

Whitehaven Building Reference Document

This is a supplementary document to the [Whitehaven Colony Building System](#).

Colony Corruption Level

Medium

District Prestige Levels						
Bright Shores	Candleglass Commons	Ebon Cliffs	Golden Meadows	New Rathfall	Platinum's End	Unbounded Quarter
45	35	52	76	44	61	78

Name	Build Date	Contributor	Perk/Notes
Establish a New District (1/3)	05-24	The Triumphant	Create a new district with the sanction of a Rathfallian Noble house.
Establish a New District (2/3)	1-25	Gregor of Korab	See Above
Establish a New District (3/3)	3-26	The Tapestry	See Above
Construct Colony Defenses (1/2)	5-24	Whitehaven Commonwealth	The addition of outer palisades coated in malatite will protect the Colony from uncoordinated or one-off attacks by basic Blight creatures. Soldiers can protect the palisade against wild attacks, but they will not stand against any committed siege.
Construct Colony Defenses (2/2)	7-25	Whitehaven Commonwealth	The defenses of the colony have been upgraded with the addition of the Walls of Mandragor , bastion fort layered defenses designed by Vino elves in neo-Elandorrean style to withstand sieges and the dreaded War of Light.
Build Anti-Blight Machine (1/3)	5-24	Mistweavers	Help the Mistweavers or Earth's Chosen expand the protective aegis for their respective devices. This increased protection will allow for more land to be unveiled and available for building.
Build Anti-Blight Machine (2/3)	10-24	Whitehaven Commonwealth	See Above

Name	Build Date	Contributor	Perk/Notes
Build Anti-Blight Machine (3/3)	7-25	The Tapestry	<u>See Above</u>
Construct Road System (1/2)	8-24	The Triumphant	<i>All players may travel from the In-Game Whitehaven tavern to any district in the colony without the need for horse and carriage or alternate magical means.</i>
Construct Road System (2/2)	5-25	The Tapestry	<i>Upgraded to stone roads with multiple colors. Dirt roads are added outside of the colony to aid in travel from other city states.</i>
Establish Trade Routes (1/3)	8-24	The Triumphant	<i>The owner may opt to pay up to 10 silver for any combination of 10 CM of Adventuring Equipment or receive the opportunity to buy a single piece of Superior Equipment (the player must provide all ingredients for the equipment).</i>
Establish Trade Routes (2/3)	8-24	The Tapestry	<u>See Above</u>
Establish Trade Routes (3/3)	10-24	Dramthin Hartsboon	<u>See Above</u>
Establish Trade Cothon (1/5)	5-26	Servus Ironmail	<i>The player may opt to pay up to 20 silver for any combination of 20 CM of Adventuring Equipment or receive the opportunity to buy a single piece of Superior Equipment (the player must provide all ingredients for the equipment).</i>
Establish Trade Cothon (2/5)	5-26	The Triumphant	<u>See Above</u>
Establish Trade Cothon (3/5)	5-26	The Tapestry	<u>See Above</u>
Establish Trade Cothon (4/5)	5-26	Gregor of Korab	<u>See Above</u>
Establish Trade Cothon (5/5)	7-26	Gregor of Korab	<u>See Above</u>

Building Status				
<i>Buildings listed in this Reference Document exist in one of five distinct states as distinguished by the colors below.</i>				
Built	Damaged	Destroyed	Corruption Building	Under Construction

Bright Shores

Sanctioned by Earth's Chosen — Field Vindicator Briar

Built by Landgrave Gregor of Korab

Cascading dunes and marshy lowlands dot the sandy edge of shoreland that defined this district. Low wooden docks bristling with fishing boats rise up from the white-gold beach and wine-dark waters of Lake Ferro alongside ancient cobbled piers that service larger cargo ships. Salty rough-handed folk populate this district, hailing predominantly from the dockworkers of Pauper's Launch and Shademire.

Food Produced	Food Consumed	Corruption
23	11	Low

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>District Buildings</i>					
Barracks	<i>Barracks</i>	Earth's Chosen	-1	2-25	<i>The Barracks decreases the effective Corruption.</i>
Turnip Farm	<i>Farmland</i>	Earth's Chosen	+4	2-25	<i>Increase the food production by 4 in the District.</i>
Spinach Farm	<i>Farmland</i>	Earth's Chosen	+4	2-25	<i>Increase the food production by 4 in the District.</i>
<i>Briar's Forest</i>	<i>Protected Forested Area</i>	Earth's Chosen	N/A	5-25	<i>Non noble-affiliated groups may stay and congregate.</i>
Grand Basilica, Central Nave	<i>Earth's Chosen Sanctuary</i>	Gregor of Korab	-1	5-25	<i>Access to a Permanent Earth Circle that is considered friendly.</i>
Bandit Forest Hideout	<i>Corruption</i>	<u><i>Destroyed</i></u>		7-25	<i>Attacked during the 9-25 Market.</i>
<i>Mandragora Cantonment</i>	<i>Barracks</i>	Whitehaven Commonwealth	-1	9-25	<i>The Barracks decreases the effective Corruption.</i>
Grand Basilica, East Wing	<i>Earth's Chosen Sanctuary</i>	Gregor of Korab	-1	9-25	<i>Access to a Permanent Celestial Circle that is considered friendly.</i>
<i>Thieves Grotto</i>	<i>Corruption</i>	<u><i>Destroyed</i></u>		11-25	<i>Attacked during the 5-26 Market.</i>
<i>The Orchard Floor</i>	<i>Marketplace</i>	Trauben Obstbauer	-2	3-26	<i>Once per IBGA cycle, pay 5 gold to gain an extra Building or Upgrade action.</i>
Grand Basilica, West Wing	<i>Earth's Chosen</i>	Gregor of Korab	+11	3-26	<i>Remove Food Cost for this building and increase Food Production by 11.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
	<i>Sanctuary</i>				
Bandit Forest Hideout	<i>Corruption</i>	<u><i>Destroyed</i></u>		3-26	<i>Attacked during the 9-25 market day. Dealt with during the 5-26 market.</i>
<i>The Obstbauer Apiary</i>	<i>Farmland</i>	Trauben Obstbauer	+4	5-26	<i>Increase the food production by 4 in the District. Investment: Increase the food production by 5 in the District.</i>
<i>Tower Menagerie</i>	<i>Mistweaver Lab</i>	<i>Dramthin Hartsboon</i>	-2	7-26	<i>Access to a Mistweaver library that will answer three basic questions per event. (e.g. Who is? What is? Where is?)</i>
<i>Player Buildings</i>					
<i>Earth's Larder</i>	<i>Agricultural</i>	Trauben Obstbauer	-1	3-26	<i>The owner of this building may sacrifice 5 Base Body to gain a single Recharge Prowess effect charge (bound by all the restrictions of the Ritual).</i>
<i>The Bright Cellar</i>	<i>Mercantile</i>	Trauben Obstbauer	-1	3-26	<i>The owner may buy up to five Crafting Materials at 2 silver per CM; or sell up to five CM at a rate of 2 silver per. Opulence: Increase the food production by 5 in the District.</i>
<i>Manor of Liberty</i>	<i>Personal</i>	Field Vindicator Briar	-1	5-26	<i>Personal manor house of Field Vindicator Briar</i>

Candleglass Commons

Sanctioned by House Bengalo — Unassigned

Built by The Tapestry

Being pressed for land against the city walls has forced this district to embrace an elevated architecture of soaring gothic spires and ornate onion towers. The grand libraries, professional guild halls, and utilitarian workshops are built in an ascending overweb of criss-crossing skyways and circular stone staircases. The educators, artisans, apprentices, and merchants who have embraced the vertical Elandorrean labyrinth and ancient stoai have become some of the most erudite and productive citizens of the city.

Food Produced	Food Consumed	Corruption
35 (27)	10	Medium

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>District Buildings</i>					
Bandit Forest Hideout	<i>Corruption</i>	<u>Mosaic/Forest Fiends</u>	-2	11-25	<i>A hidden building that has appeared due to corruption within a district.</i>
The Copper Assembly	<i>Marketplace</i>	The Tapestry	+8	3-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i>
Kyrriwood Land Trust	<i>Marketplace</i>	The Tapestry	+8	3-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i>
The Candlestick [Lab 1026]	<i>Mistweaver Lab</i>	The Tapestry	-2	3-26	<i>Access to a Permanent Celestial Circle that is considered friendly.</i>
<i>The Rose Garden</i>	<i>Park</i>	Avant Garden	N/A	3-26	<i>One person can be hidden from non-magical searches and patrols.</i>
<i>Petal Parlor</i>	<i>Marketplace</i>	Avant Garden	+8	5-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i> <i>(Damaged due to shipping lands being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
<i>Refuge of the Earth's Redemption</i>	<i>Earth's Chosen Sanctuary</i>	Order of the Pearled Heart	+11	5-26	<i>Remove Food Cost for this building and increase the food production by 11 in the District.</i>
<i>Poppy's Pleasantries</i>	<i>Entertainment</i>	Avant Garden	-1	7-26	<i>Investigated and rehabilitated by the Avant Garden following the 5-26 Market. The owner may buy up to five Crafting Materials at 2 silver per CM; or sell up to five CM at a rate of 2 silver per.</i>
<i>Cattle Horde</i>	<i>Corruption</i>	Unknown	-2	7-26	<i>Blight tainted cowbugs herds that wander the district, potentially damaging buildings and crops.</i> <i>(Note this is not a corruption building for the purposes of restorations.)</i>
<i>Player Buildings</i>					
<i>College of Mystical Engineering</i>	<i>Renown</i>	The Tapestry	-2	5-26	<i>Arcane Architects: The owner may fund Public Works Projects with Reagents. (5 silver per 1 LCO Reagent, 1 gold per 1 Restricted Reagent)</i>
<i>Aquaregia Guildhouse</i>	<i>Mercantile</i>	House Bengalo	-1	5-26	<i>A sister artisan guild building from Shademire. A banking house for coin and investment.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>Silver Pins Emporium</i>	<i>Mercantile</i>	House Bengalo	-1	5-26	<i>A sister artisan guild building from Shademire. The Silver Pins are mercers, specializing in clothing and dyes.</i>
<i>Keystone Block</i>	<i>Mercantile</i>	House Bengalo	-1	5-26	<i>A sister artisan guild building from Shademire. Carpenters, masons, painters, plaisterers, and tilers all claim their home in the Keystone Block.</i>

Ebon Cliffs

Sanctioned by House Fortinbras — Thane Elmenor Sundrake (NPC)

Hardworking folk pass you hither and yon under the flying buttresses of this district. The demands of the frontier have toughened their visages and the auspices of Fortinbras have made them a disciplined people. At its eastern side, dark cliffs of slate plunge sheer into the depths of Lake Ferro; the cliffs have given rise to Ebonverse poetry which is said to focus on art in extremis.

Food Produced	Food Consumed	Corruption
55 (47)	18	Low

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>District Buildings</i>					
Barracks	<i>Barracks</i>	House Fortinbras	-1	5-24	<i>The Barracks decreases the effective Corruption.</i>
Grain Farm	<i>Farmland</i>	House Fortinbras	+4	5-24	<i>Increase the food production by 4 in the District.</i>
Grain Farm	<i>Farmland</i>	House Fortinbras	+4	5-24	<i>Increase the food production by 4 in the District.</i>
Slums	<i>Corruption</i>	<u>Destroyed</u>		1-25	<i>Destroyed during the 3-26 market day. A vampire noble was discovered and destroyed.</i>
Fisherman Dock	<i>Farmland</i>	House Fortinbras	+4	5-25	<i>Increase the food production by 4 in the District.</i>
Chicken Farm	<i>Farmland</i>	Tarqaq	+4	9-25	<i>Increase the food production by 4 in the District.</i> <i>Expansion: The building owner or a member of their collective can benefit from Well Fed x5 per LP.</i> <i>The use of this perk must be declared in the Outstanding Tags section of pre-registration along with other indications.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
Earth's Chosen Sanctuary	<i>Earth's Chosen Sanctuary</i>	Servus Ironmail	+11	9-25	<i>Remove Food Cost for this building and increase the food production by 11 in the District.</i>
Steelwood and Supply	<i>Farmland</i>	Order of the Pearled Heart	+4	9-25	<i>Increase the food production by 4 in the District.</i>
<i>Our Lady Eridanae's Home</i>	<i>Prison</i>	Auryn Fairhorn	-2	9-25	<i>Decrease the effective Corruption score within any District by a moderate amount.</i>
Protected Forest Area	<i>Protected Forested Area</i>	Yin Yang	N/A	9-25	<i>One person can be hidden from non-magical searches and patrols.</i>
Protected Forest Area	<i>Protected Forested Area</i>	Yin Yang	N/A	3-26	<i>One person can be hidden from non-magical searches and patrols.</i>
Barracks	<i>Barracks</i>	Servus Ironmail	-1	3-26	<i>The Barracks decreases the effective Corruption.</i>
Mandragora Cantonment	<i>Barracks</i>	Whitehaven Commonwealth	-1	3-26	<i>The Barracks decreases the effective Corruption.</i>
<i>The Wounded Paw</i>	<i>Marketplace</i>	Ursa Major	+8	3-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i>
<i>Quartermasters</i>	<i>Marketplace</i>	Servus Ironmail	-2	3-26	<i>Once per IBGA cycle, pay 5 gold to gain an extra Building or Upgrade action.</i>
<i>Home's Welcome</i>	<i>Earth's Chosen Sanctuary</i>	Servus Ironmail	-1	5-26	<i>Access to a Permanent Earth Circle that is considered friendly.</i>
Barley Farm	<i>Farmland</i>	The Triumphant	+4	5-26	<i>Increase the food production by 4 in the District.</i>
Hop Farm	<i>Farmland</i>	The Triumphant	+4	5-26	<i>Increase the food production by 4 in the District.</i>
<i>Fortinbras Solid Beer and Deli</i>	<i>Marketplace</i>	Servus Ironmail	+8	7-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i> <i>(Damaged due to shipping lands being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
<i>Cattle Horde</i>	<i>Corruption</i>	<i>Unknown</i>	-2	7-26	<i>Blight tainted cowbugs herds that wander the district, potentially damaging buildings and crops.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
					(Note this is not a corruption building for the purposes of restorations.)
<i>Badger Band</i>	<i>Corruption</i>	<i>Unknown</i>	-1	7-26	A roaming band of child gangs, emerging after the Ash Famine from earlier in the year. (Note this is not a corruption building for the purposes of restorations.)
<i>Player Buildings</i>					
Grain Storage	<i>Agricultural</i>	House Fortinbras	-1	10-24	The owner of this building may sacrifice 5 Base Body to gain a single Recharge Prowess effect charge (bound by all the restrictions of the Ritual).
<i>Yin Yang Estate</i>	<i>Renown</i>	Yin Yang	-2	9-25	Minor Estate: Surrounded by a private forest for security and lessened light pollution.
<i>The Bear's Ladle</i>	<i>Mercantile</i>	Ursa Major	-1	3-26	Established Trade Route for the purposes of a Marketplace requirement
<i>Montebello</i>	<i>Personal</i>	House Fortinbras	-1	5-26	Manor of Thane Sundrake

Golden Meadows

Sanctioned by House Kindershaw — Thane Oliver Kindershaw (NPC)

Nature preserves and sprawling greenery are found in abundance here with buildings planned carefully to minimize urban intrusion on the natural world. The people are known to have a desire for personal privacy balanced with a strong sense of community.

Food Produced	Food Consumed	Corruption
54 (43)	21	Low

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>Public Works Projects</i>					
Establish Sewer Network	<i>Public Works Project</i>	N/A	N/A	5-26	The District housing this project has its Building Upgrade costs reduced by 25% while all others have their costs reduced by 15%.
<i>District Buildings</i>					
Barracks	<i>Barracks</i>	House Fortinbras	-1	5-24	The Barracks decreases the effective Corruption.

Name	Type	Owner	Food	Build Date	Perk/Notes
Chicken Farm	<i>Farmland</i>	House Kindershaw	+4	5-24	<i>Increase the food production by 4 in the District.</i>
<i>Klack's Glade</i>	<i>Protected Forested Area</i>	Klack's Glade	N/A	5-24	<i>Non noble-affiliated groups may stay and congregate.</i>
<i>Tower Whitehaven</i>	<i>Mistweaver Lab</i>	Dramthin Hartsboon	-2	8-24	<i>Access to a Mistweaver library that will answer three basic questions per event. (e.g. Who is? What is? Where is?)</i>
<i>Panis Populi</i>	<i>Marketplace</i>	Dramthin Hartsboon	+8	9-24	<i>Remove Food Cost for this building and increase Food Production by 8.</i>
Cowbug Ranch	<i>Farmland</i>	Whitehaven Commonwealth	+4	10-24	<i>Increase the food production by 4 in the District.</i>
Wheat Farm	<i>Farmland</i>	Order of the Pearled Heart	+4	10-24	<i>Increase the food production by 4 in the District.</i>
<i>Tenzin's Rest Brewery</i>	<i>Farmland</i>	Order of the Pearled Heart	+4	10-24	<i>Increase the food production by 4 in the District.</i>
<i>Mandragora Cantonment</i>	<i>Barracks</i>	Whitehaven Commonwealth	-1	5-25	<i>The Barracks decreases the effective Corruption.</i>
<i>Tomorrow's Hope: Rehabilitation and Training Center</i>	<i>Prison</i>	Dramthin Hartsboon	-2	9-25	<i>Decrease the effective Corruption score within any District by a moderate amount.</i>
<i>C&C Emporium</i>	<i>Marketplace</i>	Dramthin Hartsboon	+8	9-25	<i>Remove Food Cost for this building and increase Food Production by 8.</i>
<i>Kindrake of the Reborn Flame Tribe</i>	<i>Corruption</i>	Chief Wangif-Nest	-2	11-25	<i>A tribe of kobolds have set up camp by the Mistweaver's Tower Whitehaven.</i>
<i>Refuge of the Earth's Redemption</i>	<i>Earth's Chosen Sanctuary</i>	Order of the Pearled Heart	+11	11-25	<i>Remove Food Cost for this building and increase Food Production by 11.</i>
<i>Bandit Forest Hideout</i>	<i>Corruption</i>	<u><i>Mosaic/Forest Fiends</i></u>	-2	3-26	<i>A hidden building that has appeared due to corruption within a district.</i>
Lodestar Bazaar	Marketplace	Dramthin Hartsboon	+8	5-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
					<i>(Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
<i>Player Buildings</i>					
Kindershaw Estate	<i>Renown</i>	House Kindershaw	-1	8-24	<i>Estate for the Thane. Includes a grotto and a garden maze.</i>
<i>The Dawning Rose</i>	<i>Renown</i>	Order of the Pearled Heart	-1	8-24	<i>Hospital and almshouse for those in need.</i>
<i>Audrius Academy</i>	<i>Renown</i>	Whitehaven Commonwealth	-1	1-25	<i>Boarding School: House and educate the next generation of Havenites.</i>
<i>Whitehaven Wildlife Preserve</i>	<i>Renown</i>	Aura Fairhorn	-1	1-25	<i>Non-domesticated creatures and beasts may be secretly kenneled.</i>
<i>Stench Memorial</i>	<i>Luxury</i>	Order of the Pearled Heart	-2	5-25	<i>Celebrating the sacrifice of the Unbounded hero, Stench. Attracts Dryads.</i>
Golden Meadows Library	<i>Renown</i>	Thane Kindershaw	-1	5-25	<i>A library commissioned by House Kindershaw.</i>
<i>Mandragora Room</i>	<i>Renown</i>	Dramthin Hartsboon	-1	5-25	<i>Aspiring Elven Key Club</i>
<i>The Whitehaven Commodities Exchange</i>	<i>Mercantile</i>	Order of the Pearled Heart	-1	9-25	<i>Established Trade Route for the purposes of a Marketplace requirement</i>
<i>Speaker's Corner</i>	<i>Entertainment</i>	Order of the Pearled Heart	-1	9-25	<i>Established Trade Route for the purposes of a Marketplace requirement</i>
<i>Kindred Spirit's Home</i>	<i>Personal</i>	Dramthin Hartsboon	-1	3-26	<i>Houses and trains orphans and refugees in embroidery, farming, and cartomancy professions.</i>
<i>Kindershaw Embassy</i>	<i>Personal</i>	House Kindershaw		Under Construction	<i>A building built to cater to visiting dignitaries and nobles.</i>

New Rathfall

Sanctioned by House Hanover — Thane Emilia Rivas (NPC)

Where once the district reeked of a gaudy pastiche of gentility, House Hanover has swathed New Rathfall in an elegance of understated luxury. Marbled trompe-l'oeil, elegant fine dining, horse races, pastoral lawn parties - the trappings of refined wealth now drape the lands and her people. At ease with their station, aristocrats now promenade among the richly stained kyrriwood estates and manicured magnolia lanes.

Food Produced	Food Consumed	Corruption
39 (31)	22	Medium

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>District Buildings</i>					
Barracks	<i>Barracks</i>	House Fortinbras	-1	5-24	<i>Have access to a patrol that allows for deeper explorations of the Blight during IBGAs.</i>
Wild Rice Farm	<i>Farmland</i>	Earl Idris	+4	5-24	<i>Increase the food production by 4 in the District.</i>
Coconut Farm	<i>Farmland</i>	Earl Idris	+4	10-24	<i>Increase the food production by 4 in the District.</i>
Refugee Center	<i>Prison</i>	Thane Rivas	-2	10-24	<i>Access to a House Fortinbras sheriff allowed to make formal arrests and seize assets.</i> <i>Rehabilitated by Thane Rivas before the 3-26 market day.</i>
Gambling Den	<i>Corruption</i>	<u><i>Destroyed</i></u>		1-25	<i>Attacked during the 5-26 Market.</i>
<i>Second Chance Supper Club</i>	<i>Marketplace</i>	The Tapestry	+8	5-25	<i>Remove Food Cost for this building and increase Food Production by 8.</i>
Thieves Guild	<i>Corruption</i>	<u><i>Destroyed</i></u>		7-25	<i>Investigated and raided by unbounded during the 3-26 market day. Their leader, Liquid Yancy, was defeated.</i>
Date Farm	<i>Farmland</i>	Whitehaven Commonwealth	+4	7-25	<i>Increase the food production by 4 in the District.</i>
<i>Mandragora Cantonment</i>	<i>Barracks</i>	Whitehaven Commonwealth	-1	9-25	<i>The Barracks decreases the effective Corruption.</i>
<i>Refuge of the Earth's Redemption</i>	<i>Earth's Chosen Sanctuary</i>	Order of the Pearled Heart	+11	3-26	<i>Remove Food Cost for this building and increase Food Production by 11.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>Red Rose Bazaar</i>	<i>Marketplace</i>	Avant Garden	-2	5-26	<i>Once per IBGA cycle, pay 5 gold to gain an extra Building or Upgrade action.</i>
<i>Protection Racket</i>	<i>Corruption</i>	<u>Unknown</u>	-2	5-26	<i>A hidden building that has appeared due to corruption within a district.</i>
<i>Unconventional Blend</i>	<i>Barracks</i>	Avant Garden	-1	7-26	<i>The Barracks decreases the effective Corruption.</i>
<i>Berry Bliss Bazaar</i>	<i>Marketplace</i>	Avant Garden	+8	7-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i> <i>(Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
<i>Barracks</i>	<i>Barracks</i>	Avant Garden	-1	7-26	<i>The Barracks decreases the effective Corruption.</i>
<i>New and Improved Gambling Den!</i>	<i>Corruption</i>	Megula Holdings and Fabrications	-2	7-26	<i>A hidden building that has appeared due to corruption within a district.</i>
<i>Cattle Horde</i>	<i>Corruption</i>	Unknown	-2	7-26	<i>Blight tainted cowbugs herds that wander the district, potentially damaging buildings and crops.</i> <i>(Note this is not a corruption building for the purposes of restorations.)</i>
<i>Individual Player Buildings</i>					
<i>Idris Manor</i>	<i>Personal</i>	Earl Idris	-1	8-24	<i>Minor Estate for Earl Idris.</i>
<i>Hanover House</i>	<i>Personal</i>	Thane Rivas	-1	5-25	<i>Minor Estate for Thane Rivas.</i>
<i>Highstride Manor</i>	<i>Personal</i>	Bada Zuni	-2	3-26	<i>Hideout: Covert base of operations against vampiric agents in Whitehaven.</i>
<i>Greencloak Estate</i>	<i>Personal</i>	House Hanover	-2	5-26	<i>Private residence of Lady Anastasia Greencloak</i>
<i>Art Forgery and Counterfeiting Shack</i>	<i>Luxury</i>	<u>Destroyed</u>		5-25	<i>Investigated and land repurposed as the Unconventional Blend barracks by the Avant Garden following the 5-26 Market.</i>
<i>Blood Sport Arena</i>	<i>Entertainment</i>	Bada Zuni		Under Construction	<i>Investigated and claimed by Lady-Hound Bada Zuni for rehabilitation during the 5-26 Market.</i>
<i>Anchor House</i>	<i>Personal</i>	House Lofthill	-2	7-26	<i>Minor Estate for Lady Lofthill</i>

Platinum's End

Sanctioned by House Sorsha — Thane Sebastian Caskbreaker (NPC)

Built by The Triumphant

The cry of auctioneers and hawkers splash out over the murmuring ebb and flow of folk plying their daily business. Endless waves of merchants rush into the marketplaces from both familiar Rathfall and far-off Hollo and Trusken in a whirlpool of commerce. As with all places under House Sorsha's purview: anything can be found if you have the coin for it.

Food Produced	Food Consumed	Corruption
36 (28)	21	Medium

Name	Type	Owner	Food	Build Date	Perk/Notes
District Buildings					
Raspberry Farm	Farmland	House Sorsha	+4	5-24	Increase the food production by 4 in the District. Investment: Increase the food production by 5 in the District.
Maeve Memorial Marketplace	Marketplace	Whitehaven Commonwealth	+8	5-24	Remove Food Cost for this building and increase Food Production by 8.
Apiary	Farmland	The Triumphant	+4	8-24	Increase the food production by 4 in the District. Investment: Increase the food production by 5 in the District.
Earth's Chosen Sanctuary	Earth's Chosen Sanctuary	The Triumphant	-1	10-24	[The owner has] access to a Permanent Earth Circle that is considered friendly.
Marketplace	Marketplace	The Triumphant	+8	10-24	Remove Food Cost for this building and increase Food Production by 8.
Peddler's Promenade	Marketplace	The Tapestry	-2	10-24	Once per IBGA cycle, [the owner may] pay 5 gold to gain an extra Building or Upgrade action. (Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)
Smuggler's Dock	Corruption	<u>Destroyed</u>		1-25	Attacked and burned to the ground during the 5-25 market.
Barracks	Barracks	The Triumphant	-1	5-25	The Barracks decreases the effective Corruption.
Silk Moth Farm	Farmland	The Triumphant	+4	5-25	Increase the food production by 4 in the District.

Name	Type	Owner	Food	Build Date	Perk/Notes
					<i>Investment: Increase the food production by 5 in the District.</i>
Barracks	<i>Barracks</i>	The Triumphant	-1	9-25	<i>The Barracks decreases the effective Corruption.</i>
Marketplace	<i>Marketplace</i>	The Triumphant	+8	9-25	<i>Remove Food Cost for this building and increase Food Production by 8.</i> <i>(Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
Lavish Park	<i>Park</i>	The Triumphant	N/A	9-25	<i>Place for musicians, carnivals, gatherings, late night strolls</i> <i>Park: Non noble-affiliated groups may stay and congregate.</i>
Mandragora Cantonment	<i>Barracks</i>	<i>Dramthin Hartsboon</i>	-1	3-26	<i>Maximize any friendly NPCs armor ratings for one mod.</i>
Tomorrow's Compassion: Rehabilitation and Training Center	<i>Prison</i>	<i>Dramthin Hartsboon</i>	-2	3-26	<i>Decrease the effective Corruption score within any District by a moderate amount.</i>
Whisper House	<i>Corruption</i>	Megula Holdings and Fabrications	-2	3-26	<i>A hidden building that has appeared due to corruption actions within a district.</i>
Blossom Haven	<i>Marketplace</i>	Avant Garden	-2	5-26	<i>Once per IBGA cycle, pay 5 gold to gain an extra Building or Upgrade action.</i> <i>(Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
Katerina's Brothel	<i>Entertainment</i>	The Triumphant		Under Construction	<i>Rebranded during the 5-26 market.</i>
Blue Moon Distribution Center	<i>Personal</i>	The Triumphant		Under Construction	<i>Excess food produced in Platinum's End contributes significantly to the district's profits.</i>
Cattle Horde	<i>Corruption</i>	Unknown	-2	7-26	<i>Blight tainted cowbugs herds that wander the district, potentially damaging buildings and crops.</i> <i>(Note this is not a corruption building for the purposes of restorations.)</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>Player Buildings</i>					
<i>Commonwealth Mercantile Center</i>	<i>Mercantile</i>	Whitehaven Commonwealth	-1	5-24	<i>Can act as an Established Trade Route for the purposes of a Marketplace requirement.</i>
<i>The Long Rest</i>	<i>Renown</i>	The Triumphant	-1	5-24	<i>Tavern: Gather rumors around Whitehaven</i>
<i>Stables</i>	<i>Agricultural</i>	House Sorsha	-1	10-24	<i>The owner of this building may sacrifice 5 Base Body to gain a single Recharge Prowess effect charge (bound by all the restrictions of the Ritual).</i>
<i>The Gilded Hand Casino</i>	<i>Entertainment</i>	The Triumphant	-1	10-24	<i>The owner may buy up to five Crafting Materials at 2 silver per CM; or sell up to five CM at a rate of 2 silver per.</i>
<i>The Darkened Sun Theater</i>	<i>Entertainment</i>	The Triumphant	-1	5-25	<i>Can act as an Established Trade Route for the purposes of a Marketplace requirement. <u>Opulence</u>: Increase Prestige by 2.</i>
<i>Vermilion's Embrace</i>	<i>Entertainment</i>	The Triumphant	-1	5-25	<i>Can act as an Established Trade Route for the purposes of a Marketplace requirement.</i>
<i>Spider Silk Brandy Distillery</i>	<i>Entertainment</i>	The Triumphant	-1	5-25	<i>Can act as an Established Trade Route for the purposes of a Marketplace requirement.</i>
<i>Triumphant Estate</i>	<i>Renown</i>	The Triumphant	-1	5-25	<i>Able to host visiting Nobility</i>
<i>Caskbreaker Lounge</i>	<i>Renown</i>	House Sorsha	-1	3-26	<i>A brewery and tavern overseen by Thane Sebastian Caskbreaker</i>

Unbounded Quarter

Sanctioned by House Rumil — Unassigned (Overseen by Governor Tristan Rumil)

Though Unbounded make their presence known throughout the colony, the Unbounded Quarter is a place where their nerve and talent have been fostered by House Rumil for the good of Rathfall and the Grimere Expanse writ large. Storefronts, homes, estates, and all manner of workshops sit side-by-side in a resplendent melange that reflected the audacity of its people.

Food Produced	Food Consumed	Corruption
95 (87)	32	Medium

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>Public Works Projects</i>					
Establish Coach Network	<i>Public Works Project</i>	N/A	N/A	7-26	<i>The District housing this project has each Food Production building output increased by +5 while all others have their output increased by +2.</i>
<i>District Buildings</i>					
Barracks	<i>Barracks</i>	House Fortinbras	-1	5-24	<i>Have access to a patrol that allows for deeper explorations of the Blight during IBGAs.</i>
Lemon Farm	<i>Farmland</i>	House Rumil	+7	5-24	<i>Increase the food production by 7 in the District.</i>
<i>Bauer's Barley</i>	<i>Farmland</i>	Leigh	+7	10-24	<i>Increase the food production by 7 in the District.</i>
Cowbug Ranch	<i>Farmland</i>	Whitehaven Commonwealth	+7	10-24	<i>Increase the food production by 7 in the District.</i>
Potato Farm	<i>Farmland</i>	The Tapestry	+7	10-24	<i>Increase the food production by 7 in the District.</i>
Cattle Farm	<i>Farmland</i>	Sable	+7	10-24	<i>Increase the food production by 7 in the District.</i>
Farmland	<i>Farmland</i>	Sable	+7	10-24	<i>Increase the food production by 7 in the District.</i>
Smuggler's Hideout	<i>Corruption</i>	<u><i>Destroyed</i></u>		1-25	<i>Investigated and cleared during the 3-26 market day. The corrupt official had fled.</i>
Pauper's Park - Farm	<i>Farmland</i>	The Tapestry	+7	1-25	<i>Increase the food production by 7 in the District.</i>
<i>Pauper's Park - Park</i>	<i>Park</i>	The Tapestry	N/A	1-25	<i>Non noble-affiliated groups may stay and congregate.</i>
<i>Madame Violet's "Therapeutic Establishment and Exotic Comforts"</i>	<i>Entertainment</i>	Avant Garden	-2	7-25	<i>The owner may buy up to five Crafting Materials at 2 silver per CM; or sell up to five CM at a rate of 2 silver per. Investigated and reformed.</i>
<i>Mandragora Cantonment</i>	<i>Barracks</i>	Whitehaven Commonwealth	-1	9-25	<i>The Barracks decreases the effective Corruption.</i>
Warehouse	<i>Agricultural</i>	Goretusk	-1	9-25	<i>The owner of this building may sacrifice 5 Base Body to gain a single Recharge Prowess effect charge.</i>
<i>Free Harvest Community Garden</i>	<i>Farmland</i>	Whitehaven Commonwealth	+7	9-25	<i>Increase the food production by 7 in the District.</i>
Farmland	<i>Farmland</i>	New Horizons	+7	3-26	<i>Increase the food production by 7 in the District.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
<i>Taste of Fortannis</i>	<i>Marketplace</i>	Whitehaven Commonwealth	+11	3-26	<i>Remove Food Cost for this building and increase Food Production by 11.</i>
<i>New Horizon Market</i>	<i>Marketplace</i>	Dramthin Hartsboon	-2	3-26	<i>Once per IBGA cycle, pay 5 gold to gain an extra Building or Upgrade action.</i>
<i>Far Horizon Market</i>	<i>Marketplace</i>	Dramthin Hartsboon	-2	5-26	<i>Once per IBGA cycle, pay 5 gold to gain an extra Building or Upgrade action.</i> <i>(Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
<i>Smuggler's Bridge</i>	<i>Corruption</i>	Unknown	-2	5-26	<i>A hidden building that has appeared due to corruption actions within a district.</i>
<i>Hand Plowed Tillage</i>	<i>Farmland</i>	Tarqaq	+7	Under Construction	<i>Increase the food production by 7 in the District.</i>
<i>Best Drinking Hole</i>	<i>Earth's Chosen Sanctuary</i>	Servus Ironmail	+14	7-26	<i>Increase the food production by 14 in the District.</i>
<i>Quickhands Art Studio</i>	<i>Marketplace</i>	<i>Avant Garden</i>	+8	7-26	<i>Remove Food Cost for this building and increase Food Production by 8.</i> <i>(Damaged due to shipping lanes being disrupted by a giant monster crab patrolling the Royal Sea. There is no set date that it'll be restored at this time.)</i>
<i>Tower Cthonic</i>	<i>Mistweaver Lab</i>	<i>Dramthin Hartsboon</i>	-2	7-26	<i>Access to a Mistweaver library that will answer three basic questions per event. (e.g. Who is? What is? Where is?)</i>
<i>Earth's Chosen Barracks</i>	<i>Barracks</i>	Servus Ironmail	-1	7-26	<i>Have access to a patrol that allows for deeper explorations of the Blight during IBGAs.</i>
<i>Assassin's Guild</i>	<i>Corruption</i>	Unknown	-1	7-26	<i>A hidden building that has appeared due to corruption actions within a district.</i>
<i>Player Buildings</i>					
<i>Sartori Woolworks</i>	<i>Mercantile</i>	The Tapestry	-1	8-24	<i>The owner may buy up to five Crafting Materials at 2 silver per CM; or sell up to five CM at a rate of 2 silver per.</i>

Name	Type	Owner	Food	Build Date	Perk/Notes
Theo's Smithy	Mercantile	Whitehaven Commonwealth	-1	8-24	The owner may buy up to five Crafting Materials at 2 silver per CM; or sell up to five CM at a rate of 2 silver per.
Statue of Prince Tristan Rumil	Luxury	House Rumil	-2	8-24	Celebrating Tristan's Triumphant Return from Exile.
Chateau Maeve	Renown	Whitehaven Commonwealth	-1	8-24	Convalescent Home: Provides rehabilitation and care for mental, spiritual, and physical maladies.
Palazzo Rumil	Personal	House Rumil	-2	10-24	Personal mansion of Governor Tristan Rumil
Pauper's Park - Large Bronze Statue	Luxury	The Tapestry	-2	1-25	Memorializes the hazardous founding of Whitehaven, the Calamity Storm and rebuilding. <u>Luxury Building:</u> Attract Commoners and Tradesfolk to Whitehaven <u>Expansion:</u> -25% to the cost of the in-progress Public Works Project if you are First Ritter.
Luxury Tailor Shop	Luxury	House Rumil	-2	5-25	A new shop built by the Governor's order to attract more rich and wealthy nobles to the colony.
Bel'annon, the Covenspire	Renown	Whitehaven Commonwealth	-1	3-26	Belvedere: Command and control tower for Coven's official and clandestine operations.
Alayna Forrest Foundation Museum	Luxury	Whitehaven Commonwealth	-2	5-26	Increases the likelihood of elves migrating to or supporting Whitehaven. <u>Expansion:</u> -25% to the cost of the in-progress Public Works Project if you are First Ritter.
The Earth's Redemption Cleansing Cup	Renown	Order of the Pearled Heart	-2	7-26	Investigated and rehabilitated by the Order of the Pearled Heart following the 5-26 Market. Keep the Balance: Non-PC items and people can have the Light and Blight within them cleansed by the Earth's Redemption.
Lothbrook Palazzo	Personal	House Lothbrook	-2	7-26	Personal manor house for House Lothbrook

Conservators of Whitehaven

These players played a crucial role in restoring the Whitehaven Colony after the devastation of the Calamity Storm. In addition to any previously granted perks, they will receive 5 Prestige and earn the permanent title of Conservator.

Character Name	Player Name
Adlao	Nay S
Aiden	Zac H.
Atradimas	Atra K.
Aura	Finn S.
Cookie	Leanne L
Dramthin	John G.
Goretusk	Michael W.
Gregor	Jan R.
Klack	Bryan L.
Leigh	Logan K.
Paznia	Parker B.
Servus	David N.
Spinner	Faelan L.

Registered Landowners

These are players or Collectives that have registered their involvement in the Whitehaven Colony project with Logistics and operate accordingly in-game. To learn more, see the main Whitehaven Colony Building System document.

Individual Owners

Character Name	Player Name	Prestige
Aiden	Zac H.	5

Character Name	Player Name	Prestige
Aura	Finn S.	8
Aurnyn	Rynn	5
Bada Zuni	Rowan L.	3
Cookie	Leanne L.	5
Dramthin Hartsboon	John G.	54
Goretusk	Michael W.	7
Gregor	Jan R.	27
Leigh	Logan K.	6
Paznia	Parker B.	5
Sable	James G.	2
Servus Ironmail	David N.	29
Tarqaq	Seamus C.	1
Trauben Obstbauer	Clay	9

Ownership Collectives

Name	IG Representative	OOG Liaison	Prestige
Avant Garden	<i>Strawberet</i>	Myk M.	30
Klack's Glade	<i>Klack</i>	Bryan L.	7
New Horizon	<i>Ogun</i>	Devin T.	1
Order of the Pearled Heart	<i>Adlao</i>	John G.	32
The Tapestry	<i>Spinner</i>	Faelan L.	55
The Triumphant	<i>Ragnarok</i>	Claire B.	54
Ursa Major	<i>Octavia</i>	Olivia K.	6
Whitehaven Commonwealth	<i>Atradimas</i>	Atra K.	57

Name	IG Representative	OOG Liaison	Prestige
Yin Yang	<i>Liddia Fallingstar</i>	Amanda F.	7

The Council of Whitehaven

The government of Whitehaven is composed of the Governor, their privy council of administrative Thaness, and two tiers of voting citizens known as the Ritters and Draughts. These positions are pursued through Whitehaven Prestige-based Renown Path.

Title	Renown Tier	Title Holders
<u>Governor</u>	4	Prince Tristan Rumil (<i>NPC – House Rumil</i>)
<u>Thane</u>	3	Field Vindicator Briar (<i>NPC – Earth's Chosen</i>) Vizer Sebastian Caskbreaker (<i>NPC – House Sorsha</i>) Viscount Oliver Kindershaw (<i>NPC – House Kindershaw</i>) Syr Elmenor Sundrake (<i>NPC – House Fortinbras</i>) Earline Emilia Rivas (<i>NPC – House Hanover</i>)
<u>Ritter</u>	2	Attendant Atradimas (<i>Whitehaven Commonwealth</i>) Weaver Dramthin Hartsboon (<i>Order of the Pearled Heart</i>) Landgrave Gregor Korab (<i>Whitehaven Commonwealth</i>) Knight Ragnarok Battle-Forged (<i>The Triumphant</i>) Adherent Servus Ironmail Conservator Spinner (<i>The Tapestry</i>) Jesper Lofthill (<i>NPC – House Hanover</i>) Knight-Commander Donald Fortinbras (<i>NPC – House Fortinbras</i>)
<u>Magnate</u>	1	Housemother Adlao (<i>Order of the Pearled Heart</i>) Strawberet (<i>Avant Garden</i>)
<u>Draught</u>	1	—
<u>Settler</u>	0	Knight-Captain Aiden Olrikson Margrave Auryon Fairhorn (<i>Order of the Pearled Heart</i>) Rook Asher (<i>The Triumphant</i>) Esquire Aura Fairhorn Camilia (<i>Avant Garden</i>) Chef Cookie Kue (<i>Klack's Glade</i>) Batiste Sartori (<i>The Tapestry</i>) Fiore deRosa (<i>Avant Garden</i>) Garwon Tel'Morko (<i>Ursa Major</i>) Conservator Goretusk Ramsay Syr Iban (<i>The Triumphant</i>) Jorim (<i>Yin Yang</i>)

Title	Renown Tier	Title Holders
		Conservator Klack (<i>Klack's Glade</i>) Kyron Oldgrave (<i>Whitehaven Commonwealth</i>) Conservator Leigh Bauer Deputy Liddia Fallingstar (<i>Yin Yang</i>) Mycena (Ursa Major) Octavia (Ursa Major) Ourodai (<i>Whitehaven Commonwealth</i>) Rex Elric (<i>Whitehaven Commonwealth</i>) Conservator Paznia Pawn Roff Ralentine (<i>The Triumphant</i>) Rook (<i>The Tapestry</i>) Sahira (<i>Whitehaven Commonwealth</i>) Scrivener Stoic Glitterbeard (<i>The Tapestry</i>) Tabran Moontalon (<i>The Tapestry</i>) Theo Bradshawe (<i>Whitehaven Commonwealth</i>) Tyr (<i>Whitehaven Commonwealth</i>) Lost One Vernon (<i>Whitehaven Commonwealth</i>)