

Master Bedroom

Upon first entry:

Halmoor leads you into a large, lavish, and well-lit bedroom: "Here are my private chambers, I've every confidence you will carry out your search with respect of my personal possessions." In the center of the room there is a very large ornate bed. Large windows allow natural light to crack through the partially-drawn curtains to illuminate multiple dressers, a few desks, and some decorations along the walls. In the center of the largest wall there is a decoration of a Golden Merchant's Scale that appears to represent the Halmoor's insignia.

Items of note:

- The wall decoration of the **Merchant's Scale** is tipped on the right side. **If a player tips the other side so it is balanced, they will hear and feel a click.** (This releases the lock on the Bed frame and allows it to easily roll out of the way if pushed)
- In the desks there are some letters written to Halmoor from various other merchants. **(Key Item)**
- Underneath Halmoor's bed is a hidden and **secret trap door** that leads to a small hidden vault.
- Players cannot see underneath the bed frame, and if they try to move it they will find it is affixed to the floor (unless they've balanced the scale and unlocked it).

Lounge

Upon first entry:

Teias leads you into a large dimly-lit room: "Here is the Lounge, where the Master and his guests can be entertained." There are several comfortable padded chairs gathered around a small stage, with various music instruments resting on stands. A small bookshelf sits against a wall that is adorned by several paintings.

Items of note:

- In the pages of one of the books, is a scandalous letter that appears to be from one of Halmoor's lovers **(Key Item)**.

