

Waiting Room

Items of note:

- There's a dagger hidden in one of the plants.
- In the base of the chandelier there is a small stash of gems.

Great Hall

Upon first entry:

Halmoor leads you into the main chamber of the manor and says: "Welcome to what I call the 'Great Hall', I often have guests over and it's important to make an impression." Before you is a large table with many high backed chairs on either side, and an ornate chair at the head of the table. The walls are adorned with various paintings and decorations, and there are many Doors that lead to other parts of the manor.

Things of note:

- At the head of the table, underneath by one of the table leg bracing, there is a concealed Dagger.
- Behind a painting, there is some sort of letter that appears to be written to Halmoor from his father (**Key Item**).

Kitchens

Upon first entry:

Teias leads the way into the Kitchens: "This is where I prepare meals for the Master and his Guests". Inside the Kitchens there are several ovens, a small firepit with a hanging pot, several countertops, and a small Well for a water supply.

Items of note:

- Rare and expensive spices
- Cupboards full of expensive diningware (cups, plates, silverware, etc)

Pantry

Upon first entry:

Teias opens the door to the Pantry, after a few moments he lights a lantern and steps aside: "This is the Pantry, where food and beverages are stored of course". It is unlit save for the lantern light, and in the dim dark there are many sacks, crates, and barrels that can be seen, as well as a small wine rack with a few bottles glinting in the light.

Items of note:

- A coin pouch concealed in a sack of flour
- A plain unadorned scimitar on a top shelf
- A collection of rare and expensive wine vintages