

Beacon Hall Archive – Solhaven Annex Design – May 2023

The basic theme is a lighthouse on an estuary in Marshtown, somewhat nearby Glock's Pier as a callback to River's Rest.

We submitted an initial proposal for pre-approval in May of 2021 and were informed that the lighthouse concept was acceptable, but the layout and location were not exactly suitable.

We therefore propose a new layout and location for our proposed lighthouse.



Figure 1: An estuary

GM feedback on initial proposal:

After investigating the area for the room you requested [Marshtown, Land's End], we feel that it doesn't quite fit for there to be a pier extending out from that. This is where the platform portion of Marshtown touches down onto land. If you want to move south of here, there is a pier where the water becomes deep enough.

The building being a lighthouse is fine, but if it's to be at all functional, the location is not a good fit. Where it's proposed is basically near where the Cairnfang River pours down into Solhaven Bay. The ocean itself is more south and west of this Marshtown location. Since a lighthouse is a jutting out point to avoid land, I don't think we'd find a lighthouse here in this area.

The estuary idea is fine, however the sea cave in this area may not be warranted. Marshtown is not really rocky. It's muddy and marshy, with the area built on platforms.

In scanning the area for a better fit for your proposed plans, we didn't really come up with a room better suited around Land's End that hits all your marks. Alternatively, we could have a path leading from that room to the building (lighthouse or otherwise). And then rather than having the estuary in the waters of the marsh/bay, have something that is say north of the building be a pool of water that could be used as a swimming hole. And then beyond that could be a small cave, not necessarily a sea cave, but that would more be where there is solid land to have something like a cave.

New Proposed Layout

This is the revised proposal for a room layout of the annex. The original draft included a sea cave, which was considered unsuitable due to the muddy nature of the ground in Marshtown and we decided to lean into the idea of lighthouse jutting into the bay.

The layout would basically be a path leading to the shore of the estuary from under Langi's dock, then one would proceed onto a jetty that would lead to the lighthouse at the end. The lighthouse would be a tower containing three rooms with the main floor accessible to the public, a members only room on the second floor and the top of the lighthouse would be the lockers.

Overview

- Entry is a path leading under Langi's dock to estuary
- Estuary (swimming hole)
- Jetty (fishing pond)
- Lighthouse
 - Main floor: public entry with artifacts (peer from windows)
 - Second floor: Members-only (required before lockers)
 - Top of the Lighthouse: Lockers

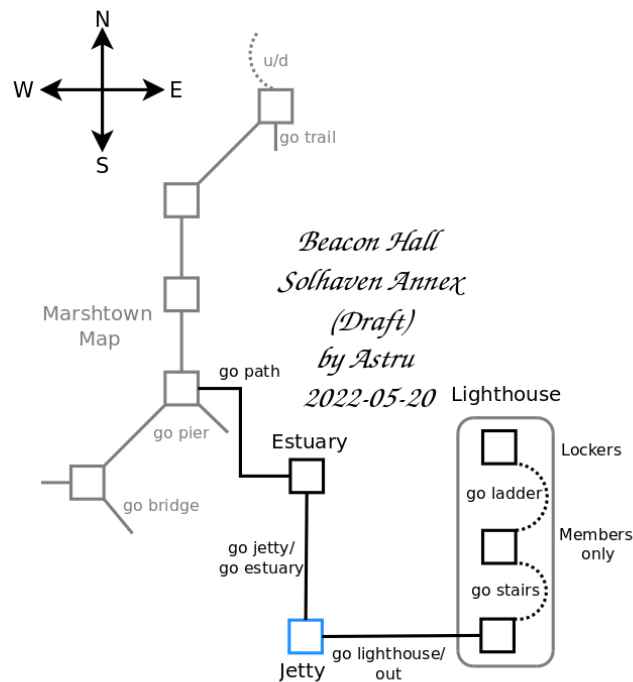


Figure 3: Proposed annex layout