**The flotilla you arrived on**

You travelled to Whitehaven in 18 ships of which 15 arrived. The transport ships all held 200 people or more with goods giving Whitehaven a decent population. Enough supplies were brought for at least a few months. The journey started in March so you are approaching the season for preparing agricultural land.

No small ships or fishing vessels travelled with the flotilla. These and fishing communities largely evacuated themselves from the Duchy to other coastal settlements in the neighbourhood.

**Factions of Whitehaven**

When everyone arrived in Whitehaven you followed the guidance of the representatives of the Duke. Sir Andrew Steele the Dukes Steward is the highest ranking of these and has been leading the efforts to settle the town.

With the Duke still having not arrived doubts are mounting on whether he will ever turn up. Disputes are now arising on the next steps with various factions forming. Whether Sir Andrew can maintain or create a stable form of governance is uncertain. Rumours are spreading that various groups might seek to overthrow him or to splinter.

The main known factions are:

***The Dukes faction -*** led by Sir Steele this consists of those from the Dukes household and personal lands. They are united behind Sir Steele being worried for their positions and what will happen to them if someone else seizes power.

***The Barons*** - three Barons are in the settlement.

* Baron Firdman - an elderly human noble respected for his cool head and military experience defending the Duchy in the past. His lands were mainly agricultural.
* Baron Bonabes - an ambitious middle aged noble. Rumours have it that he encouraged the Duke to expand into the mountains hoping to gain more land and wealth. His lands were a mixture of livestock and mining.
* Baron Starshadow - an elven mage who has a poor reputation within the settlement. This is due to the disdain she shows to those of lower rank who aren't elven and as it is known she prioritised books over people during the evacuation. Her land were forested providing lumber and game to the Duchy.

They agree on little but have little love for Sir Steele lording it over them.

***The lesser nobles*** - these are the nobles who were under Barons who didn't manage to join the flotilla. They are a small group with a mixture of agendas. Some looking to serve whoever takes control and looking for the winning horse amongst the Barons, others trying to position themselves in the hope they might be elevated.

***The Guilds*** - they are getting restive now seeing the need for materials and contacts outside the settlement to develop and maintain their business. So far they don't have a figurehead and aren't united enough to be seen as a powerful player. Longer term they could become very influential.

***The Unaffiliated*** - a mixture of refugees from the areas owned by nobles who didn't make it to the flotilla. Nominally subjects of the Duke but with his absence no group has a strong claim on them yet. They are not united with a large mixture of professions, races and outlooks including farmers, hunters, craft workers, miners and adventures.

**Religion in Whitehaven**

No single god or religion dominates amongst the refugees. Publicly any that doesn't have an Evil aspect is acceptable. Obviously with the Duchy having been overrun by a force using undead, any religion related to them and the raising of them will be looked on unfavourably.

In the town there is one building set out to be a multifaith temple with separate sections and Dias’es. It was not consecrated on arrival. The various faiths have now taken over sections and consecrated them. There is one mystery with the temple in that there is a sealed protected section that no one has managed to get into yet. Some think it might relate to the god who helped you evacuate and will open when the Duke arrives.