

Beacon Hall Archive Quarterly Report October 2019

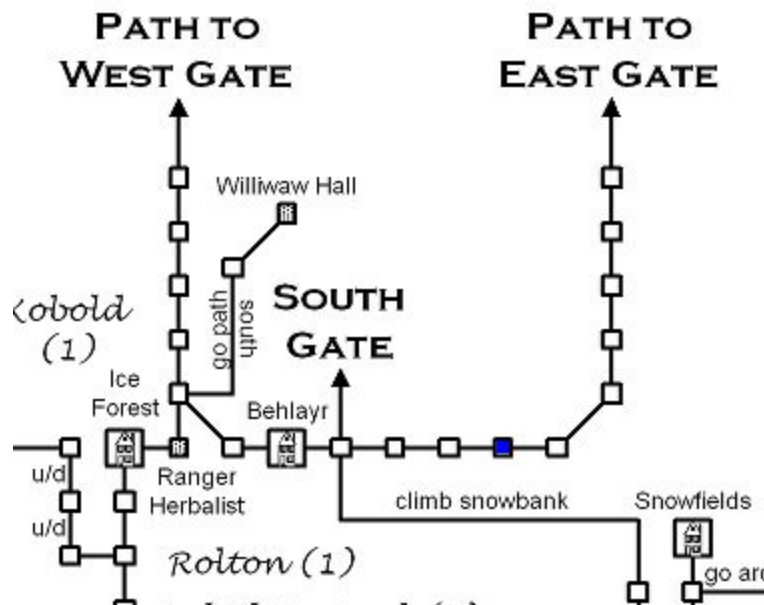
Icemule Trace Annex extension and relocation project.

Location: Near Lich ID 3053 (shown in blue on the map below)

[Icemule Trace, Exterior]

Snow blankets the landscape, though the path around Icemule Trace has been cleared, leaving piles of snow flush against the stone wall. Shrubbery grows in great abundance here, most notably winterberry with its showy red berries. *You also see a shoveled stone footpath.*

Obvious paths: east, west



New room designed by former GM and IMT guru Necios

>go footpath

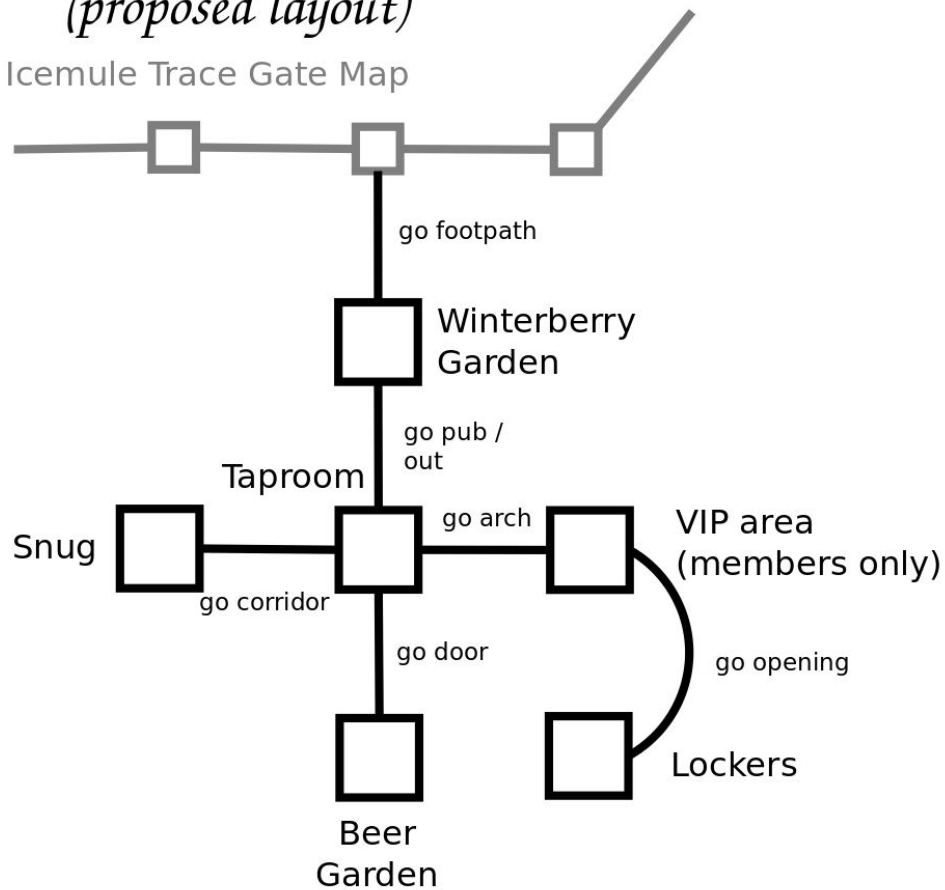
[Icemule, Winterberry Park]

This expansive reserve is bordered by large snow drifts and lush with seasonal flora. Of special note are the various rows of winterberry bushes beneath a dusting of snow, each plump red winterberry ripe for the picking. An occasional rodent or bird sneaks in and snags a bite. Barrels and crates have been arranged beside a set of contraptions, and in an opposite corner the foliage has been trimmed in the form of an open tome with a feather resting upon it. **A low stone pub peeks out of one of the drifts.** You also see a shoveled stone footpath leading out and a wide birchwood bench.

Obvious paths: none

*Beacon Hall
Icemule Trace Annex
(proposed layout)*

Icemule Trace Gate Map



Facade: **a low stone pub peeks out of one of the drifts**

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Beacon Hall, Brewpub Taproom

(New room: 6 IP. Up to three furniture items come at no additional cost.)

[Beacon Hall, Brewpub Taproom] – Night

You are greeted by the heat of a large fire burning in the far wall of this small local pub. The walls have been set with a rich, dark wood. Small, round windows are all dark, but the pub is awash in light from the fire as well as shiny brass lanterns. Above the fireplace, you can see *an elaborately carved bleakstone mantle*. An array of pipes traveling up the walls and along the ceiling connect a large number of kegs to the taps behind the *long mahogany bar*, which dominates most of the room.

You also see a narrow corridor leading somewhere quiet, an arch cordoned off with a purple velvet rope, and a back door.

Obvious exits: out

[Beacon Hall, Brewpub Taproom] – Day

You are greeted by the heat of a large fire burning in the far wall of this small local pub. The walls have been set with a rich, dark wood. Small, round windows allow enough sunlight to filter through. Above the fireplace, you can see *an elaborately carved bleakstone mantle*. An array of pipes traveling up the walls and along the ceiling connect a large number of kegs to the taps behind the *long mahogany bar*, which dominates most of the room.

You also see a narrow corridor leading somewhere quiet, an arch cordoned off with a purple velvet rope, and a back door.

Obvious exits: out

Furniture/Objects

- *a long mahogany bar*: The bar's top is smooth wax over chipped wood, clearly having seen some use and polishing, but its rolaren base has a series of intricate etchings that are only slightly worn from the wear of many a patron's boot. The pattern of an aardvark and a one-eared rabbit cavorting on an overgrown meadow repeats itself at the bottom of the bar. Above the scene, the line of a winding river gently curves up and down, creating the appearance of a lazy meander.
- *an elaborately carved bleakstone mantle*: The carvings start out simple on the edges of the bleakstone mantle, with leafy fronds, looping jungle vines, and turtles that increase in size as they near the center. In the very center of the carved mantle you see a prominent blood eagle clutching a hapless halfling in its talons' grasp. The fur-footed, plump halfling's face is an exquisite display of sheer terror.
- *an array of pipes*: Copper piping with a range of diameters is suspended from ceiling mounting braces and wall brackets. Various tinting from blue to green hues suggests the copper of the piping originates from a range of sources and was installed over a long time, with some newer additions over older existing lines.

Beacon Hall, Beer Garden

(New room: 6 IP. Up to three furniture items come at no additional cost. Snowbank has an EZSCRIPT.)

(Entry from Taproom: go door; Exit to Taproom: go door)

[Beacon Hall, Beer Garden] – Night

A raging *bonfire* smokes and shoots sparks lofting up into the open air of this roofless room. *Some blackened stone benches* are set respectfully away from the fire. The walls have been raised here, tapering at the top like a lighthouse would, to prevent snow drifts from becoming too troublesome.

You also see a door leading back into the taproom and a *snowbank* with a bunch of shovels stuck in it.

Obvious exits: none

[Beacon Hall, Beer Garden] – Day

This roofless room houses the smoldering remains of a *bonfire*, ringed by *some blackened stone benches*. The walls have been raised here, tapering at the top like a lighthouse would, to prevent snow drifts from becoming too troublesome.

You also see a door leading back into the taproom and a *snowbank* with a bunch of shovels stuck in it.

Obvious exits: none

Furniture/Objects

- *some blackened stone benches*: The stone benches are covered in a thick layer of black soot. In spite of the blackened surfaces, clearly-defined carvings remain visible in the backings. On the right side of each bench, a massed horde of krolvin and trolls approaches the middle, which is in the shape of an elaborate drawbridge suspended over a gorge. Opposed to these forces on the left side of each bench are battlements set with a small force of heavily armored soldiers interspersed with wavy, almost phantasmal troops.
 - Standard SIT script
- *snowbank with a bunch of shovels stuck in it*: The irregular snowbank, full of scoops, walls, and uneven areas, is studded with the imbedded handles of shovels of all sizes that stick out at various lengths. You also see a collection of icy shards of various lengths and thicknesses piled around the edges.

- ATTEND SNOWBANK: You grab a shovel from the snowbank and fling some of the snow to another location. After a few more attempts to relocate the snow, you give up and replace the shovel back into the snowbank.
- *Bonfire*: The bonfire pit is contained within a ring of scorched rocks. To one side sits a brass bucket of kindling and some neatly-stacked logs.
 - *Standard garbage can*

Beacon Hall, Brewpub Snug

(New room: 6 IP. Up to three furniture items come at no additional cost. Added IP request: Room acts as Nook in Raging Thraak or Grocer's Corner. Must enter twice if occupied.)

(Entry from Taproom: go corridor; Exit to Taproom: go corridor.)

[Beacon Hall, Brewpub Snug]

The passage leading into this room opens into a much larger space. Books are arranged in *a series of darkly stained oak shelves* that just seem to go on and on. Volumes of every color, size and binding are put together in some semblance of order that isn't immediately apparent.

You also see *some overstuffed chaise longues*, *a silvery hoarbeam side table*, and a narrow corridor leading back to the pub.

Obvious exits: none

Furniture/Objects

- *some overstuffed chaise longues*: Some tufted, red velvet chaises longues are scattered throughout the room. They appear perfect for curling up with one of the many books arranged on the shelves here.
 - Standard SIT script.
- *a series of darkly stained oak shelves*: The darkly stained oak shelves cover most of the wall space from floor to ceiling. Across the top, there is a carving of winterberries and their leaves.
 - (Intended for future library activation.)
- *a silvery hoarbeam side table*: The top of the table is buffed to a bright shine, reflecting everything placed upon it. The legs are carved in a tight double helix and a spiral pattern adorns the skirt.

Beacon Hall, Brewpub VIP Area

(Redesigned existing room, e.g. the present entry room to the locker area. Thus, it should already be an earthnode. Price included with the base Annex cost. Members only. Tub has an EZSCRIPT. A total of 7 furniture / props [3 with base cost, 4 more for 1 IP].)

(Entry from Taproom: go arch; Exit to Taproom: go arch)

[Beacon Hall, Brewpub VIP Area]

Oiled black sconces cast a dim yet steady light upon the green and blue marble floor. A series of connected, *soft grey couches* surround a *quaint mosaic table*. The far wall is adorned with a *richly woven tapestry*.

You also see a *bubbling hot tub*, a *large blackboard*, a *lacquered oak wastepaper bin*, and a roped-off arch leading out.

Obvious exits: none

Furniture/Objects

- *a bubbling hot tub*: This curious contraption is essentially a copper tub, ringed with a mass of metallic tubes of varying thickness, which spiral downwards and seem to converge into the ground. The steamy, bubbling water within the tub is quite inviting.
 - GO TUB: You hop into the tub and refresh yourself with a quick soak before hopping back out and shaking yourself dry.
- *a large blackboard*
 - Standard CHE blackboard (missing from present IMT Annex)
- *wastepaper bin*
 - Standard garbage can (missing from present IMT Annex)
- *soft grey couches*: The couches are comprised of several pieces, some longer and some wedge-shaped, arranged in a wide arcing semicircle. Each one is upholstered in a rich grey velvet spread taught over plush cushioning. Several matching ottomans are scattered haphazardly in front of the seating area.
 - Standard SIT verb.

- *a richly woven tapestry*: The map depicts the town of River's Rest and its environs. You can make out a rich tropical jungle, a wide bay full of boats, and a bleak moor. At the bottom, intricately threaded in arching blue and green letters, reads the name of this wondrously woven illustration: A TASTE OF HOME. To the left of these words, you see a stitching of an old boot. To the right of the label, a wooden log has been stitched. The tapestry conceals *a curtained opening*.
- *a quaint mosaic table*: Four wrought-iron legs gracefully arch from the floor and culminate in a round band which supports a thick mosaic table top. Bits of sea glass comprising a rainbow of colors are arranged on the surface to give the impression of a lighthouse perched on the edge of a steep cliff near sunset.
 - Container on table for drinks: *a round ice bucket*

Beacon Hall, Brewpub Locker

(Redesigned existing room, *i.e.*, the present locker room. Price included with the base Annex cost. Added furniture pieces.)

(Entry from VIP Area: curtained opening; Exit to VIP Area: curtained opening.)

[Beacon Hall, Brewpub Locker]

Stout wooden kegs, each banded with iron and stamped with a white lighthouse emblem, are stacked upon one another against the walls of this room. *A long silver mirror*, somewhat burnt and warped at the edges, sits in a corner beneath a colorful round *lantern*, the flickering flame within casting long shadows around the cellar.

You also see a rickety wooden counter with your locker on it.

Obvious exits: none

Furniture/Objects

- *some stacked kegs*
As you glance over the stacked barrels, you notice a crooked spigot sticking out at an oblique angle from a cask labeled "Winterberry Special Reserve, Very Fine." Behind the barrels, you see *a curtained opening*.
- *a long silver mirror*
PEER MIRROR lets you see yourself
- *lantern* (basic design and scripts taken from WL Annex Locker)
The lantern is lit. / The lantern is not lit
LIGHT LANTERN: You light the round lantern, and a small flame flares into existence, casting a dancing shadow along the ground.
SNUFF LANTERN: You carefully extinguish the round lantern, causing a small jet of smoke which quickly dissipates.

ATMOSPHERIC MESSAGES

(3 IP in total)

[Brewpub Taproom] ONLY

- You can hear the bartender muttering something about the wretched cold outside.
- You hear a valve turn, and the pipes above shake slightly. Near the bar, you see the bartender filling up a frothy mug of ale as the air fills with the smell of winterberries.
- A soft tune, perhaps from a harp, lilts out softly over the din of the taproom.
- A new group of patrons enters from the front, shakes off the snow from their boots, and settles into bar, calling for a round of winterberry ale.

[Beer Garden] ONLY

- A group of ruddy-cheeked gnomes in white parkas abruptly enter from the tavern, dutifully retrieve shovels from the snowbank, and glumly throw the ground's accumulated snow into the snowbank. Once they are satisfied with their job, they jam their shovels back into the snowbank and head back inside.
- The wind rises and starts to blow, scattering ashes from the bonfire as an eerie whistling howl emits from the top of the tapered walls.

[Brewpub VIP Area] ONLY

- You hear a loud *CLANK* followed by a disturbing rattling sound. The hot tub suddenly gurgles. Bubbles rise to the top of the water at a furious pace, threatening to overflow the rim, when the noise suddenly stops and the water becomes somewhat calmer.

[Brewpub Snug] AND [Brewpub Locker] AND [Brewpub VIP Area]

- You hear the sounds of revelry, including hoarse laughter and tinkling glass, coming from the taproom.

[Brewpub Snug] ONLY

- You see a husky grey cat dart quickly out from behind one of the shelves to jump up on top of one of the chaise longues. It sits down and gets comfortable, eminently pleased with itself. Suddenly there is a loud *CRASH* in another room; the cat leaps up, hissing, and squeezes back behind a shelf.

[Brewpub VIP Area] AND [Brewpub Snug] AND [Brewpub Locker]

- The light dims slightly as the flame of a nearby candle flickers.

FOOD AND DRINKS

(14 IP in total: 10 IP for new food/drink items, 4 IP for custom tastes.)

Food

- a small bowl of honey-roasted peanuts
 - Location: Taproom, on the mantle
- a huge soft pretzel studded with salt crystals
 - Location: Taproom, on bar
- a pickled blood eagle egg
 - Location: VIP Area, on table
- a small basket of deep-fried cauliflower florets
 - Location: VIP Area, on table
 - Taste 1: The spicy batter crunches as you bite into the floret, providing a delightful contrast to mild flavour of the tender cauliflower.
- a cinnamon-dusted oblong pastry
 - Location: Snug, on table

Drinks

- a flute of winterberry champagne
 - Location: VIP Room, on table, in ice bucket.
- a half-shell coconut cup of dark ale
 - Location: Taproom, on bar
 - Taste 1: The scent of rum and hops fills your nose as the strong brew practically foams over the edge of the cup.
 - Taste 2: The undertone of vanilla, and coconut adds to the warm flavor of rum within the hops, giving it almost a dessert-like quality.
- a snifter of winterberry stout

- Location: VIP Area, on table
- Taste 1: You taste sweetness from the winterberry balances the bitterness of frost-flower and cooling wintergreen, with a finish of smoked arctic moss leaves.
- a wooden cup of hot cider
 - Location: Snug, on the table.
- a tall rounded glass of winterberry-infused hard apple cider
 - Location: Taproom, on bar

COST ESTIMATION

The following is an *estimation* of the IP costs, namely for internal BHA purposes. It may be useful to confirm our intentions.

Base Annex renovation cost (including 2 rooms):	10 IP
Three additional rooms:	6 IP each = 18 IP
Atmospheric messaging:	3 IP
Snug activation as Nook:	??
VIP Area four additional furnishings:	1 IP
Beer Garden snowbank EZSCRIPT:	1 IP
VIP Area hot tub EZSCRIPT:	1 IP
Lantern for Locker from WL version EZSCRIPT	??
Food/Drink creation:	10 IP
Food/Drink custom tastes:	4 IP
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Total	48+
IP	