

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.

