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PLACES OF POWER:
BEACON PROMONTORY



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PLACES OF POWER: BEACON PROMONTORY

Beacon Promontory arose from the watery grave of Beacon Cove after a ferocious storm submerged the village. The handful of doughty northerners rebuilt their homes around Beacon Lighthouse, which lights the way for passing ships, many of which used to make the former village a port of call. Many consider the holdouts insane for staying, considering over half their neighbours left, but they feel they have a duty to seafarers who become stranded along the reshaped coastline. However, the truly insane person may be the lighthouse keeper who believes the deluge was a precursor to an invasion from beneath the waves.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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BEACON PROMONTORY AT A GLANCE

Ruler Vanya Colvin

Population 19 (11 humans, 2 dwarves, 3 half-elves, 3 halflings)

Alignments N

Languages Aquan, Common

Resources & Industry Fishing, safe shipping

Beacon Cove was a prosperous fishing village and a port of call for large ships embarking on or returning from sea voyages. Three years ago, the rainy season arrived and storms dumped an unprecedented amount of water on the village. Instead of drier weather supplanting the storms, the rain kept falling. The waters rose, and the village sank; most of the now homeless villagers fled the area. A few hardy folks retreated to the highest location, the rocky ground around their lighthouse. Thus, Beacon Promontory arose from the watery grave of Beacon Cove, just as the weather returned to normal. Now the residents wait for the water to recede, so they can reclaim their village.

LORE

A PC may know something about Beacon Promontory, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 10: Beacon Promontory is a remnant of a previous village, but the lighthouse still stands and is more relevant than ever in warning ships' crews about the dangerous shoreline.

DC 15: An unnatural deluge wiped out Beacon Cove.

DC 20: Some villagers drowned mysteriously and tales from fleeing villagers mention tentacled beasts lurking in the night.

NOTABLE FOLK

Most of the population are nothing more than ordinary individuals.

- **Appearance** All the locals are proud of their weatherworn skin and calloused hands.
- **Dress:** Villagers dress for the weather and often wear raincoats even when the sun is shining.
- **Nomenclature:** *male* Felgrim, Jorm, Yander; *female* Cass, Filipa, Maggie; *family* Colvin, Dever, Turkel.

Some of the inhabitants, however, are notable:

Cass Dever (location 1; N female human **commoner**) Cass maintains and guard Promontory Bridge.

Felgrim Colvin (location 8 and 10; N male dwarf **commoner**) Felgrim fanatically tends the lighthouse's light.

Maggie Turkel (location 2; N female halfling **guard**) Maggie is the chief blacksmith for the area.

Vanya Colvin (location 3; N female dwarf cleric 6) The village's spiritual leader is now leader of Beacon Promontory.

MARKETPLACE

The following items are for sale:

- **Consumables:** *scroll of light* (50 gp), *scroll of water breathing* (400 gp)
- **Miscellaneous:** *ring of swimming* (500 gp), *wind fan* (250 gp)

Additionally, the following services are available:

- **Crafting:** Fishing gear, nets and water-related weapons (fishing spears, harpoons and tridents).

EVENTS

While the PCs are at Beacon Promontory, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A glowing green pearl washes up on shore.
2	Several lacedons emerge from the northern waters and approach the village.
3	Writhing tentacles (as <i>black tentacles</i>) surround the bridge and threaten to smash it to kindling.
4	At night, a cargo ship ignores the lighthouse's warning light and will imminently smash onto the rocks.
5	The lighthouse's light begins to flash intermittently.
6	Hundreds of dead fish float to the surface near the dock.

WHISPERS & RUMOURS

While in Beacon Promontory, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

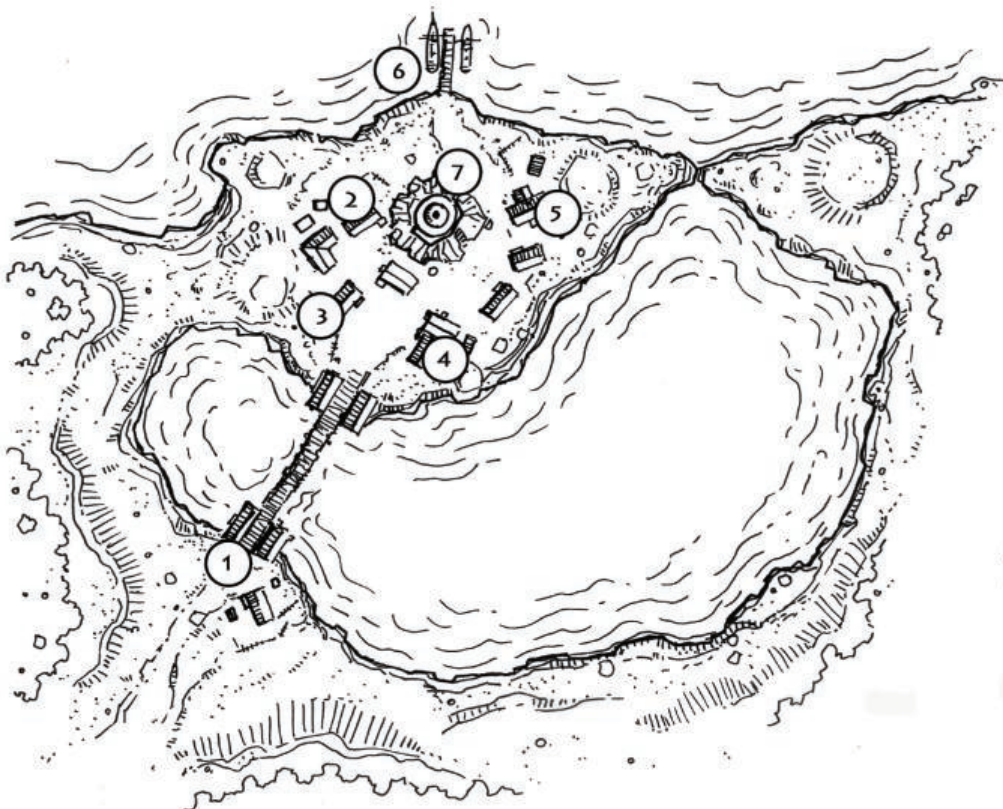
D6	RUMOUR
1	Most fish from recent hauls have been half rotten.
2	I swear I saw a tentacle pop out of the mouth of one of the fishermen who arrived recently.
3	The rainy season is upon us soon; Vanya has been praying fervently to keep the downpours to a minimum.
4*	I saw a ghostly ship hovering above the lighthouse.
5	Felgrim is looking for an apprentice to eventually take over as lighthouse keeper, so he can help his wife, Vanya.
6	Even on cloudless days, lightning strikes the lighthouse at the same time of day.

*False rumour

NOTABLE LOCATIONS

Most of Beacon Promontory comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **Promontory Bridge:** This hastily built bridge is the only safe approach to Beacon Promontory by land. It is rickety and only usable by pedestrians.
2. **Hooks and Gaffs:** Maggie Turkel spends most of her time here crafting fishing gear and the occasional weapon or suit of armour.
3. **Sea Queen's Blessing:** Everyone from Beacon Promontory comes here to at least give lip service to the Sea Queen, who impacts their livelihood with her savage, impulsive nature.
4. **General Supply and Salvage:** This store serves the crews of the now-rare ships anchoring nearby.
5. **Sea Bounty Inn:** Optimism prompted the rebuilding of the Sea Bounty Inn, a near-identical replica of the building in Beacon Cove; it stands mostly empty due to lack of visitors.
6. **Makeshift Dock:** There are enough ships stopping near Beacon Promontory to require this dock. It cannot accommodate full-sized ships, but can moor rowboats from those ships.
7. **Lighthouse Entrance:** Paranoia about the circumstances surrounding Beacon Cove's fall prompt the remaining group to set a guard at the lighthouse's entrance.
8. **Lighthouse Ground Floor:** During the day, when Felgrim isn't making repairs or assisting Vanya, he can be found here sleeping or eating.
9. **Hidden Storage:** A secret door known only to Felgrim and Vanya hides staple goods and a few weapons. If Beacon Promontory comes under siege, the Colvins plan to shelter the residents in this hidden area.
10. **Lighthouse Lamp:** Arguably the most important feature of Beacon Promontory, Felgrim has ensured the lamp's light has remained constant for the years he has been keeper.



NOTABLE LOCATIONS

1: PROMONTORY BRIDGE

This bridge provides the only landward safe passage to Beacon Promontory. The remaining inhabitants of Beacon Cove worked together to strip drier planks for wood from houses submerged by the deluge to fashion the bridge. It is only suitable for foot traffic and, even then, travellers only cross a pair at a time as the bridge creaks audibly under their weight. Despite the return of normal weather to the area, the water refuses to recede, making the bridge a vital component for reaching the mainland.

Cass Dever (N female human **commoner**) has undertaken the task of bolstering the bridge and watches the approaches for invaders (Felgrim Colvin has effectively convinced her about otherworldly beings threatening to take over the land they flooded). After the flood, she stayed behind despite losing her spouse, who was carried out to sea while trying to rescue fisherfolk wrecked near the lighthouse. She decided to stay and help the remaining villagers out of devotion to her loved one, who would have done the same. Her skill at carpentry made her the best candidate to work on the bridge, and she did most of the work on the modest house standing nearby. Cass is warm toward visitors, but observant folk note a hint of sadness in her eyes. She uses her inherent charm to allay concerns about the many questions she asks about a visitor's business.

2: HOOKS AND GAFFS

Occupying the highest and driest spot around Beacon Lighthouse, the forge tended by Maggie Turkel (N female halfling **guard**) and a pair of teenage helpers (human **commoner**) produces metal fishing gear (mostly hooks, poles and suchlike). Of late, however, Felgrim has insisted Maggie shift her focus to weapons and armour, since he is convinced of an imminent attack from the sea. He also procured a shipment of cold iron and asked her to expedite harpoons for his use. During normal days, Maggie provides equipment to her neighbours for free and sells fishing gear to visitors for a ten percent mark-up. She sells weapons and armour produced at her forge at a ten percent discount to the other residents, with apologies for having to charge so much to recoup the cost of materials. She is reluctant to sell armaments to visitors, since the equipment is in such short supply. However, those who convince her of their desire and ability to protect Beacon Promontory can pry items from her at a 25 percent hike.

3: SEA QUEEN'S BLESSING

When it became clear the rain wouldn't stop, the people of Beacon Cove prayed and made offerings to the deity they revered as the Sea Queen (but also known more widely as the Mistress of Storms). When she seemingly refused to respond to

their pleas for aid, many villagers turned away from worshipping her before abandoning the village altogether. Vanya Colvin (N female dwarf cleric 6) was resolute in her adherence to the Sea Queen and managed to rally the remaining villagers with promises of great rewards for those who passed the goddess's tests. Shortly after relocating the Sea Queen's temple nearer to the lighthouse, sunlight broke through the clouds and the rain stopped. Vanya took this event as a sign of the goddess's favour and has used it to begin restoring faith among her people. As the unifying force for Beacon Promontory she became the mayor after the incumbent fled the village. Fortunately, the close-knit nature of the small group on the rocks surrounding the lighthouse and the decrease in arriving boats make her job easier, allowing her to devote much time to worship.

4: GENERAL SUPPLY AND SALVAGE

The General Supply was the largest building in Beacon Cove. With fewer ships arriving, and the lack of space around the lighthouse, the supply store is one quarter its former size. Filipa Shrayner (N female human **commoner**) manages the place, taking over from her parents whose ill-health forced them to flee the village's damp environs. She sells goods unavailable from Hooks and Gaffs and ensures she gives a fair price to villagers and travellers alike, except for those with odious personalities. She keeps her prices low because of the side business of salvaging shipwrecks she and her brother Thom (LN male human **commoner**) have started. In cases where all crew were lost, she claims rights to all material goods. For survivors who have no stomach to return to their ships, she offers a hefty recovery fee (typically 25 percent of the bounty's worth).

IN YOUR CAMPAIGN

Beacon Promontory serves as a bastion in a northern seaside beset by continuous rain. It is a lonely place, cut off from the rest of civilization due to the flooding which thwarts overland travel and the newly treacherous water driving ships away. A party could be forced to travel here because of shipwreck, leading them to rescue themselves or receive assistance from Beacon Promontory's residents, and then become involved in the fight against the strange beings Felgrim Colvin claims have instigated the region's plight. Alternatively, the PCs might be forced to oust the entrenched dwarf whose delusions have begun to adversely affect his ability to carry out his job.

With slight tweaks, a GM can move the lighthouse to a warmer location, beset by an unusually long monsoon season or affected by a persistent tropical storm.

5: SEA BOUNTY INN

Another business casualty of the flooding, the Sea Bounty Inn once provided accommodations for up to 30 visitors but can now comfortably sleep only ten. A small tavern adjoins the inn, where workers and travellers alike gather.

- **Food & Drink** meal (typically fish soup with bread, vegetables and bread) 2 sp, ale 3 cp, wine (pitcher) 1 sp.
- **Accommodation** A standard room costs 2 gp a night. The room is draughty and has no lock on the door. Guests are welcome to cram as many people as they like into their room.

No single resident manages the inn; available villagers fill in to serve guests during the day. At night, if the inn has guests, one of the residents stays in the common room to question anyone coming and going, usually with a warning about frightful monsters emerging from the water at night.

6: MAKESHIFT DOCK

With ships arriving outside the now submerged rocky boundary to the cove and sometimes wrecking on those same rocks, Beacon Promontory required some way to receive visitors or launch rescue and salvage operations. A handful of boats are moored here, and several spots are open for rowboats or skiffs to deliver visitors and goods.

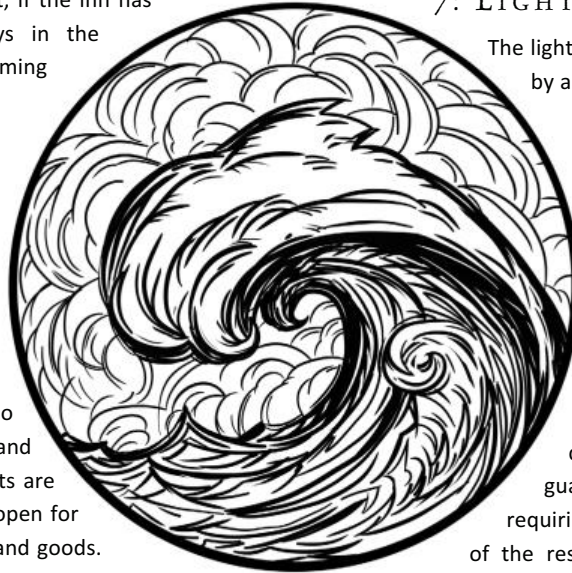
DAILY LIFE

Life was already rigorous for villagers, who made their living by fishing. The village's mass desertion left a handful of residents who work hard to maintain and improve the buildings they hastily erected during their retreat to higher ground. Fortunately, the weather has returned to a semblance of normalcy with the recent summer mostly free of rain, allowing proper construction to take place. Many residents also travel out to sea to harvest fish for the others who can't leave the lighthouse and its immediate surroundings. With fish becoming less plentiful in the surrounding waters, fishing takes place at ever distant locations. The more frequent incidents of shipwrecks also add an element of stress and danger to the inhabitants' lives, since they do what they can to rescue sailors foundering in the freezing water and fending off increasingly aggressive marine life. Those who remain feel a sense of duty to one another and to the ships' captains and crews who rely on them to maintain the lighthouse and provide respite.

Two boats traverse the water just beyond the dangerous rocks to warn ship's captains about the threat and guide smaller boats to Beacon Promontory. The patrols cease their activities one hour before dusk, so they don't get caught in open water after dark.

After Cass Dever completes upgrading Promontory Bridge, she intends to improve the dock to allow additional light watercraft to moor here. A month ago, the dock was destroyed, apparently by a powerful wave, diverting Cass's attention away from the bridge to rebuild the dock. It was this latest destruction which helped Felgrim convince Cass of a greater threat to the Promontory's residents.

7: LIGHTHOUSE ENTRANCE



The lighthouse entrance is guarded day and night by a rotating group of villagers. The door into the lighthouse requires a 20-foot-tall ladder to reach, and Felgrim Colvin (N male dwarf **commoner**) has the only ladder of such length in the village. He pulls it into the lighthouse when he enters, to keep himself safe. For the past two months, he has rarely emerged from the lighthouse and only allows Vanya to enter. When he does leave the lighthouse, he only does so to perform "inspections" of the guards, asking them bizarre questions and requiring an examination of their mouths. Most of the residents are convinced Felgrim is overly stressed because of the lighthouse's increased importance to warn off ships from the dangers presented by the transformed shoreline, so they put up with his strange behaviour.

SERAT

CN goddess of the sea, storms and voyages

Epithets: Mistress of Storms, the Uncaring

Symbol: A cresting wave

Domain: Tempest

Favoured Weapon: Trident

Holy Text: Book of Tides

Additional Notes: As wild and unpredictable as the sea, sailors, merchants and pirates alike placate Serat with glittering gifts to guarantee a safe voyage. Some believe Serat to be the physical embodiment of the sea while others believe she dwells in a glittering, crystal city far beneath the waves. During services, offerings are cast into the sea. Her priests are often shipwrights, navigators or sea captains.

8: LIGHTHOUSE GROUND FLOOR

Felgrim Colvin spends most of the daylight hours here when he isn't repairing the lamp or fastidiously reviewing the stores in his hidden storage. He keeps a journal of ships he sees arrive at night, but he has hidden it under a hatch (DC 20 Wisdom [Perception] locates). The past couple of months' entries also contain scrawled "evidence" of an attack from the sea carried out by creatures not of this world. The ramblings have grown more severe, and refer to inhabitants and travellers hosting tentacled creatures within their bodies which control their minds.

9: HIDDEN STORAGE

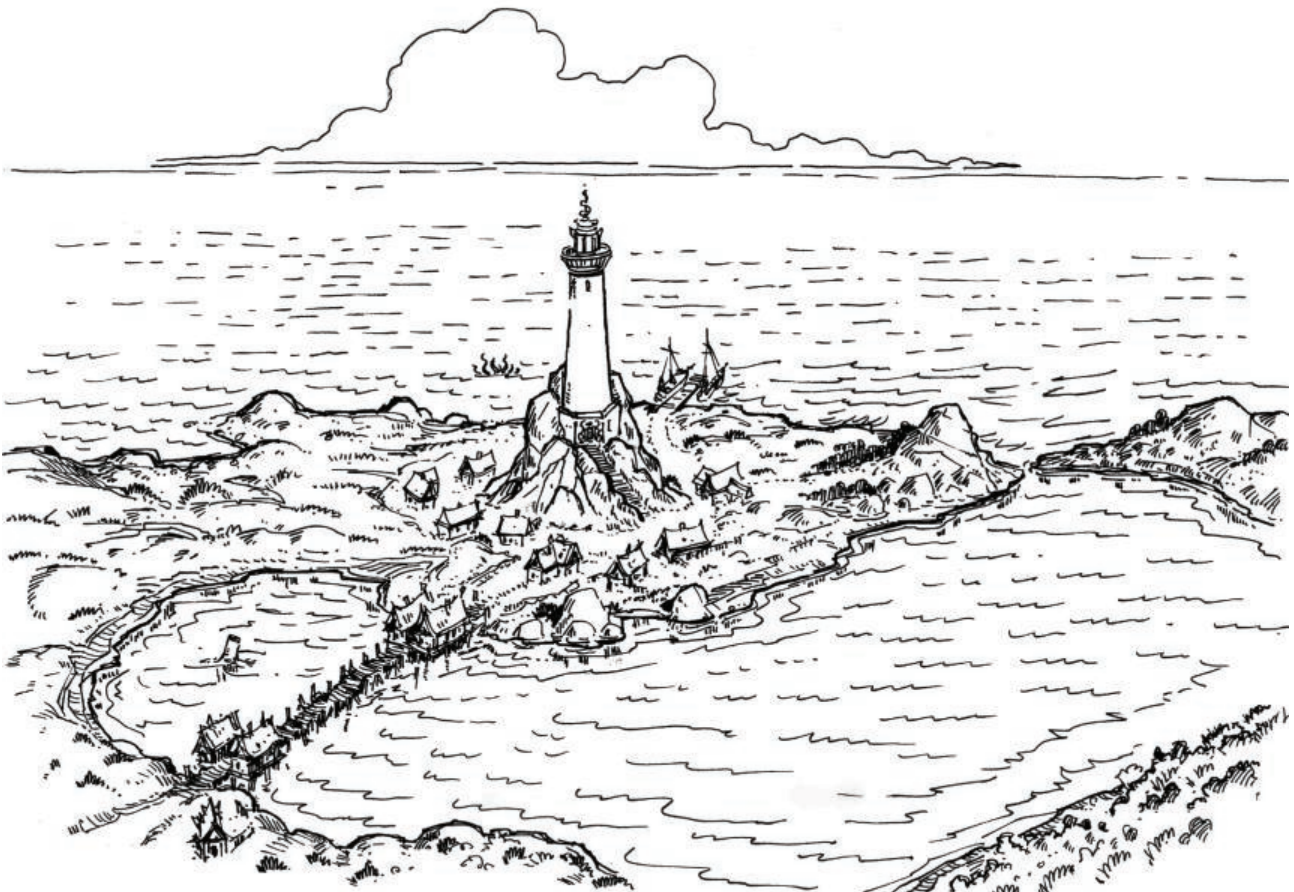
This storage area holds enough supplies to house the village for a week. Felgrim added this hidden space himself as part of his growing paranoia induced when the area began flooding. Finding the entrance requires a DC 25 Wisdom (Perception) locates check, and Felgrim has barred it with a sophisticated lock (DC 25 Dexterity opens). The storage area contains crates filled with hardtack, dried fish and skins of fresh water, along with a

stockpile of weapons and barrels filled with lamp oil. A ladder leads from the storage area to an even more difficult to find trapdoor (DC 30 Wisdom [Perception] locates spots) beneath the lighthouse lamp. Felgrim's duty to the ships passing near or travelling to Beacon Promontory outweighs his mania.

10: LIGHTHOUSE LAMP

Felgrim obsesses over Beacon Promontory's most vital piece of equipment. When he took over as lighthouse keeper he vowed to never let the light extinguish, and he adhered to that vow even when the land around the lighthouse flooded and many of the inhabitants fled. The floods make the sea even more treacherous, as the formerly dry ground and ruined buildings lurk just below the surface, waiting to breach passing ships.

Even when Felgrim hadn't given in to his paranoia, he refuses to grant admittance to this part of the lighthouse. Figuring he would outlive most of the residents anyway, he intended to pass on his knowledge of the lighthouse's inner workings to his child.



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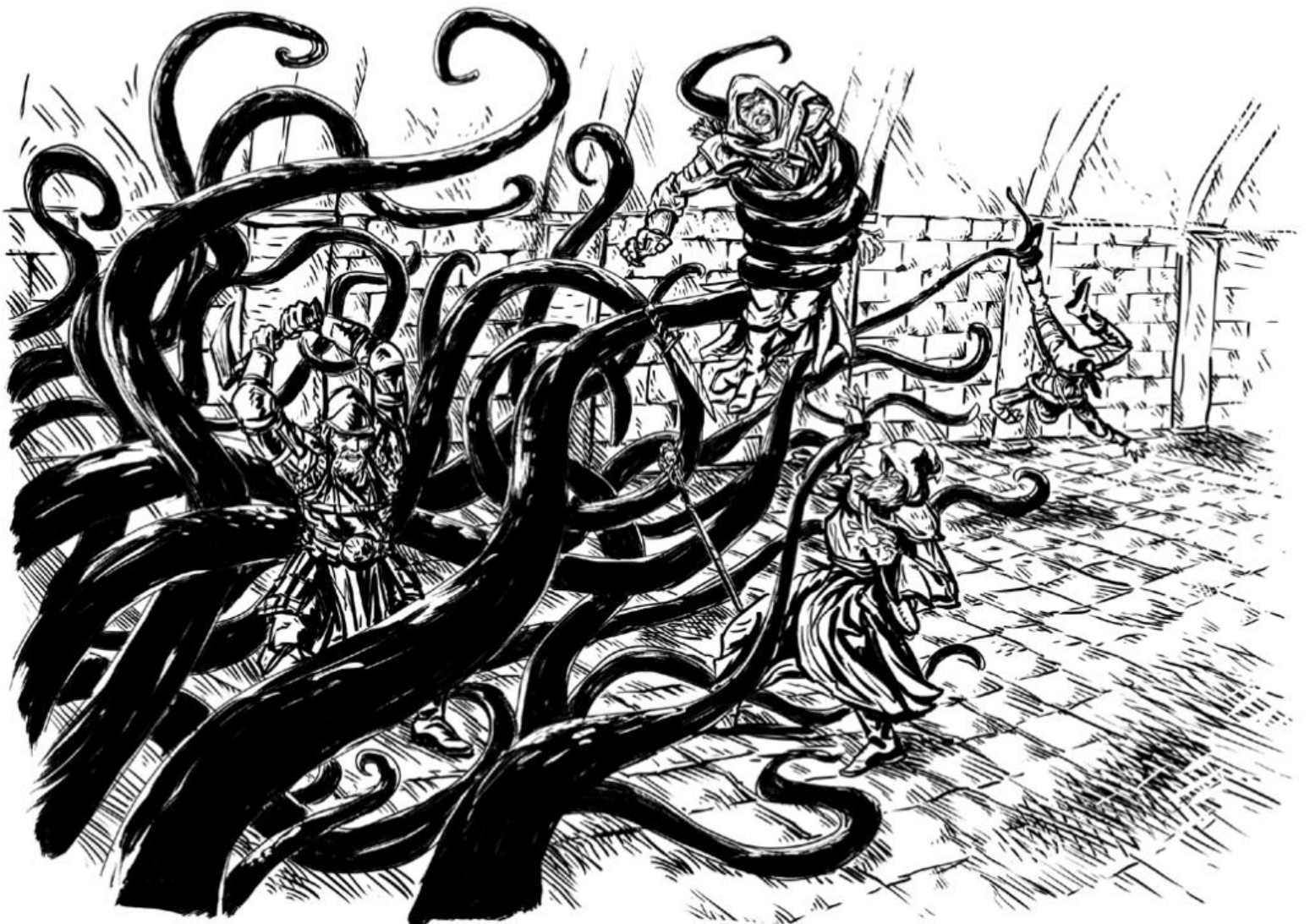
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