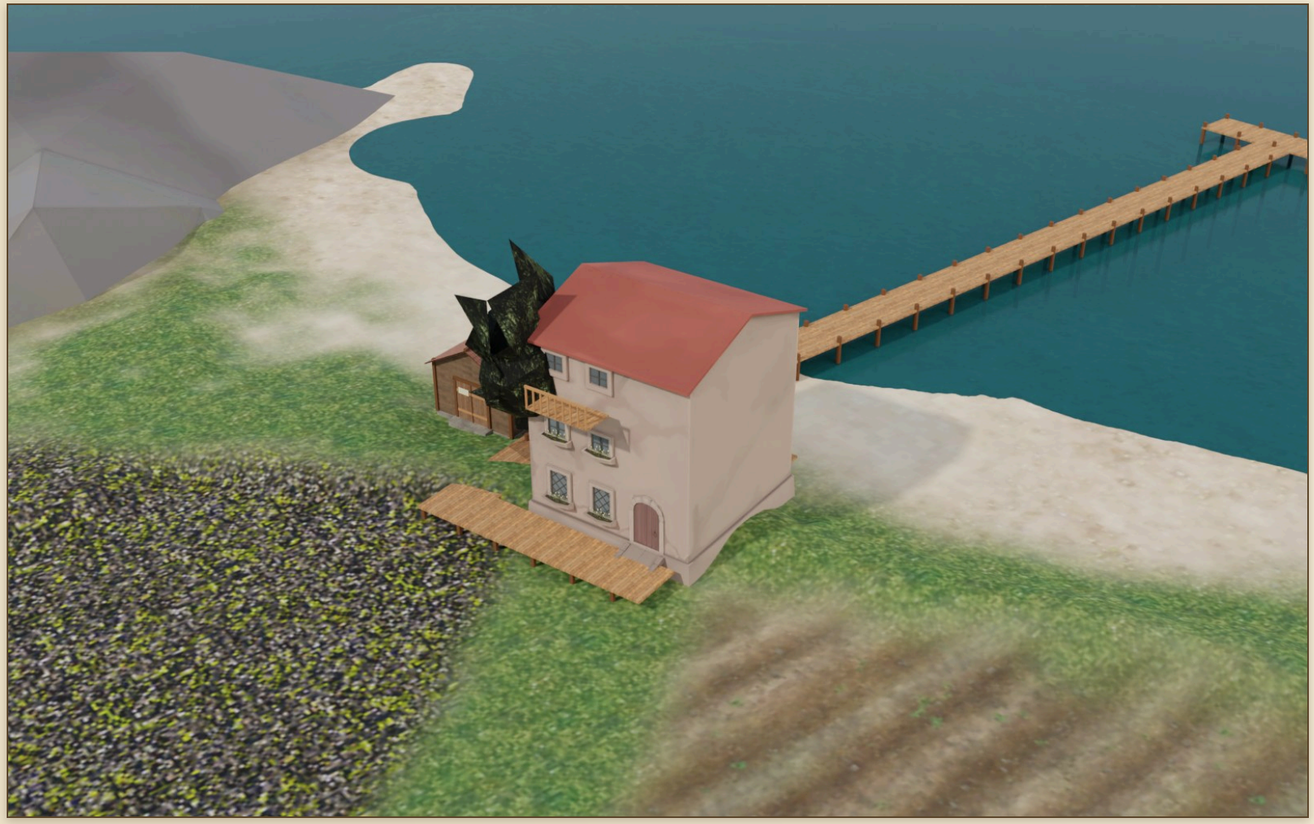
What you get

- One big room, 8 x 6 m, worn clay-tile floor, 4 m to the eaves.
- A loft floor 2.4 m up over the back 4.6 m, reached by a 12-tread plank stair up the side wall, railed.
- Double doors in the south-east gable, shut until it is bought.
- Things left inside are kept in the save once it is yours.

Good to know

- On the road from the Oasis farm to its dock, north of the town; doors face south-east (126.5) to the dock road.
- The FOR SALE board hangs on its right-hand door leaf.
- The farm's fields, plantations and the Oasis house are sold separately.
- F1 'Oasis farm' > 'Barn sign text' changes the sign (default 'Oasis Farm').

The Mount Malefic Farm House



The barn beside it is sold apart. Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	600 gold
Island	Mount Malefic (Aestrin waters)
Chart	about 39.93 N, 1.14 E
Save number	1240
Mod	Merchant Landholdings



What you get

- A three-storey town house about 8 by 8 m, copied from Mount Malefic's town house A.
- Ground floor laid in terracotta tiles; fir plank floors on oak joists at 2.95 m and 5.9 m.
- Stair one up the left wall to the second floor, stair two up the right wall to the third, railed round both stair wells.
- A pantry with five shelves and a plank door on the second floor, behind stair two.
- A front door to the road between the fields and a back door to the beach.
- Two balconies on the third floor, each with its own plank door: one over the sea (north) and one over the farm and mountain (south).
- Clear glass in every window, including a column of three windows on the east gable that town house A does not have.
- Indoors there is a rain stop and an indoor zone, and anything left inside is kept in the save once you own the house.

Good to know

- The FOR SALE board (600 gold) hangs on the front door. Its doors stay shut until the house is bought.
- The grain barn just west of the house is sold on its own: 150 gold, save number 1239.
- The deck round the house and the long dock are open to everyone and do not come with the sale.
- The six grain fields are not included. They are bought from the farm manager at the pavilion by the town's transport man (about E -403, N 337), 100 gold each.
- The code builds no beds, stove or fireplace in this house.
- F1 > Mount Malefic farm > 'Farm house and barn for sale' off: the doors open to anyone and nothing is sold.

The Mount Malefic Grain Barn



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files. Trees standing between the eye and the building are left out of the picture.

Price	150 gold
Island	Mount Malefic (Aestrin waters)
Chart	about 39.93 N, 1.14 E
Save number	1239
Mod	Merchant Landholdings



What you get

- One room, 6 x 4.6 m, plank floor and a plank ceiling on rafters under the tiles.
- Double doors in one gable end, shut until the barn is bought.
- Things left inside are kept in the save once the barn is yours.
- A board platform before its doors and a ramp up to the farm house's deck (the deck and dock are open to all).

Good to know

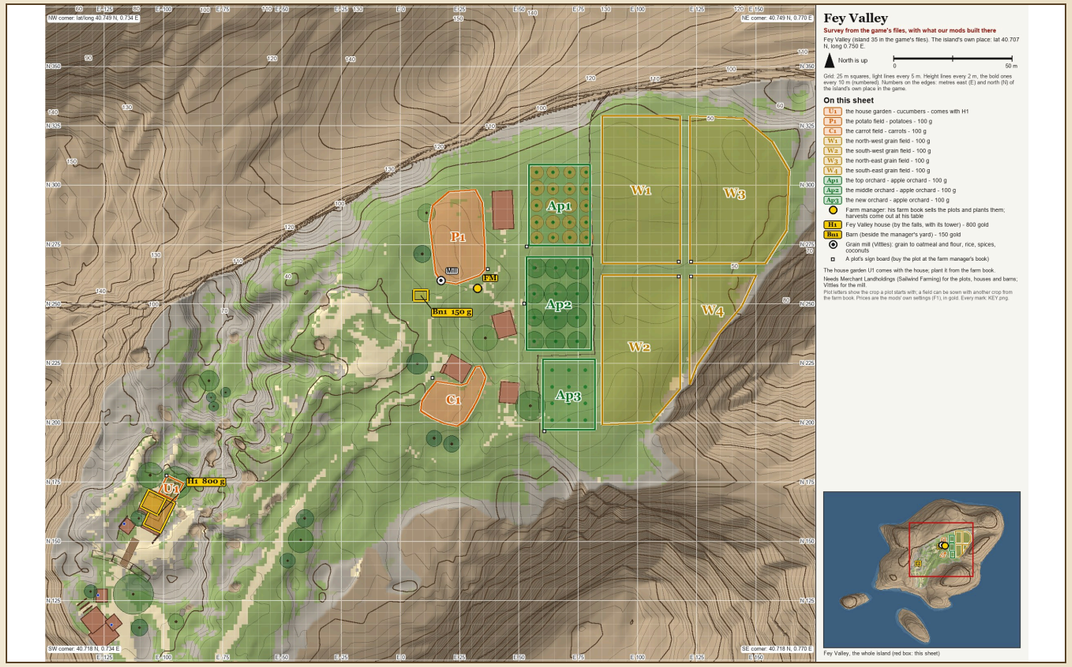
- Stands on the sandy ground beside the Mount Malefic farm house (600 gold, sold apart), its doors facing south by east (165) like the house's front.
- The FOR SALE board hangs on its door.

The Fey Valley House



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	800 gold
Island	Fey Valley (Aestrin waters)
Chart	about 40.72 N, 0.74 E
Save number	1248
Mod	Merchant Landholdings



What you get

- Four floors: a big two-storey house set into the hillside by the falls, joined to a raised tower behind it.
- Ground floor (front door level): a tiled front room with the stair up, an archway to a tiled storage room with a rack of shelves before a rough rock back wall.
- A root cellar dug under the tower, through a door from the storage room: one-piece stone floor, rough rock walls, earth banked at their foot.
- Upper floor: an L-shaped living room with fir plank floors under a planked, raftered vaulted ceiling.
- The kitchen in the tower (tiled), two archways from the living room, its own back door out to the yard and garden; a pantry with shelves.
- A bedroom in the tower with three windows, reached by a closed stair behind a door.
- A covered roof patio on top of the tower: waist-high wall, six open arches on every side, tile roof over it.
- The house garden behind it (plot 1): three raised plank beds, its first crop of cucumbers planted free when the house is bought.

Good to know

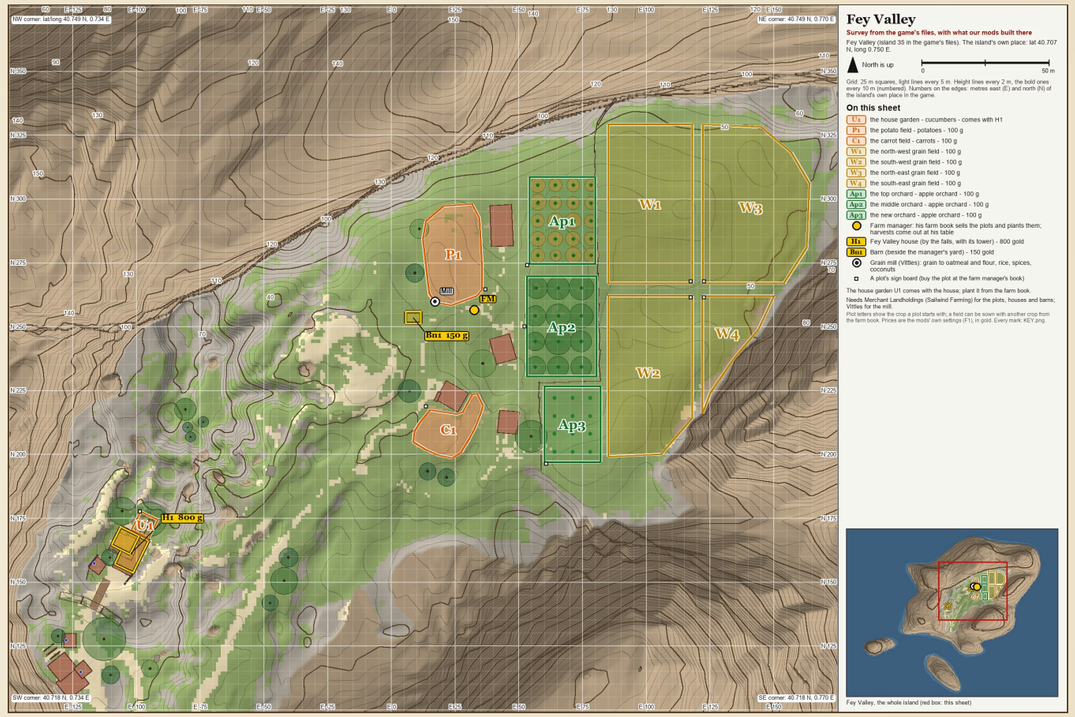
- The FOR SALE board hangs on the front door (the downhill side, facing south-south-west); both doors stay shut until the house is paid for.
- No furniture, beds, stove or fireplace come with it.
- The barn by the farm manager's yard (150 gold) is sold separately; the fields and orchards are each bought at the manager's book.
- No dock: the house stands up the valley by the falls.
- The market stall and shopkeeper beside the house are the game's own and stay public.
- F1 'Fey Valley farm' > 'House and barn for sale' off: the doors open to anyone (nothing to buy).

The Fey Valley Barn



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files. Trees standing between the eye and the building are left out of the picture.

Price	150 gold
Island	Fey Valley (Aestrin waters)
Chart	about 40.73 N, 0.75 E
Save number	1247
Mod	Merchant Landholdings



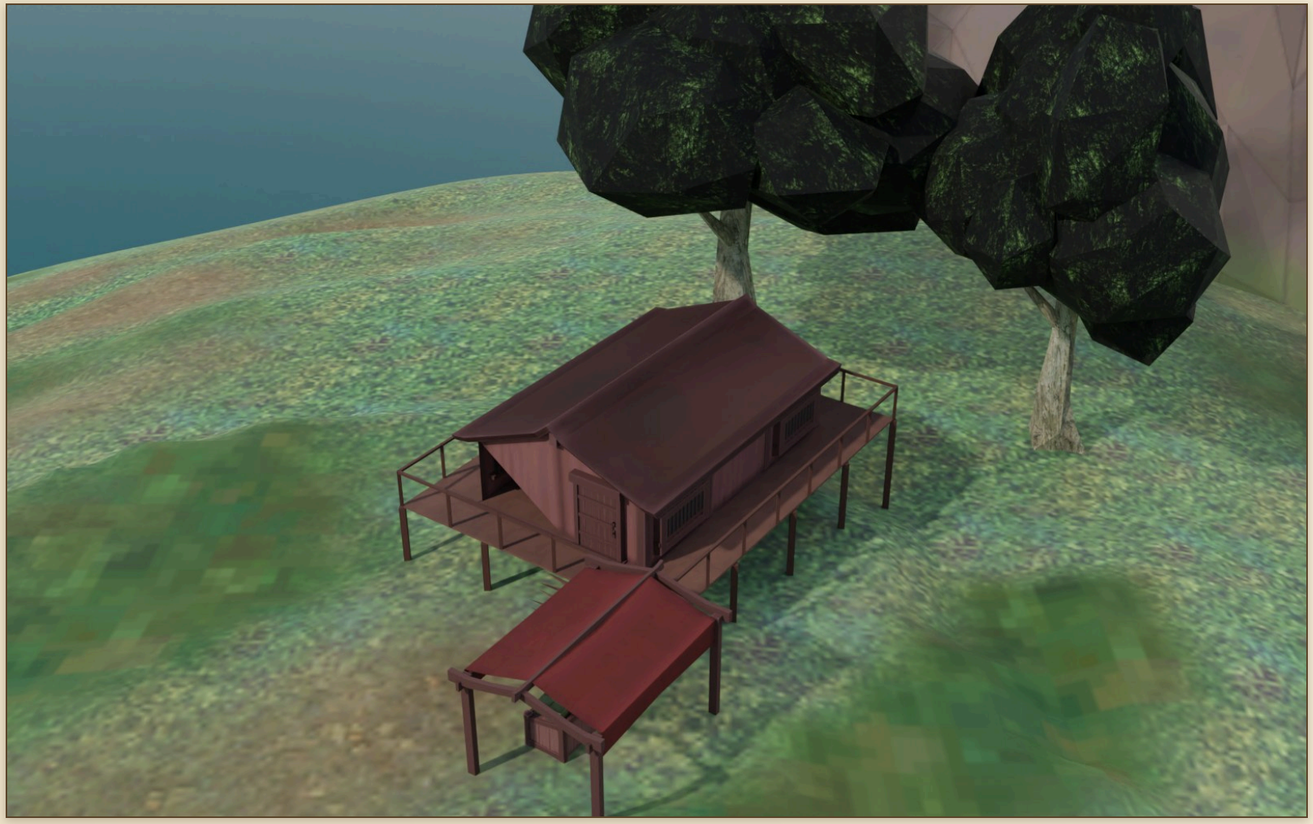
What you get

- One room, 6 x 4.6 m, plank floor and a plank ceiling on rafters under the tiles.
- Double doors in one gable end, shut until the barn is bought.
- Things left inside are kept in the save once the barn is yours.

Good to know

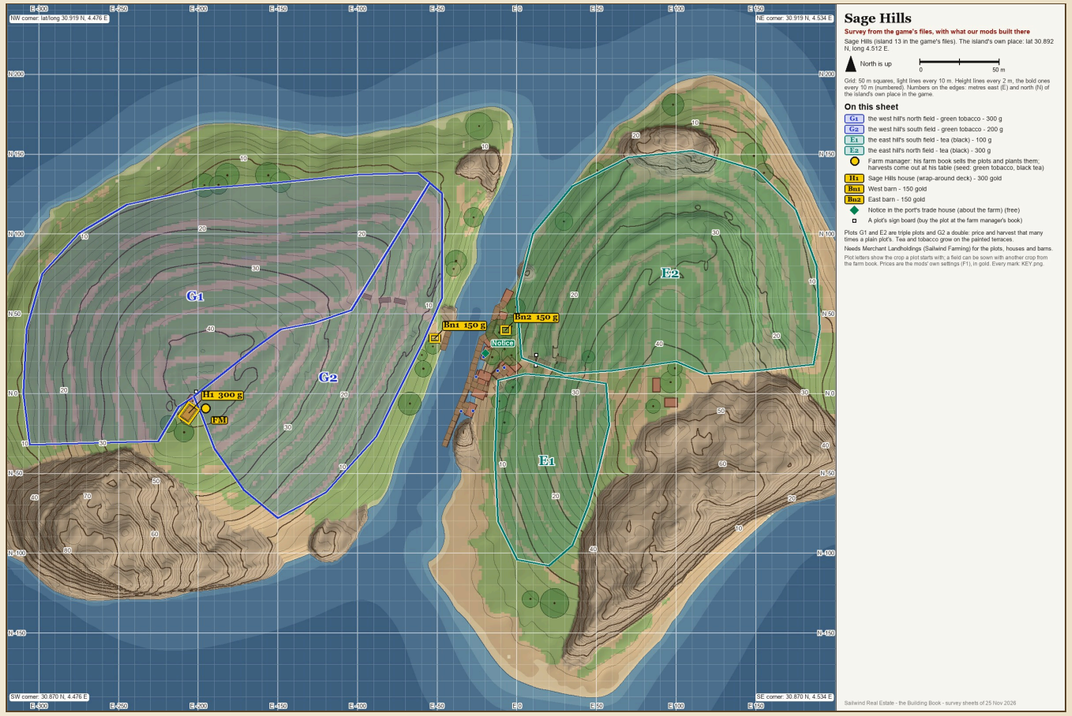
- Stands beside the Fey Valley farm manager's yard, west of the farm track; its doors face east toward the manager's crates.
- Sold apart from the Fey Valley house (800 gold): F1 'Fey Valley farm' > 'House and barn for sale' switches both.
- The FOR SALE board hangs on its door.

The Sage Hills House



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	300 gold
Island	Sage Hills (Emerald waters)
Chart	about 30.89 N, 4.49 E
Save number	1249
Mod	Merchant Landholdings



What you get

- One room on posts, the game's own house with a room in it (outside 5 x 8 m, walls 1.79 m to the eaves; the room's floor 0.19 m under the door sill).
- A front door at the head of the game's outside stair (north-east end wall) and a side door in the south-east long wall onto the deck; both plank doors open inward.
- Four barred windows, two in each long wall, open both ways (no glass), with plank shutters inside that open and shut (new in 0.37.5).
- A wrap-around deck at the door sill's height, about 1.5 m wide on both long sides and the far end and 1.2-1.3 m at the stair end, railed all round, open only where the stair comes up.
- Things left inside the house are kept in your save.
- No bed, stove, fireplace or garden plot is built with it by the mod.

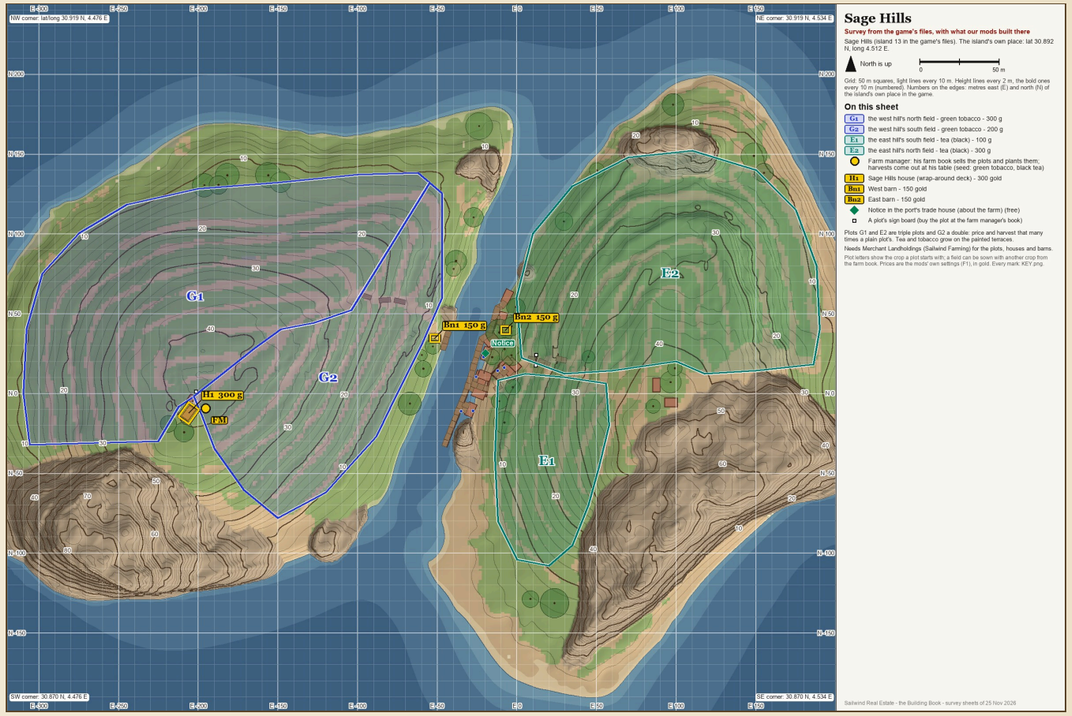
Good to know

- The FOR SALE board hangs on the front door at the head of the stair; the doors stay shut until the house is bought.
- Paid in gold; price from F1 > 'Sage Hills farm' > 'House price in gold' (default 300).
- The two barns by the water (150 gold each, saves 1250 and 1251) and the four tobacco and tea fields are sold separately; none comes with the house.
- The game's tobacco stall and its seller stay at the foot of the stair; the Sage Hills farm manager's pavilion stands across the approach from the stall.
- F1 > 'Sage Hills farm' > 'House and barns for sale' off: the doors open to anyone and nothing is sold.

The Sage Hills West Barn



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.



Price	150 gold
Island	Sage Hills (Emerald waters)
Chart	about 30.90 N, 4.51 E
Save number	1250
Mod	Merchant Landholdings

What you get

- One room, 6 x 4.6 m, plank floor and a plank ceiling on rafters under the tiles.
- Double doors in one gable end, shut until the barn is bought.
- Things left inside are kept in the save once the barn is yours.

Good to know

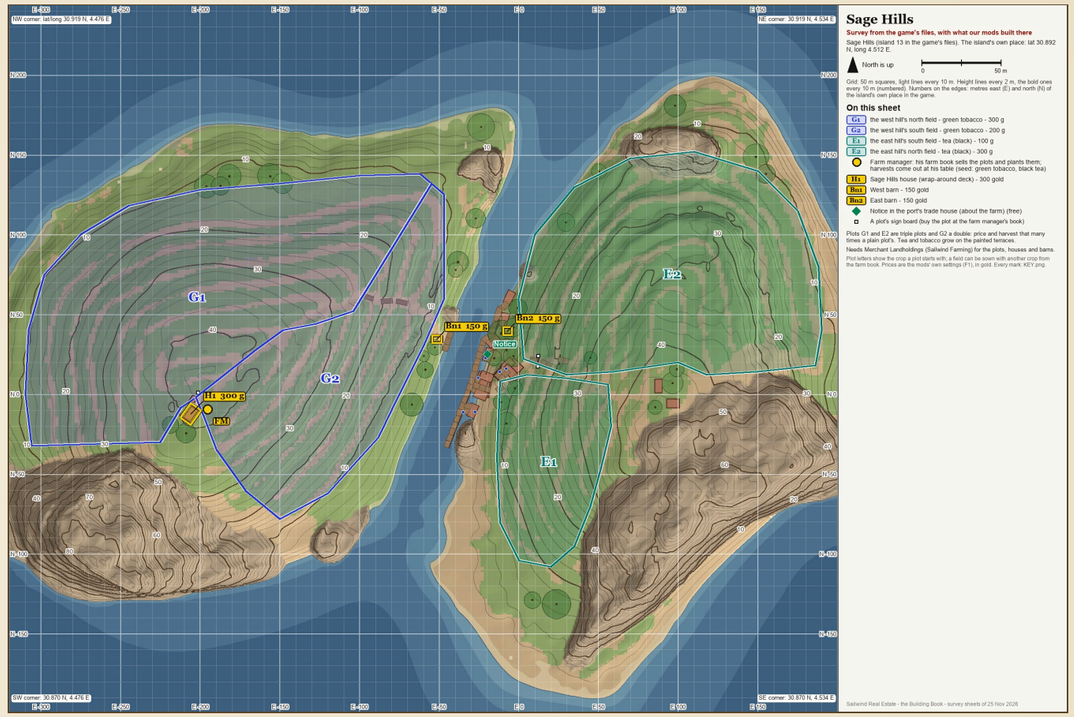
- On the west bank by the game's short dock; doors in the west gable facing up the hill, the east end stands on posts over the bank.
- Sold apart from the Sage Hills house (300) and the east barn (150); F1 'Sage Hills farm' sale switch covers all three.
- The FOR SALE board hangs on its door.

The Sage Hills East Barn



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	150 gold
Island	Sage Hills (Emerald waters)
Chart	about 30.90 N, 4.51 E
Save number	1251
Mod	Merchant Landholdings



What you get

- One room, 6 x 4.6 m, plank floor and a plank ceiling on rafters under the tiles.
- Double doors in one gable end, shut until the barn is bought.
- Things left inside are kept in the save once the barn is yours.

Good to know

- On the town side between the port houses near the town quay; doors in the east gable facing up the hill, the west end stands on posts over the bank.
- Sold apart from the Sage Hills house (300) and the west barn (150).
- The FOR SALE board hangs on its door.

Kicia Bay House



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files.

Price	300 gold
Island	Kicia Bay (Emerald waters)
Chart	about 28.10 N, 2.88 E
Save number	1236
Mod	Merchant Landholdings



What you get

- A Japanese house on stilts: one L-shaped room on straw mats (tatami), an alcove (tokonoma) with two stepped shelves, a steep ship's ladder up through a hatch to a loft under the roof.
- Three sliding paper doors (front, back and porch) that slide open with a click once the house is yours.
- An open porch with a small table holding the Kicia Bay farm book.
- A deck 1.6 m wide all round the house, under the wide roof.
- A board walk down to its own T-shaped dock (13 m pier, 11 m head) with moorings copied from Kicia's own and a copy of the town's street lamp that lights at night.
- A second walk down to the house garden: three raised beds, sweet potatoes planted free when you buy the house.
- A swamp tree with Spanish moss on the islet; the islet's sand turned to grass and Kicia's ferns.
- Things left inside are kept in the save.

Good to know

- No bed, stove or fireplace is built in this house by Merchant Landholdings.
- The front door faces north-east to Kicia's town; the porch side faces north-west to the dock; the back faces south-east to the garden.
- Until it is bought its doors stay shut and a for-sale board hangs on the front door; click the board to buy.
- Price and save number are F1 defaults ('Kicia Bay farm > House price in gold' 300; 'House save number' 1236).

The Kicia Bay Barn



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files. Trees standing between the eye and the building are left out of the picture.

Price	150 gold
Island	Kicia Bay (Emerald waters)
Chart	about 28.12 N, 2.88 E
Save number	1235
Mod	Merchant Landholdings



What you get

- One room, 6 x 4.6 m, plank floor and a plank ceiling on rafters under the tiles.
- Double doors in one gable end, shut until the barn is bought.
- Things left inside are kept in the save once the barn is yours.
- The two orange orchards' claimed crates are set out before its doors.

Good to know

- Stands where the game's small house 'east_house_small (22)' stood, at the west end of the orange grove; that house is taken out of the town while the barn stands.
- Doors face east-south-east (109.6) to the yard and the grove.
- The FOR SALE board hangs on its door.

Coffee Island House



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files.

Price	300 gold
Island	Coffee Island, Fire Fish Town (Emerald waters)
Chart	about 28.13 N, 3.18 E
Save number	1234
Mod	Merchant Landholdings



What you get

- The same Japanese house on stilts as Kicia Bay's: one L-shaped room on straw mats, an alcove with shelves, a ship's ladder to the loft.
- Three sliding paper doors; an open porch with a table holding the Coffee Island farm book (it lists the three coffee fields).
- A deck 1.6 m wide all round, under the wide roof.
- A board walk from the back (east) down to its own long pier with a 17 m T head, moorings, and a town lamp at each end of the head - deep enough for a big ship (about 7 m of water).
- Wooden steps down from the porch side (west) to a trodden path round the coffee field.
- Things left inside are kept in the save.

Good to know

- The barn (150 gold) and the three coffee fields (200 / 100 / 200 gold) are sold separately - they do not come with the house.
- No bed, stove or fireplace is built in this house by Merchant Landholdings.
- Front door faces north (toward Coffee 1); back and dock east; porch side and steps west.
- The islet's hill is lowered to half its height and its grass shortened by the mod so the house can stand; some of its trees are moved or taken out.
- Price and save number are F1 defaults ('Fire Fish farm > Coffee Island house price in gold' 300; save 1234).

The Coffee Island Barn



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files. Trees standing between the eye and the building are left out of the picture.

Price	150 gold
Island	Coffee Island, Fire Fish Town (Emerald waters)
Chart	about 28.13 N, 3.19 E
Save number	1233
Mod	Merchant Landholdings



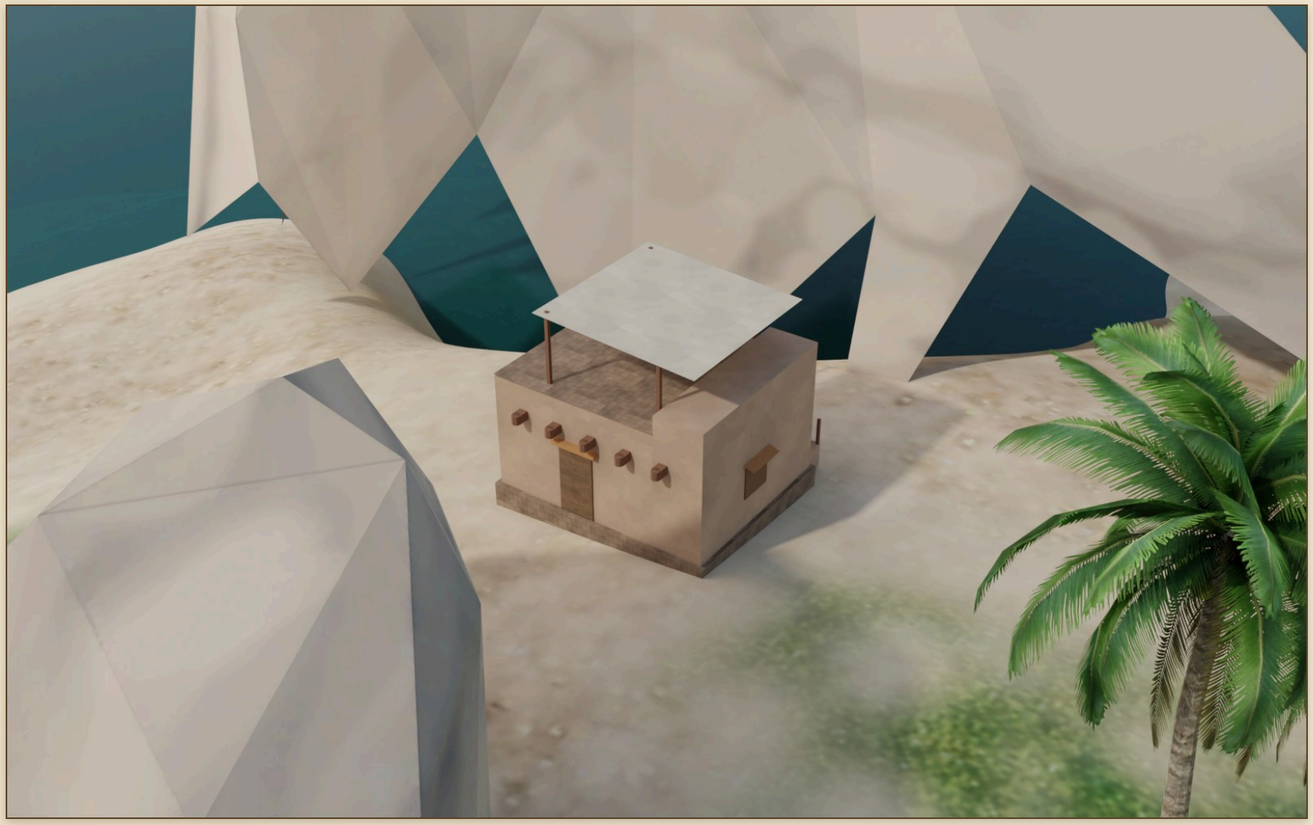
What you get

- One room, 6 x 4.6 m, plank floor and a plank ceiling on rafters under the tiles.
- Double doors in one gable end, shut until the barn is bought.
- Things left inside are kept in the save once the barn is yours.
- Coffee claimed from the Coffee Island house's porch book is set out inside it once it is yours.

Good to know

- On Coffee Island, just south of the foot of the Coffee Island dock; its doors open north onto the pier.
- Sold apart from the Coffee Island house (300 gold); F1 'Fire Fish farm' > 'Coffee Island house and barn for sale' switches both.
- The FOR SALE board hangs on its door.

The Lion's Fang House



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files.

Price	400 gold
Island	Lion's Fang (Al'Ankh waters)
Chart	about 30.76 N, 5.17 W
Save number	1228
Mod	Merchant Landholdings



What you get

- One room 4.6 x 5.6 m inside, tiled floor, lattice windows north and south, a plank door east.
- A roof terrace: brick deck inside a parapet, a stone-topped table along the raised north parapet, a canvas awning, reached by an outside masonry stair with a rail up the west wall.
- The coconut grove of 18 palms comes with the house (its first crop tended free); its book lies on a small table inside.
- Things left inside are kept in the save once it is yours.

Good to know

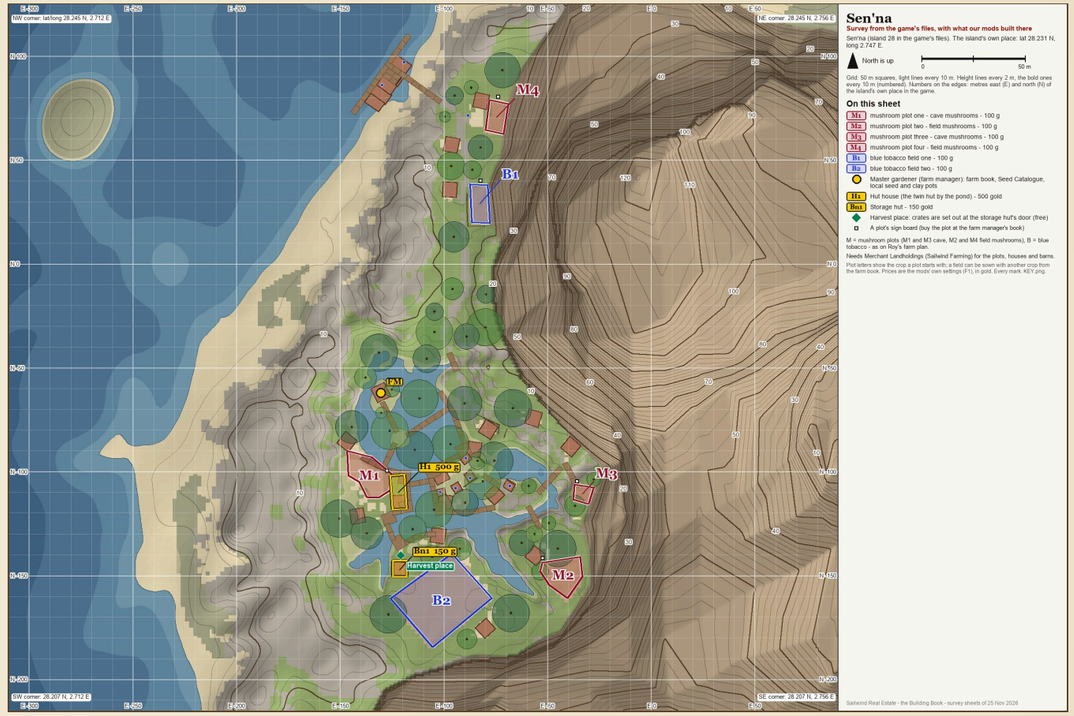
- The FOR SALE board hangs on the house's door.
- The path down to the shore and the dock at its end are built with the house but are not locked: anyone can use the dock.
- Claimed coconut crates are set out on the ground east of the door.
- No barn here (Roy: not enough space).

The Sen'na Hut House



The house is the twin hut with the upper storey (right). Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	500 gold
Island	Sen'na (Emerald waters)
Chart	about 28.22 N, 2.73 E
Save number	1231
Mod	Merchant Landholdings



What you get

- Two round rooms (the town's pond pair of huts) joined by a hall, on one plank floor, with round archways from each room into the hall.
- An upper room over the north hut (the town's two-storey hut's upper storey copied onto it), up 13 plank treads round the north hut's west wall, railed.
- Round glazed windows; a wall shelf all round each round room; inside walls in green boards.
- Two doors (east and north), shut until it is bought.
- Things left inside are kept in the save once it is yours.

Good to know

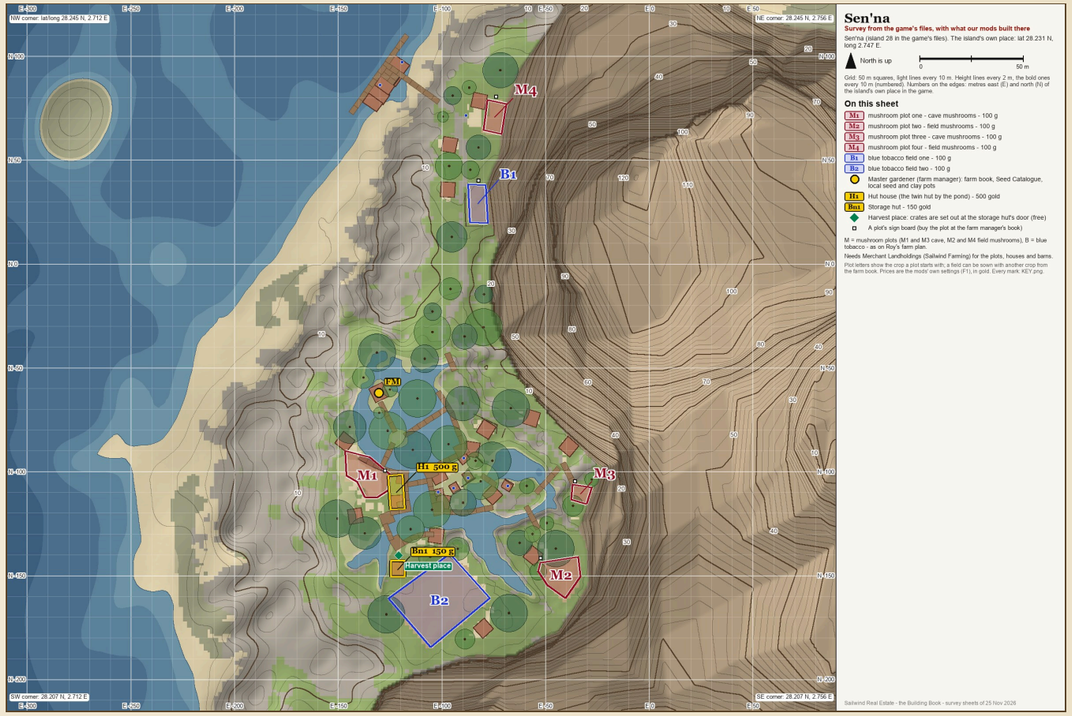
- On the round deck in the village pond. The FOR SALE board is on the east door (hut A); the north door only says where the board is.
- Sold apart from the storage hut by the south lagoon (150 gold); F1 'Senna farm' > 'Hut house and storage hut for sale' switches both.
- The game's own dock and the farm's plots are not part of it.

The Sen'na Storage Hut



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	150 gold
Island	Sen'na (Emerald waters)
Chart	about 28.21 N, 2.73 E
Save number	1230
Mod	Merchant Landholdings



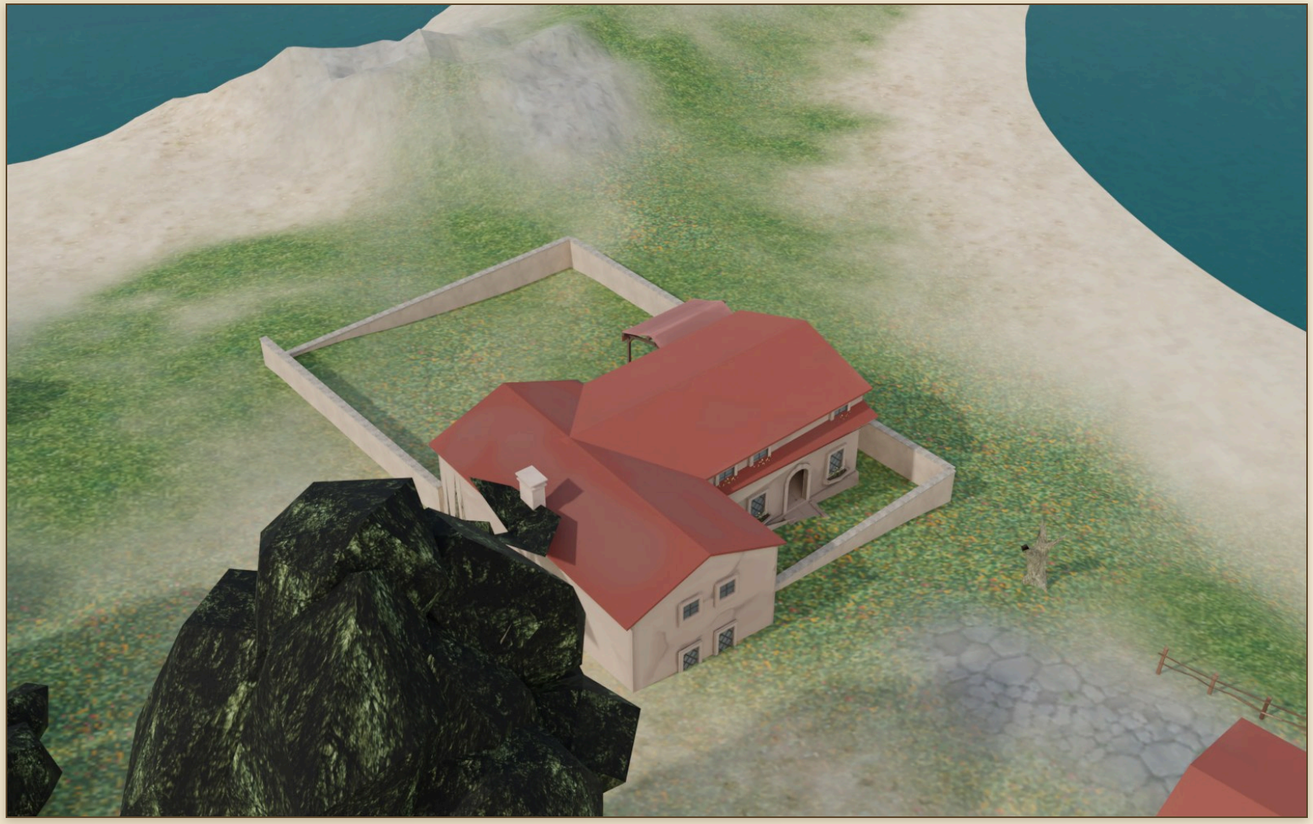
What you get

- One round room on a plank floor, a wall shelf all round, ribs under its ceiling, inside walls in green boards; no windows.
- One door (north), shut until it is bought.
- Things left inside are kept in the save once it is yours.

Good to know

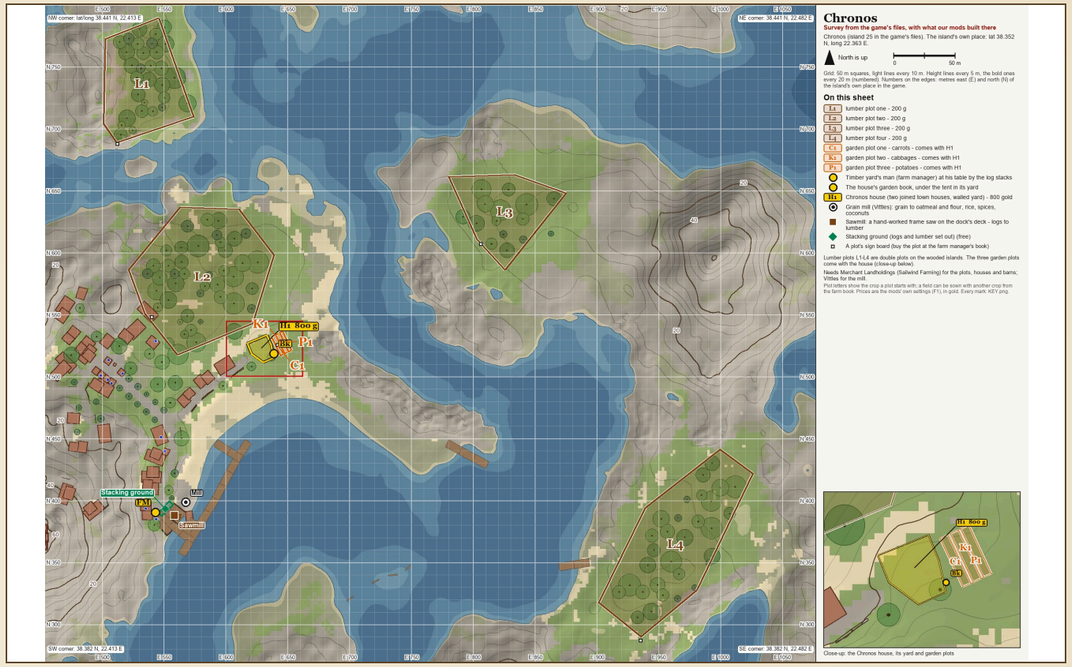
- The little hut by the south lagoon. The FOR SALE board hangs on its door.
- The Sen'na farm's harvests are set out at its door, but that place is not part of the sale.
- Sold apart from the hut house (500 gold).

The Chronos House



The two joined houses with the walled garden yard. Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	800 gold
Island	Chronos (Aestrin waters)
Chart	about 38.41 N, 22.43 E
Save number	1229
Mod	Merchant Landholdings



What you get

- Two joined Aestrin town houses sold as one house, with a door through the party wall on both floors.
- First house: a ground-floor room on the Abbey church's dark floor tiles, a stair of 13 risers up the cross wall with a closet under it (plank door, shelves), and an upper floor of fir boards.
- Second house: a tiled common room with an open stone fireplace and iron grate (holds 12 logs, 4 game hours each), a chimney over the roof.
- Second house upstairs: a hall, a lobby and four store rooms, two of them with small windows in the far gable.
- A front door (the sale board hangs on it) and a back door from the common room to the yard.
- Things left inside either house are kept in the save once it is yours.
- A walled yard (1.8 m plastered wall, tiled cap) with a west gate from the lane and a back gate to the north.
- Three garden plots of two beds each (carrots, cabbages, potatoes); the first crop of each is planted free when you buy the house.

Good to know

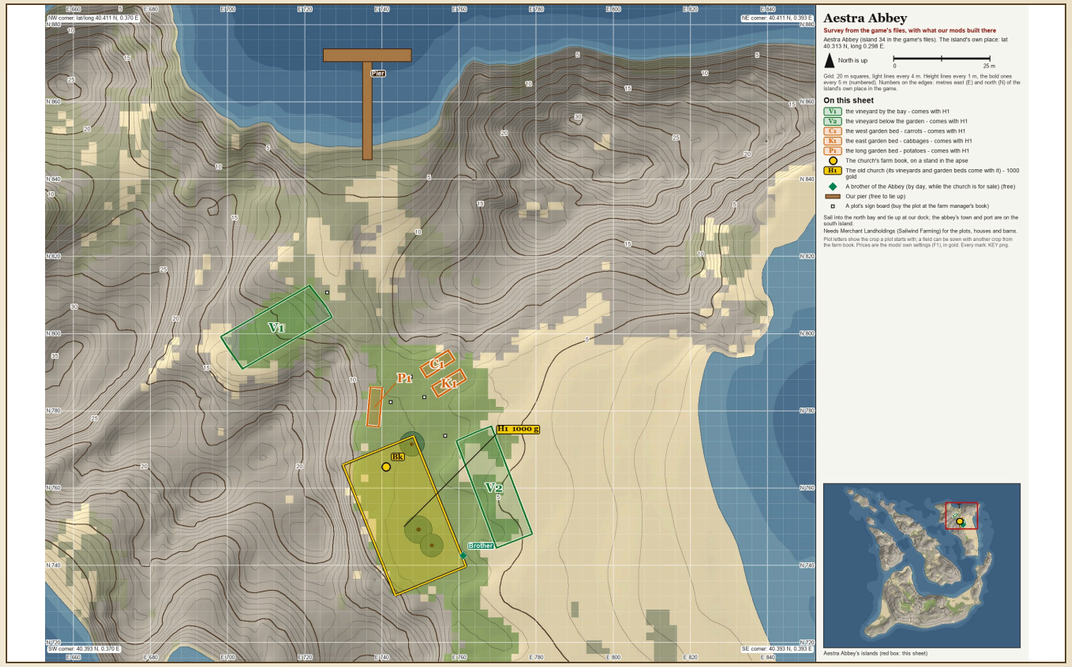
- The FOR SALE board is on the front door, which faces west-south-west into the walled yard; enter by the yard's west gate from the lane.
- The doors stay shut until the house is bought (F1 'Chronos farm' > 'House for sale' on by default).
- No bed is built in the house.
- The four lumber plots at Chronos are NOT part of the house; they are sold at the timber yard man's book by the dock (200 gold each).
- The Chronos saw on the dock is open to all; Farming builds no pier or dock at the house.
- The house stands on the rise north-east of the T dock and the lane, at E 631, N 520 - not in the town's inn, which stays as it is.

The Old Church at Aestra Abbey



Picture: drawn from Sailwind's own models and textures, set as the mod's code places them. Aestra Abbey church and the Saffron Outpost house: based on models by Verbal (Fab, fab.com), Creative Commons licence - https://www.fab.com/eula.

Price	1,000 gold
Island	Aestra Abbey (Aestrin waters)
Chart	about 40.40 N, 0.38 E
Save number	1221
Mod	Merchant Landholdings



What you get

- Roy's old stone church: about 31.5 x 17.6 m at the walls (33.4 x 20.1 m with its roof), the nave floor 1.1 m over the ground outside.
- A tiled nave, a raised chancel with dark tiles, and a gallery reached by a stair.
- Two upstairs rooms with plaster walls, oak shelves and doors that open.
- Two church doors: the main door in the east-north-east side, up round stone steps, and a back door in the apse alcove facing north-north-west.
- Eight upstairs casement windows that open, eight firing slits with heavy shutters, and four narrow glazed windows on the cliff side.
- Things left inside are kept once the church is yours.
- Two vineyards: one by the north bay and one below the garden, each two mulched rows of vines on posts and wires.
- Three raised plank garden beds that start as carrots, cabbages and potatoes. The first crop in every vineyard and bed is planted free.

Good to know

- The price board is on a timber post beside the foot of the main door's round steps, at about E 759.5, N 745.6.
- Both church doors stay shut until the church is bought.
- While the church is for sale, a brother of the Abbey stands by the steps by day and tells its story. He leaves once it is sold.
- The vineyards and garden beds are not sold on their own while the church is for sale. With F1 'Church for sale' off, the doors are open to all and the plots are sold one by one.
- There are no beds, stove or fireplace. The church is an empty building with its rooms.
- The dock from the north bay (a 27 m pier to a 23 m T-head, about 95 m north of the church), its lamp and the paths are built by the mod but are open to everyone. They are not part of the sale.

The Old Ankh Cliff Home



The home is the tall front with two pilasters and the arched door in the middle, set into the cliff on the town road. Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.



Price	600 gold
Island	Old Ankh Town (Al'Ankh waters)
Chart	about 30.75 N, 5.02 W
Save number	1260
Mod	Merchant Landholdings

What you get

- A front room in the cliff on the town road, a copy of the Tavern's own room and front: 8.5 x 8.95 m inside, open two storeys (floor 20.8 m, ceiling 26.7 m).
- A wooden loft over the front half of the front room (floor 23.95 m on oak joists, railed edge) with a steep wooden stair up the west wall.
- A plastered hallway 21 m long and 2.6 m wide through the hill, with oak timber sets and two lanterns that are always lit.
- A back room 10 x 9.5 m (2.9 m high) on the far side of the hill, with a door and four glazed, oak-framed windows looking out north-east.
- A timber terrace 10.9 x 3.0 m outside the back room's door, on posts down the slope, with a rail on three sides.
- Four doors that open (front, the Tavern's back door into the hallway, the hall's end door, the door out to the terrace); wooden shutters inside all thirteen windows.
- Things left inside (front room, hallway, back room and terrace) are kept with the home once it is bought.

Good to know

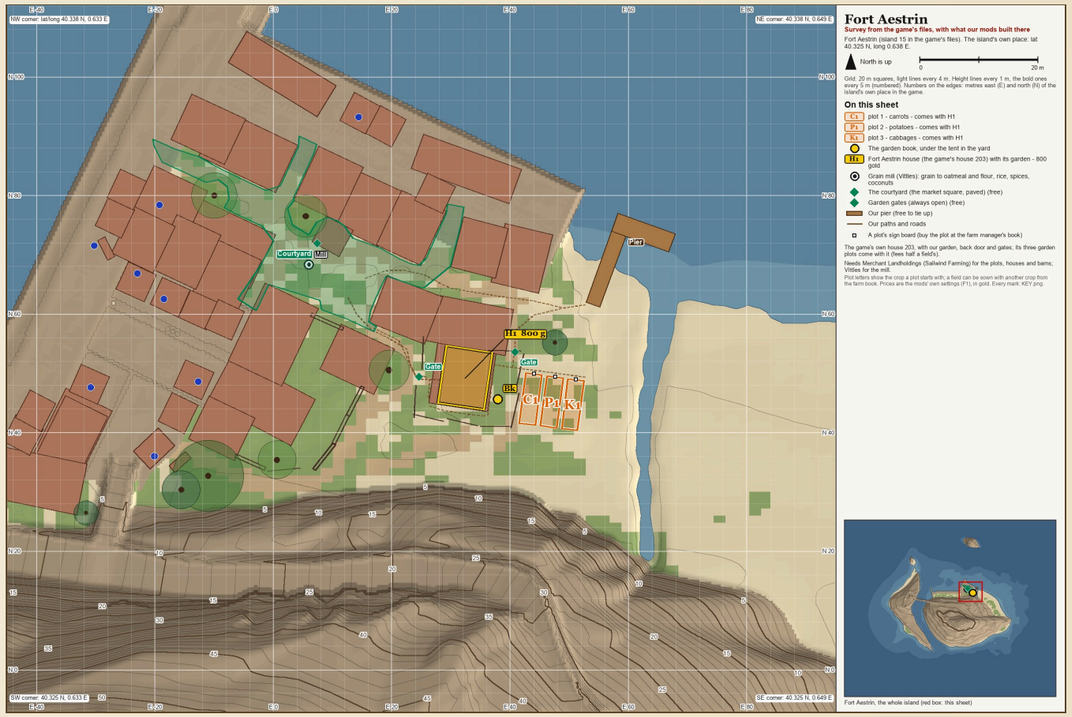
- The FOR SALE board hangs on the front door in the arch on the town road, next door to the game's stove shop (east) and 17 m east of the Tavern.
- Price 600 gold is the F1 default ('Old Ankh Town' > 'Cliff home price in gold'); the doors stay shut until it is bought.
- No fields come with it: the three Old Ankh coffee fields are sold separately at the farm manager's book down by the dock (100, 200 and 200 gold).
- No beds, stoves or furniture are built in; the rooms are lit by your own lanterns (only the hallway's two lanterns burn always).
- The home appears only when Old Ankh's town is loaded (sailing in within about 1.8 km); it needs the 'cliffcut' shader bundle beside the mod's DLL.
- The hallway and back room run through the inside of the hill: from outside only the front on the road (facing south) and the back front with its terrace (facing north-east, on the far slope about 30 m away) are seen.

The Fort Aestrin House



The house with the walled garden behind it. Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.

Price	800 gold
Island	Fort Aestrin (Aestrin waters)
Chart	about 40.33 N, 0.64 E
Save number	203
Mod	Merchant Landholdings



What you get

- The game's own town house 203 in Fort Aestrin, two floors with a stair, as the game builds it.
- A terracotta tile floor laid over the whole ground floor (30 cm tiles).
- A back door in the east wall straight into the garden, locked until the house is bought, like the front door.
- A walled back garden, 12 m further east than the game's yard, with three garden plots that come with the house (carrots, potatoes, cabbages to start; peas also grow here).
- A market tent in the garden's south-east corner with the garden book on a table and 11 places where claimed crates are set out.
- Two garden gates (west and back) that always open, stepping stones between the plots, garden tools and ivy on the north wall.
- A gravel path from the town square through the west gate to the front door.

Good to know

- The sale board is the game's own FOR SALE board for house 203, where the game puts it; our code only repaints its price to 800 gold (the game's own price is 1300).
- The price is an F1 setting ('Fort garden' > 'House price in gold', default 800).
- The garden plots are not sold alone; they belong to whoever owns the house. Garden fees are half a small plot's, paid in Aestrin Crowns.
- No farm manager here: the garden is worked from the book under the tent.
- The small wooden dock on the beach north-east of the garden is built by the mod but is not part of the sale.
- The paved courtyard north-west of the house is the town's square, paved by the mod; it is public, not part of the sale.

The Gold Rock City House



The house is the middle building and the two domed ones each side of it, with the roof garden under its shade cloth. Picture: drawn from Sailwind's own models and textures, set as the mod's code places them.



Price	750 gold
Island	Gold Rock City (Al'Ankh waters)
Chart	about 31.10 N, 4.85 W
Save number	201
Mod	Merchant Landholdings

What you get

- Three town buildings in a row made one house: the game's house 201 in the middle, the gold onion-domed building on its left and the round-domed building on its right (as seen from the street).
- An open ground floor running through all three buildings (passages cut through the middle house's two side walls).
- One stair, in the left building along its far end wall, with a closet with shelves under it.
- Two upper rooms: the left one with nine opening windows on the street and back and a door out to a back balcony; the right one with three opening windows on the street.
- The middle house's front now has three fixed-glass windows with shutters where its old door was.
- A roof patio on the middle house, reached by a door from each upper room, with a wooden rail and a flat canvas shade cloth.
- A roof garden on the patio: three plots of two raised beds each (sweet potatoes, saffron, brown tobacco to start), with a garden book on a table, garden tools and stepping stones. Garden fees are half the usual.
- A balcony off the back of the left upper room, 6 m long and 1.24 m deep, with a rail on three sides.

Good to know

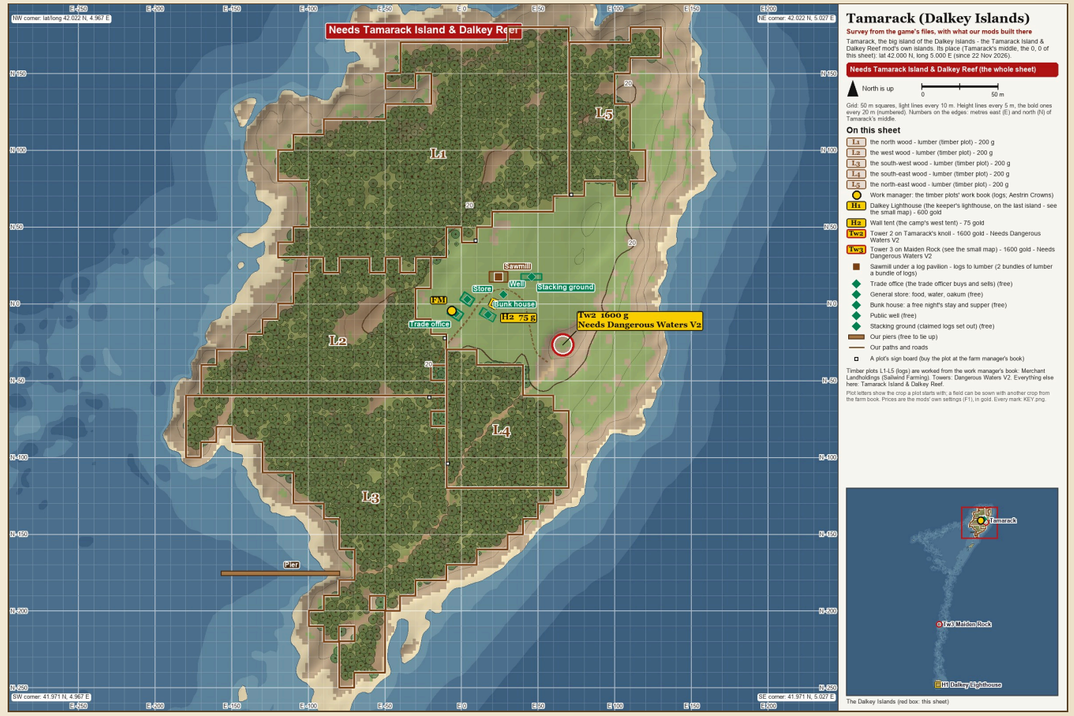
- The house is the game's own house 201 and keeps the game's save number 201; buying it uses the game's own sale.
- The game's FOR SALE board is moved onto the double door of the left building, which is the main entry; the doors open only after the house is bought.
- The price is 750 gold (F1 'Gold Rock City house' > 'House price in gold'); the game's own price is 300.
- All of this is built only while F1 'Gold Rock City house' > 'Rebuilt as one house' is on (on by default). Switched off, the game's own small house 201 stands again the next time the town loads, at the game's price.
- The house box (where your things are kept with the house) is stretched over all three buildings, the roof patio and the back balcony.
- The middle house's old street door is walled up; its little wooden canopy is gone.

Dalkey Lighthouse

Needs Tamarack Island & Dalkey Reef



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files.



Price	600 gold
Island	the Dalkey Islands (Tamarack) (Aestrin waters)
Chart	about 41.73 N, 4.93 E
Save number	1252
Mod	Tamarack Island & Dalkey Reef

What you get

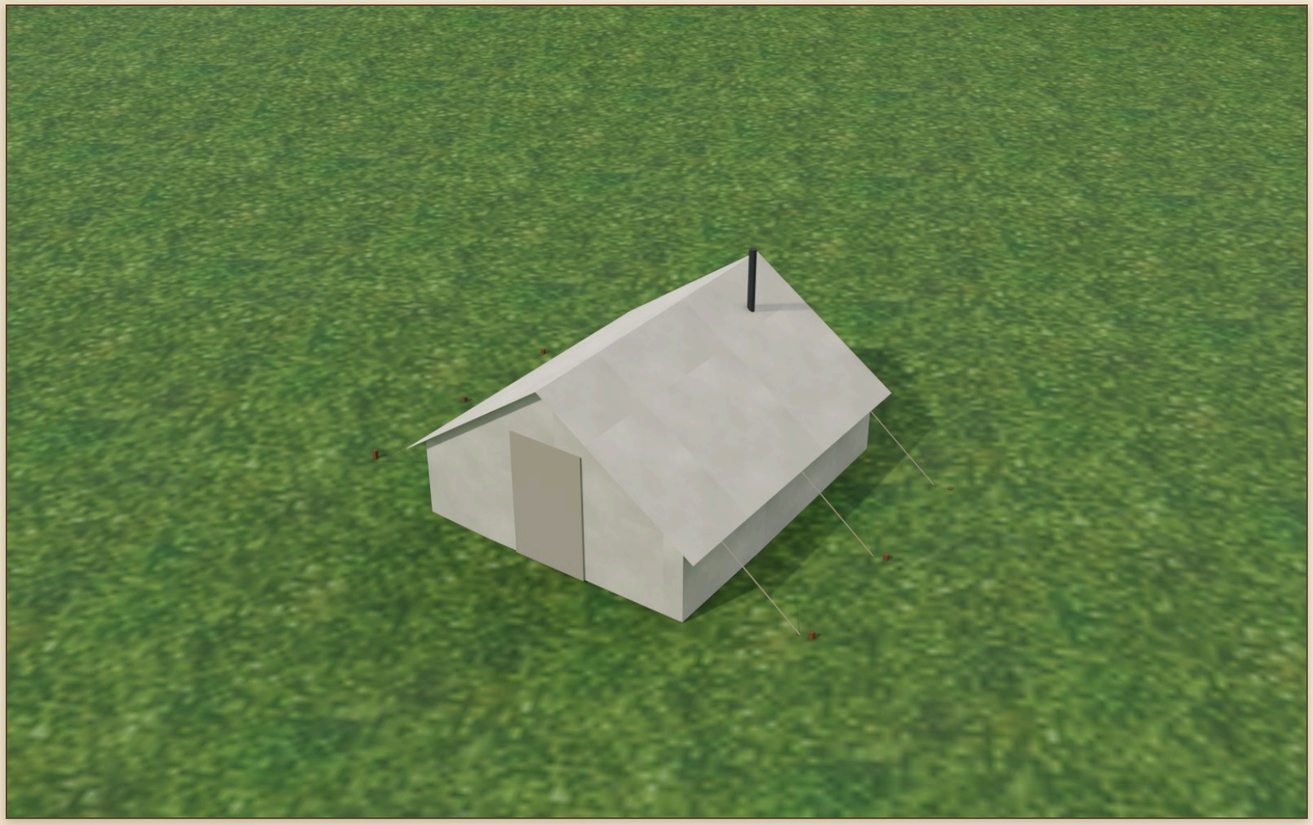
- A round, tapering stone lighthouse tower 9.8 m across at its foot, its lamp about 22 m over the sea-level floor line (24.3 m to the roof's peak).
- Inside the tower: the ground room, three round rooms at 4.2, 8.4 and 12.6 m with a stair along the wall between them, a service room at 16.5 m, and ship's ladders through hatches up to the lamp room.
- An eight-sided glass lamp room with a working lantern (a white lamp with two slowly turning beams, or a fire - F1), lit from dusk to dawn, and a wooden gallery with a rail all round it.
- The keeper's cabin on the door side: a dormitory, a corridor, one big room with a working fireplace, and a pantry with built-in shelves (room for a barrel on its side).
- Five cabin windows with working casements and shutters; working doors.
- A dinghy dock on the island's east shore with two moorings and a lantern.
- Things left in the tower and the cabin are kept in the save.

Good to know

- The rooms are empty: no bed or stove comes with it (Roy: 'the rooms should be empty').
- Until it is bought the cabin's main door is shut with the for-sale board on it; click the board to buy. The lamp lights for passing ships either way.
- Main door faces 115 (east-south-east) - F1 'Tamarack lighthouses > Light 1 main door faces'.
- Needs Tamarack Island & Dalkey Reef (it is that mod's own building).

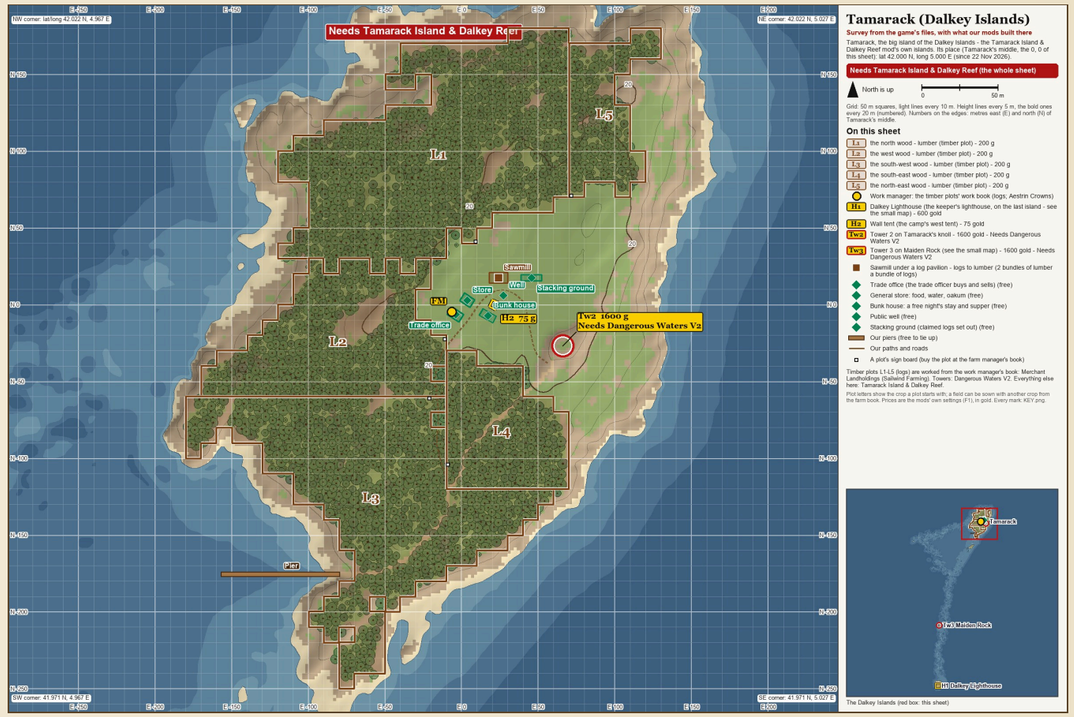
Tamarack Wall Tent

Needs Tamarack Island & Dalkey Reef



Picture: drawn from the shapes, sizes and textures in the mod's own code, on the island's ground from the game's files.

Price	75 gold
Island	the Dalkey Islands (Tamarack) (Aestrin waters)
Chart	about 42.00 N, 5.00 E
Save number	1254
Mod	Tamarack Island & Dalkey Reef



What you get

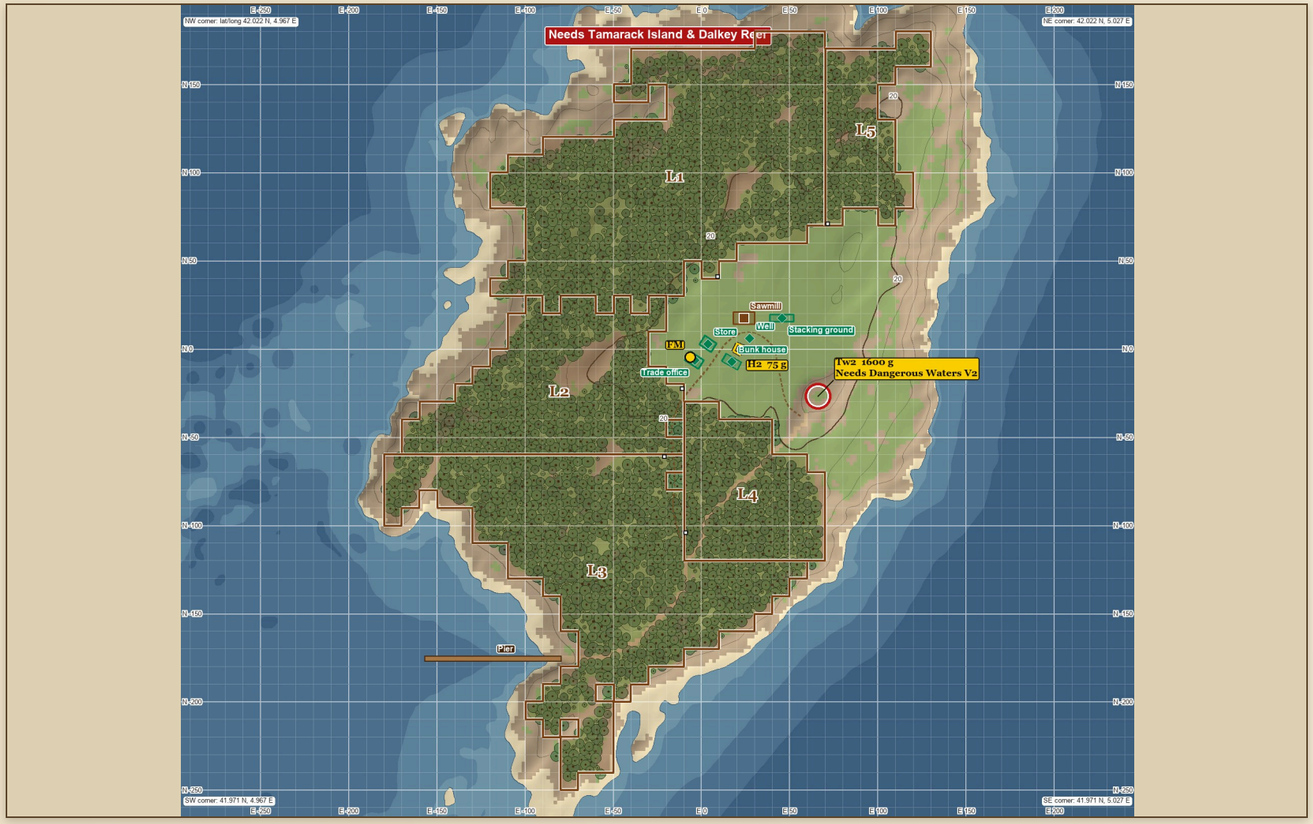
- A canvas wall tent (4.3 x 5 m) in the Tamarack camp - the camp's west tent.
- One cot that works as a bed.
- A working Tiny Stove on a hearth stone at the back, its pipe out through a tin plate in the canvas: feed it logs, cook on it, its fire is kept with the save.
- Canvas door flaps that roll up with a click once the tent is yours.
- It packs into a sea chest to carry and pitch on any island (the portable tent).
- Things left in it are kept in the save.

Good to know

- One cot only, so there is room for your own things.
- Until bought the flaps stay shut and a FOR SALE board stands on a stake beside them; click it to buy.
- Its front (flaps) faces 26 (north-north-east) at the camp spot.
- The east tent next to it is shut-up scenery and is not for sale.

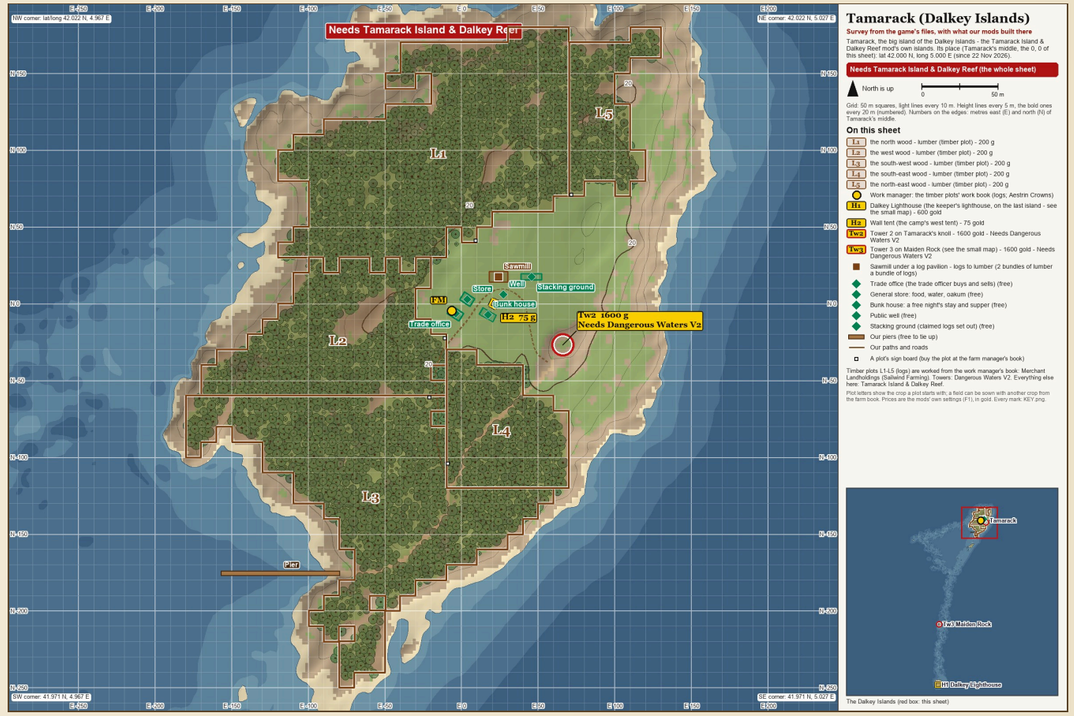
Tamarack Timber Plots

Needs Tamarack Island & Dalkey Reef



Survey map close-up: Tamarack and its five timber plots (no building is sold with them).

Price	200 gold each
Island	the Dalkey Islands (Tamarack) (Aestrin waters)
Chart	about 42.00 N, 5.00 E
Save number	none (plots are kept by the farm book)
Mod	Merchant Landholdings



What you get

- Five timber plots in Tamarack's larch woods, each sold on its own for 200 gold: the north wood, the west wood, the south-west wood, the south-east wood and the north-east wood.
- Each plot gives one bundle of logs every 90 days once tended; the tending fee (Kicia Bay farm's, 2000) is paid in Aestrin Crowns.
- Worked from the work book on the work manager's table at the back of the camp's trade office; claimed logs are set out on the stacking ground east of the saw.
- Logs from your own plots are sawn free at the camp's water sawmill (two bundles of lumber per bundle of logs).

Good to know

- The woods are never cut down: a plot is its outline, its sign and its page in the work book; the trees stand as you see them.
- The sawmill under the log pavilion is a public tool built by Merchant Landholdings - it is NOT for sale (no price, no save number); bought logs cost 250 Aestrin Crowns to saw (F1 'Tamarack farm > Fee to saw a bought bundle of logs').
- Needs Tamarack Island & Dalkey Reef (0.18.0 or newer) for the island and its camp; without it nothing is built here.
- No building comes with a plot - no building picture is needed; show the plot outlines on the survey sheet.

Happy Bay Martello Tower

Needs Dangerous Waters V2 (with Tamarack Island & Dalkey Reef)



Picture: the tower model and its textures from the mod's own files, on the ground from the game's (or the Tamarack mod's) files.



Price	1,600 gold
Island	Happy Bay (Aestrin waters)
Chart	about 35.34 N, 3.61 E
Save number	1232
Mod	Dangerous Waters V2

What you get

- A Martello tower: a round, thick-walled stone gun tower 14 m across at its foot, rendered outside.
- Basement with a cistern and a powder magazine under a brick vault; the main floor round a central pillar with partitioned rooms (store, officer's room), food closets and two working fireplaces.
- Two windows with casements and shutters; working doors; a stone stair up to the roof.
- A gun slide on the roof that turns to lay a Great Gun (Dangerous Waters' 24- and 32-pounders) over the parapet.
- An outside ladder from the landing up to the door 3.8 m above the basement floor (put up once bought), and a basement ladder.
- Things left inside are kept in the save.
- A T dock on the rock's west shelf (deck 2.0 m, the game's Happy Bay pier wood, 8 of the game's moorings, a lantern), a trail and timber steps up the ridge, a landing below the door, and lanterns along the way up (lit dusk to dawn).

Good to know

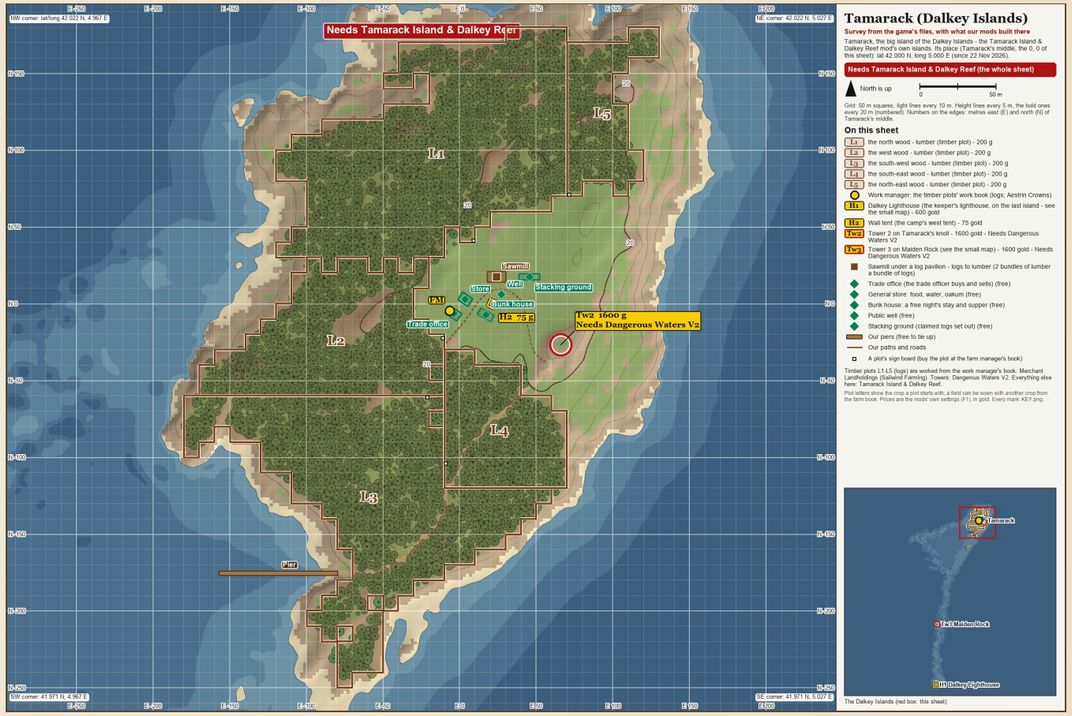
- No bed or stove comes with it; the fireplaces burn logs.
- Bought like a house: a for-sale board by the door until paid.
- Door faces 160 (south-south-east), toward the stair up the ridge - F1 'Tower > Door faces'.
- Happy Bay is finished work: its look never changes with F1 'Look > Texture look'.
- Needs the 'martellotower' bundle that Tamarack Island & Dalkey Reef ships and loads (TamarackApi.Bundle), so it needs that mod too.
- Plugin: 'Martello Towers (Dangerous Waters V2)' 0.1.0 (com.dixiecapt.sailwind.martellotowers); price and save number are its F1 defaults.

Tamarack Martello Tower (Tower 2)

Needs Dangerous Waters V2 (with Tamarack Island & Dalkey Reef)



Picture: the tower model and its textures from the mod's own files, on the ground from the game's (or the Tamarack mod's) files.



Price	1,600 gold
Island	the Dalkey Islands (Tamarack) (Aestrin waters)
Chart	about 42.00 N, 5.01 E
Save number	1217
Mod	Dangerous Waters V2

What you get

- A Martello tower: a round, thick-walled stone gun tower 14 m across at its foot, rendered outside.
- Basement with a cistern and a powder magazine under a brick vault; the main floor round a central pillar with partitioned rooms (store, officer's room), food closets and two working fireplaces.
- Two windows with casements and shutters; working doors; a stone stair up to the roof.
- A gun slide on the roof that turns to lay a Great Gun (Dangerous Waters' 24- and 32-pounders) over the parapet.
- An outside ladder from the landing up to the door 3.8 m above the basement floor (put up once bought), and a basement ladder.
- Things left inside are kept in the save.
- A timber stair and railed landing at the tower's foot, log steps up the knoll from the camp's cart road, and a lantern at the landing.

Good to know

- No bed or stove comes with it; the fireplaces burn logs.
- Bought like a house: a for-sale board by the door until paid.
- Door faces 215 (south-west), down the path to the pier - Tamarack's F1 'Dalkey Island > Tower door faces'.
- Until bought: board by the door, no ladder up, door shut.
- Plugin: 'Martello Towers (Dangerous Waters V2)' 0.1.0 (com.dixiecapt.sailwind.martellotowers); price and save number are its F1 defaults.

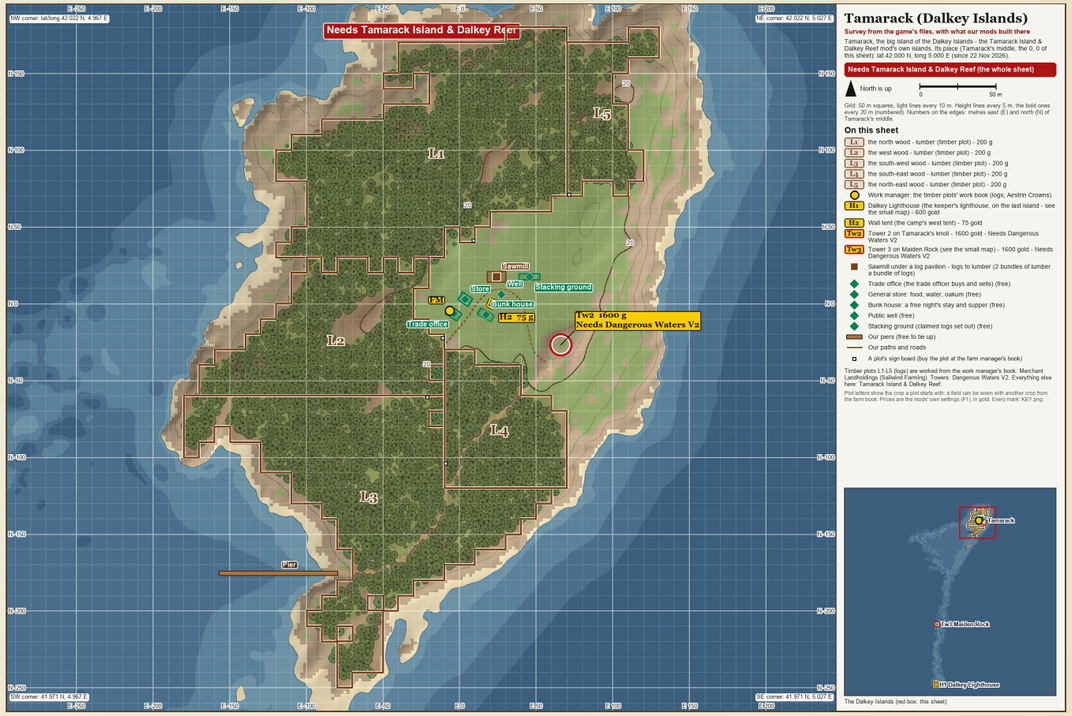
Maiden Rock Martello Tower (Tower 3)

Needs Dangerous Waters V2 (with Tamarack Island & Dalkey Reef)



Picture: the tower model and its textures from the mod's own files, on the ground from the game's (or the Tamarack mod's) files.

Price	1,600 gold
Island	the Dalkey Islands (Tamarack) (Aestrin waters)
Chart	about 41.83 N, 4.93 E
Save number	1253
Mod	Dangerous Waters V2



What you get

- A Martello tower: a round, thick-walled stone gun tower 14 m across at its foot, rendered outside.
- Basement with a cistern and a powder magazine under a brick vault; the main floor round a central pillar with partitioned rooms (store, officer's room), food closets and two working fireplaces.
- Two windows with casements and shutters; working doors; a stone stair up to the roof.
- A gun slide on the roof that turns to lay a Great Gun (Dangerous Waters' 24- and 32-pounders) over the parapet.
- An outside ladder from the landing up to the door 3.8 m above the basement floor (put up once bought), and a basement ladder.
- Things left inside are kept in the save.
- Its landing and stair down to the rock, and a dinghy dock off the rock's west shore with two moorings and a lantern (built by Tamarack Island & Dalkey Reef).

Good to know

- No bed or stove comes with it; the fireplaces burn logs.
- Bought like a house: a for-sale board by the door until paid.
- Door faces south (180) - F1 'Tamarack Tower 3 > Door faces'.
- The sea may break against it in rough weather; it stays dry inside.
- Plugin: 'Martello Towers (Dangerous Waters V2)' 0.1.0 (com.dixiecapt.sailwind.martellotowers); price and save number are its F1 defaults.

Credits

Merchant Landholdings

By **Dixiecapt** with **M.I.D.N**

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

Models

Aestra Abbey church and the Saffron Outpost house: based on models by Verbal (Fab, fab.com), Creative Commons licence - https://www.fab.com/eula.

The pictures

The pictures in this catalogue are rendered from Sailwind's own models and textures (and from the mods' own shapes and files), to show each property as it looks in the game. Sailwind is made by Raw Lion Workshop. This is a free players' guide and is not sold.

Maps

The survey maps are drawn from the game's own files, with what the mods build marked on top.

Beta

Merchant Landholdings 0.37.5 is a beta. Prices, places and pages may change in later versions. Please report anything that looks wrong.