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| 1 | Fisherman's Rest Inn | 9 | Ropemaker |
| 2 | Town Council | 10 | Sailmaker |
| 3 | Militia and Jail | 11 | Carpenter |
| 4 | Net drying area | 12 | Warehouses |
| 5 | Shrine to Valkur | 13 | Deepwater quay |
| 6 | Freshwater Well | 14 | Cave |
| 7 | Harbour Master & Lighthouse | 15 | Fortified towers |
| 8 | Fish smoking sheds | 16 | Fortified barbican |
| | | 17 | Ice house |



Port Soy