

## Beacon Hall Archive - Solhaven Annex Design - May 2021

The basic theme is a lighthouse on an estuary nearby Glok's Pier as a callback to River's Rest.



Photograph of an estuary.

## Location: Marstown



Geographic map of the Cairnfang river flowing into Solhaven Bay.

Considering the geographic intent and our interest to be outside the justice system, an entry portal (e.g., pier) is likely most suitable near Land's End:

[Marshtown, Land's End]

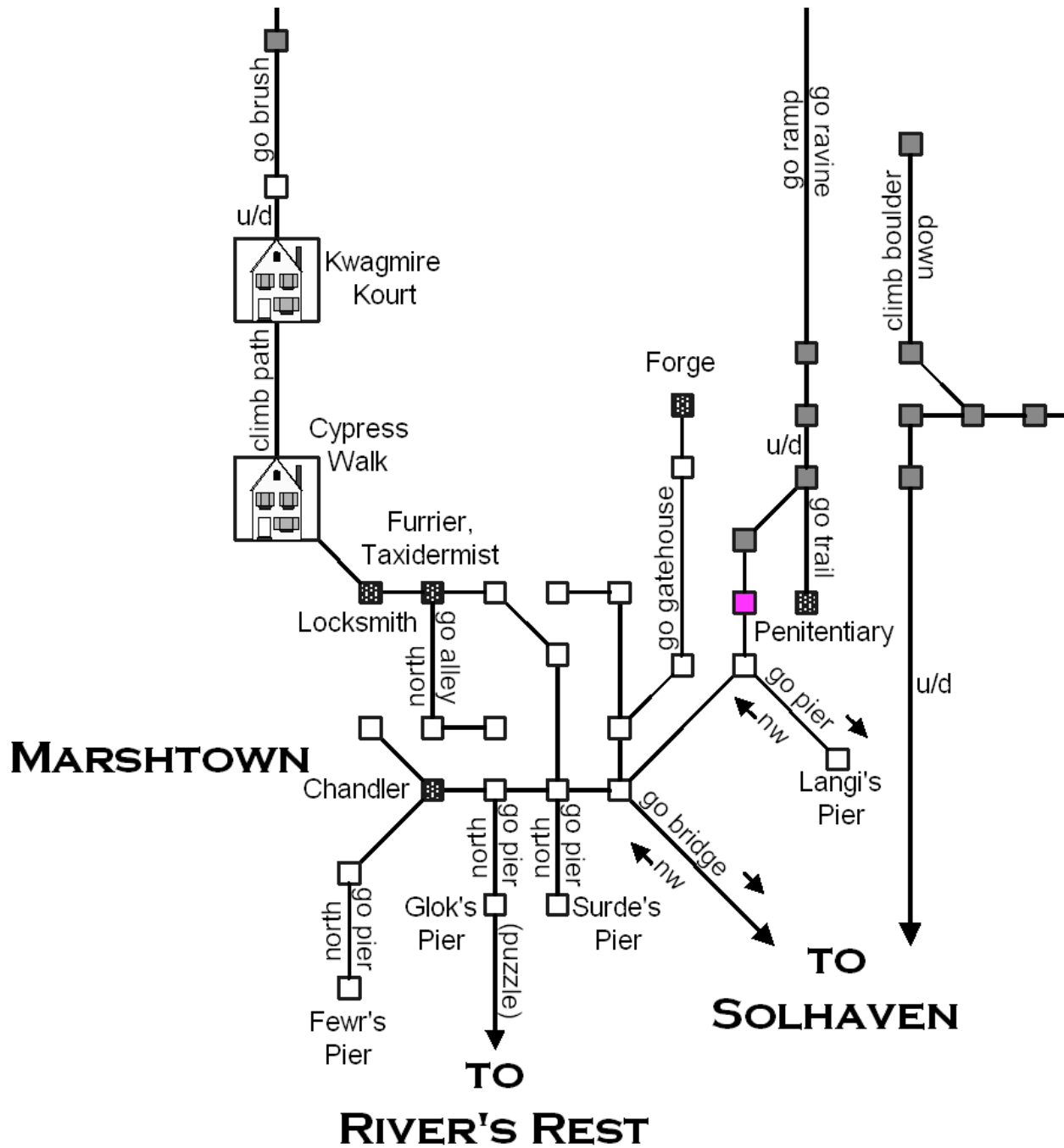
The firm soil of the path to the northeast quickly turns to mud and pools of stagnant water to the southwest. As progress becomes more difficult, a raised walkway made of wooden planks elevates travelers above the treacherous, sliding mud. The falls to the northeast, known as Kaskara Zahar, or the Cascade Taehhar, pour from the Cairnfang River above, and the delta of the mighty Cairnfang rushes into Solhaven Bay to the south. Obvious paths: north, south

Due south of Marshtown, Land's End gives an idea of the kind of view we can expect in this vicinity, with explicit reference to the color of estuary waters.

[Marshtown, Shoreline]

As the raised platform approaches the Cairnfang river, less and less stable soil is available to support the buildings and inhabitants of Marshtown. Rafts of large barrels have been tied together and serve as flotation for the walkway and the squat wooden buildings that line either side. A breathtaking and living display of color takes place in the waters to the southeast as the crystal waters of the Cairnfang mingle with the bluer waters of Solhaven Bay. You also see Langi's pier to the southeast.

Obvious paths: north, southwest

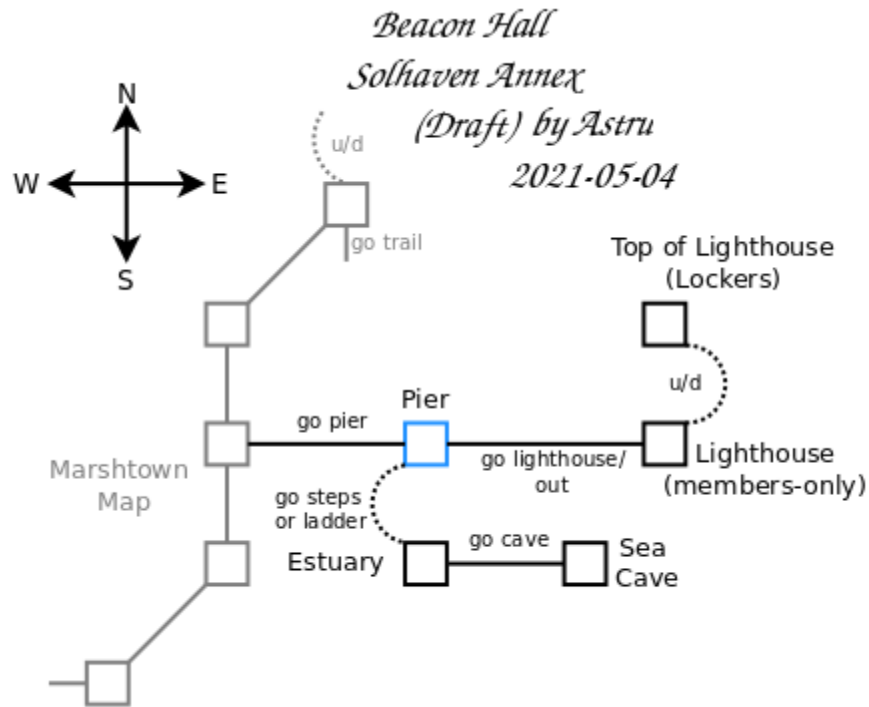


Modified Tsoran schematic map. Dark grey rooms are outside the justice system. The fuchsia room is a potential candidate: Marshstown, Land's End.

## Layout overview

The below layout is a tentative draft, with specific details subject to change. We are seeking pre-approval of a lighthouse on a pier by an estuary in Marshstown.

- Pier (Entry room; Fishing Pond activation)
- Estuary (Swimming Hole activation)
- Sea Cave (e.g., artifacts, interactive scrolls, etc)
- Lighthouse (Members only - must have such a room prior to lockers)
- Top of the Lighthouse (Lockers)



Draft map of the proposed design.

## Open questions and future decisions

### Telescope / viewing orb

Logically this makes the most sense at the Top of the Lighthouse, but probably should not be located inside the lockers. What regions do we want to see? What specific rooms do we want to see within a given area? What are the mechanical distance limitations?

- Live Bait?
- River's Rest?
- Wehnimer's Landing?
- OSA Ocean?

### **Location for museum-quality artifacts**

Maybe we don't want them stuffed in a damp cave.

### **Can the lighthouse be seen from afar?**

It would be cool if there was some sort of mood messaging, e.g. near the Solhaven ports for OSA and the Live Bait, relating to the lighthouse, but this might be well outside the scope of what a CHE can request.