

Housing



y home is my castle. The place I belong to. The place I own.

Everybody wants to own a house. You can store items in it, decorate it, give access to other players and as such grant a secure place for others. You may want a guild house and organize guild meetings in a big dining room in front of a flickering oven. There are just so many reasons for a house. Here is what we need to do to own one.

Buying a Blueprint

Your first step is to buy a house blueprint (often also referred to as “deed”), which is pretty much straightforward if you have the money. Just head to one of the major townships (e.g. Eldeir) and search for a crate with a lot of deeds inside. In Eldeir, this is just on the market square, a crate next to the carpenter. Blueprints come at a vast range of prices and especially for beginners, these are really expensive. Buying a blueprint should not be done lightly since the merchants don't buy it back for the same price (subject to change?). Also note, that you may only have one house set up per account (yes, per account, not per character).

Available houses

It may take some time to find the right house. There are many different house types available. Please note, that in particular the mid-size houses all come with the same estate size, even if the houses themselves are quite different. For more details see the table below. The Estate Width stands for the side with the front door.

{|border="1" style="border-collapse:collapse" !House Type !Blueprint Cost !Estate Width !Estate Length !Estate Size !Max # locked objects !Sold At

| | | | | | |
|--|-------------------|-----|-----|-------------------|-----|
| Wood House | 1 gold 80 silver | 12m | 14m | 164m ² | 25 |
| Wood House Cottage | 2 gold 50 silver | 14m | 16m | 224m ² | 50 |
| Wood House Mahogany | 3 gold 50 silver | ?m | ?m | ?m ² | 75 |
| Tudor House Mahogany | 3 gold 5 silver | 18m | 22m | 396m ² | 75 |
| Tudor House | 7 gold 50 silver | 18m | 22m | 396m ² | 100 |
| Stone House Blacksmith | 10 gold | 22m | 18m | 396m ² | 100 |
| Tudor House Blacksmith | 12 gold 50 silver | ?m | ?m | ?m ² | 100 |
| Wood House Blacksmith | 12 gold 50 silver | ?m | ?m | ?m ² | 100 |
| Stone House Tuscan | 12 gold 50 silver | 22m | 18m | 396m ² | 100 |

| | | | | | |
|---|-------------------|-----|-----|-------------------|-----|
| Terracotta House Tuscan | 14 gold 50 silver | ?m | ?m | ?m ² | 100 |
| Tudor House Oak | 20 gold | 18m | 22m | 396m ² | 145 |
| Wood House Oak | 20 gold 50 silver | ?m | ?m | ?m ² | 145 |
| Tudor House Birch | 22 gold 75 silver | 18m | 22m | 396m ² | 150 |
| Stone House Cottage | 25 gold | 22m | 22m | 484m ² | 150 |
| Stone House Villa | 30 gold | 24m | 22m | 528m ² | 150 |
| Terracotta House Villa | 30 gold 50 silver | ?m | ?m | ?m ² | 150 |
| Stone House Lodge | 50 gold | ?m | ?m | ?m ² | 175 |
| Terracotta House Lodge | 50 gold | ?m | ?m | ?m ² | 175 |
| Terracotta House Double | 60 gold | ?m | ?m | ?m ² | 175 |
| Stone House Double | 60 gold | ?m | ?m | ?m ² | 175 |
| Stone House Manor | 70 gold | ?m | ?m | ?m ² | 175 |
| Tudor House Manor | 70 gold | 28m | 24m | 672m ² | 175 |
| Tudor House Estate | 75 gold | 28m | 32m | 896m ² | 200 |
| Stone House Estate | 75 gold | 30m | 30m | 900m ² | 200 |
| Terracotta House Estate | 75 gold | ?m | ?m | ?m ² | 200 |
| Terracotta House Manor | 75 gold | ?m | ?m | ?m ² | 175 |

Placing a House

So you have bought your blueprint, put it in your inventory and now you want to place it. The next step is to go out into the wild and find a suitable spot. This could prove more difficult than anticipated. While you can build a house in any zone, there are many places where houses actually can not be built:

- close to townships
- on official byways
- at special places of interest (e.g. camps)
- in hilly areas
- on top of trees
- on top of stones

So, it's hard to say if a particular spot actually is allowed for housing or not. In the end you will just have to try it. Right-click on your blueprint while still in your backpack, choose a facing direction for the front door and click that direction on your menu. Next thing you will see is a pop-up window reminding you about the re-deeding feature and about house decay. On Teiravon, you WILL be able to re-deed your house once it is placed. So no harm here, if you place it incorrectly, or decide you don't like the spot, you can turn it back into a deed and move it elsewhere. This is different on the vanilla LoA server (where your house must be destroyed and a new deed purchased to relocate).

Click "ok" on the window and you will see a hovering image of your house that can be placed onto the ground by left-clicking the mouse. If you place it in an appropriate position, the house control window and the Key ring window will open. Your house has been placed and you can enter and use it immediately.

If the place is not appropriate, left-clicking will not result in anything and your mouse will continue to show the image of the house until you either place it appropriately or click "escape" to end the placement process. If you didn't succeed, your blueprint will remain in your inventory.

Sometimes it is really hard to find a spot. You are quite certain that the spot should be ok, but still it doesn't work. Keep in mind there are many reasons why the place could be inappropriate. Also note, that your house has a surrounding estate that is bigger than your actual house, sometimes quite a few meters into each direction. The hovering image however, only shows the house itself, not the estate. And if only a small part of the estate is on inappropriate ground, the placement will not work.

One important thing you do not want to miss is to lock your door once you have placed your house. Only like this you can guarantee that no one unauthorized is entering your house and stealing items from your crates and chests.



Good to know

Houses that are not visited after a time (= reset, only by a character of your own account) will be dismantled to free up the area for other players. It was said that wooden houses decay after two (real life) weeks of no reset. Other houses were supposed to decay after four (real life) weeks of no reset. However, the reset is not active at the moment.

Decorating a House



Once your house is established and your door is locked, you may want to think about how to make it become your home, your preferred place where you would like to rest and think of your recent adventures. You think of a nice oven, a candelabra, a bed, some chests and crates and all that kind of stuff. Sure, go ahead! It's all yours!

When you want to place some furniture or house deco item, it normally locks itself to the ground. However, it may not be 100% accurate at that place where you would like it to be. No problem: Click your house sign and then click on “decorate”. Then click on the “+” sign on the right hand side of “Set Target”. It gives you a double cross pointer and let's you click on a particular item on your estate. Click e.g. on a table to “activate” it for decoration. Now you can change height and angle (rotation) of the object. You can lock it down (if it's not yet locked) and you can also release or pack it and put it back into your backpack. Finally, you can move it into a certain direction like North, West, South and East. The “Move Speed” allows you to set the distance by which it will be moved when clicking one of the directions. This gives you the freedom to make everything feel as you want it.

Keep in mind that every house has an individual maximum number of items that can be locked down on the estate (see table above).

Also, all of your character have access to decorate your home (unique to the Teiravon server)

Placing a Merchant

Details about merchants can be found on the [Merchants](#) page. Please be sure to place a merchant with the same character that owns the house, otherwise the merchant may wander away.

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