

MANSION LOCATIONS

The following are descriptions for the various locations within the mansion.

1. VESTIBULE

This open-air vestibule shields visitors from the capricious coastal rains while offering them a view of the Dwarves' architectural magnificence.

2. FOYER

A spacious foyer designed to accommodate guests awaiting entry, complete with designated areas for coat storage.

3. RECEPTION OFFICE

This is the hub where diligent Dwarven clerks welcome mansion visitors, assist with check-in procedures, and direct them to Area 4 in case of extended wait times.

4. WAITING LOUNGE

A snug and inviting space stocked with a selection of beverages and fine tobacco for guests patiently awaiting their entrance approval to the mansion.

5. GRAND HALL

An opulent showcase of the Dwarves' unparalleled architectural prowess, where the walls and floors are adorned with intricate etchings, vividly narrating the storied history of the mining companies through a captivating fusion of imagery, script, and craftsmanship.

6. ALE STORAGE

This chamber serves as the storied repository for locally sourced barrels of ale hailing from the esteemed "Salty Dwarf Brewing Company," ensuring that the industrious Dwarves have a bountiful supply of robust libations to fuel their tireless endeavors.

7. ALE HALL

This inviting ale hall, the primary dining space for both toiling Dwarven laborers and potential visitors, emanates a perpetual warmth reminiscent of the ever-burning forges within their subterranean abodes.

8. KITCHEN

This is where the dedicated staff meticulously crafts hearty stews in a colossal cauldron perched atop a bed of roaring coals.

9. STONE ARCHIVES

In unwavering faith that stone endures better than parchment, this chamber boasts towering, floor-to-ceiling stone slabs meticulously inscribed with the illustrious annals of the mining company's history. Ingeniously linked to chains suspended from the ceiling and fitted with metal grooves along the floor, these stone slabs are designed for effortless maneuverability, enabling Dwarves to shift, arrange, and store archives with unmatched efficiency.

10. ARCHIVIST OFFICE

This is the sanctum where the head archivist skillfully chisels the company's history into the enduring stone slabs, meticulously preserved within Area 9.

11. MUSEUM

This expansive exhibit space artfully showcases an array of artifacts and relics significant to the mining company's rich history. As the centerpiece, a colossal Dwarven statue in the heart of the room conceals a hidden entrance leading to the secretive vault buried beneath.

12. GEM CURATING CHAMBER

Within this meticulous enclave, the expert gem appraisers labor diligently, assessing the market worth of the most sizable gems excavated from the depths of their mines.

13. SHIPPING OFFICE

This is the nerve center where all logistics paperwork pertaining to the inbound and outbound shipments of precious gems and ore are expertly coordinated with the nearby harbor to and from the various mines across the region.

14. STORAGE ROOM

various operational supplies are kept within wooden crates and metal racks here.

15. GROUNDSKEEPER & COOKS' QUARTERS

This humble abode serves as the haven for the dedicated mansion staff who tend to the lush grounds and prepare delectable meals in the kitchen, providing them a place to rest and dine outside of their demanding duties.