

Study

Upon first entry:

Halmoor leads the way into a large well-lit room that appears to be some sort of office. Natural light floods in from the large windows that overlook the street and the gate entrance of the estate property. An ornate desk surrounded by lavish chairs seems to be the centerpiece, the walls are lined with packed bookshelves or display cases containing rarities, and a heavy locked chest sits below the window.

Items of note:

- **Halmoor will unlock the chest and display cases upon request.**
- Several ledgers are stacked on his desk in plain sight. (**Key Item**, bulky)
- A stash of journals can be found in a false bottom in the chest underneath loads of pouches filled with gold and gems (**Key Item**, bulky). Nothing of immediate relevant interest is found in the contents if a player reads it.
- Cryptic letters can be found in a false bottom in one of the display cases. (**Key Item**)

Guest Bedroom

Upon first entry:

Teias leads you into a relatively sparse bedroom compared to the rest of the manor: "This is our Guest Bedroom". The room contains a fairly ordinary bed, a small desk, a night stand, and a few sparse and simple decorations.

Items of note:

- None

Servant's Quarters

Upon first entry:

Teias leads the way into a very small room: "These are my private quarters, the master is gracious enough to allow me to live in his beautiful home so that I may better serve him". Inside there is a small cot, a small desk, and a simple wooden stool.

Items of note:

- Tucked behind the cot is a concealed dagger.
- On the desk there is a small book which Teias uses to log his duties. (**Key Item**)

