

Grot's Quarters

Located on the lower Deck of the Voidbreaker Grot's quarters are decorated to hide the fact that the occupant is on a spaceship. A curtain of decorative beads covers the doorway and can be easily brushed aside to enter the room. The walls and windows have been completely covered over with dark, stained wood in order to hide the cold durasteel underneath. The floors, meanwhile, are packed down with a hard, synthetic turf made to resemble soil and carpeted with animal pelts.

The furniture is relatively sparse, though sturdily built and intricately decorated with spiraling, animalistic motifs. A small stone fire-pit, complete with a stack of smokeless fuel and a roasting spit, set into the center of the room with a dedicated ventilation system barely visible. Grot often disdains the ship's electric lighting, which is covered up beneath the wooden paneling, and the dim light of either the fire or any number of small candles are the only illumination within the room. One convenience of modern life that Grot has not eschewed, however, is an electric refrigerator on the floor next to the fire pit, packed to the brim with fresh meat and organs. On the right side of the room are two armor racks, holding up the Mandalorian armor, stealth gear, and let-pack that Grot uses on his missions.

At the far corner of the room, a large electrically heated rock sits next to a stack of pelts used for bedding. Next, to it, a solid wooden desk and chair sit covered with scrolls, books, and papers. Most of these are from the Shadow Academy, as Grot still endeavors to keep up his studies even while on board the Voidbreaker. The rest consists variously of anatomy textbooks, zoological publications, travel guides, and other reference material. A small pile of wood shavings and splintered bones neatly swept into the corner nearby, with a half-finished spear leaning up next to it.

The walls are the true attraction of the entire room, decorated from top to bottom in unique, and sometimes disturbing, ornaments. Heads and trophies from animals across the galaxy and even from a couple from sentients unfortunate enough to fall to Grot's rifle. The glassy eyes look down eerily from every angle. Tribal charms and totems hang between these trophies and down from the ceiling. Carved wood and bone, glass beads and sinew, all tied together into dream-catchers, good-luck charms, and wards against evil spirits. The slightest breeze can send the entire room stirring into a frenzy of noise as they clank and clack against each other, and even attempting to merely move through the room causes a tinkling trail to follow.

Here and there between the barbaric decor are weapon racks, each holding up one of the merc's prized tools. His rifle has pride of place, directly above his sleeping rock, and is pristinely maintained. It's not an uncommon sight to see it disassembled for cleaning upon the desk. On the left side of the room are shelves holding the rest of his gear, grenades, pistols, extra ammunition, and all manner of gadgets and gizmos all loosely secured.

