

The Atlantean Beacon

This is the site of an Atlantean Beacon, which was built on the top of a mesa. The Atlanteans used the tower to send light signals to other, similar towers on the horizon. The Atlanteans also used the place as a waystation for travelers, with quarters and stables to house them.

Location Descriptions

A - Ground Level:

1. Hall - this room connects the tower, quarters and the kitchen.
 - a. A cursed **Marsgull** lives in the rafters of this room.
2. Tower base - leads up to the tower.
 - a. From the outside, the tower is **obvious** and visible from far away.
3. The Quarters - twelve simple bedrooms and some common areas.
 - a. This area is mostly safe, but also has nothing of value. The furniture has long since decayed to debris.
4. The Kitchen and pantries.
 - a. Contains access hatch to the cellar. The cellar is **buried** (i.e. filled with sand).

B - Cellar:

1. Food stores.
 - a. Actually 3 separate rooms, all serving the same purpose.
 - b. Contains something **dangerous**. **Sandbugs** have built a lair in one of the rooms.
2. Wine store.
 - a. Contains some **valuable** wine bottles, which are still intact (and drinkable). Worth a lot to collectors.
3. The Archive - contains many, strange metallic punchcard-style plates.
 - a. 1 - 6 of the plates are made of **Netherite**, an otherworldly metal from the Nether. The rest of the plates are made from brass, which have been tarnished over the years.
4. The Vault - contains **valuable** Netherite ingots and some highly valuable art objects, such as golden flagons and strange figurines.
 - a. The Vault door is **concealed** by plaster and made to look like a part of the wall.
 - b. The Vault door is also **locked**.

C - The Tower

1. The Lens Chamber - a workroom for handling the various lenses meant for the Light Chamber.
 - a. The lenses are **valuable** for scientists.
2. The Light Chamber - this room contains strange brass machinery and receptacles for the lenses. However, the machinery has broken down a long time ago and is useless.
 - a. This room is meant to be a bit **weird** and raise questions.

D - The Stables

1. Stableboxes
 - a. These are dilapidated, containing some traces to the animals that used to live here.
Describe some strange bones and debris here.
2. Workshop - a small workshop with decayed furniture and tarnished brass tools. Most of the stuff here is **useless**.
3. Storage - this place was used to store spare parts and supplies for the workshop.
 - a. The Storage contains a **danger**. Anyone who moves in the Stables risk drawing the attention of **Sandbugs**, which have set up a lair in the storage room.

Creatures

Two creatures are featured in this location. The site is infested with **Sandbugs**, which move in small groups and are obviously hostile, but skittish and easily deterred.

Sandbugs

- ❖ **Ability** 2
- ❖ **Morale** 6
- ❖ **Hit Points** 2

The Sandbugs are insect-like creatures that move in groups of 3 to 6. Sandbugs usually dig tunnels and avoid moving on the surface. Sandbugs are particularly afraid of open fires and will withdraw if they see torches or bonfires.

Marsgull

- ❖ **Ability** 1
- ❖ **Morale** 9
- ❖ **Hit Points** 4

Marsgulls are flying reptiles with eight eyes, blue skin, and two sets of wings. They are usually more bothersome than dangerous. Marsgulls are carrion eaters, but will not shy away from stealing food from careless adventurers.