

Mausoleum

The Mausoleum is an old, but well maintained building in the southern area of the Park District. It is managed by **Quelenna Iathrana**, a female elf, who has run the place for longer than any human can remember. She tolerates some shenanigans on the part of the Hand, but does not directly participate in their activities.

Description

The above ground portion of the facility is nicely appointed and kept clean by Iathrana's crew. Heavy red curtains cover the back wall and conceal the double door that leads to stairs descending to the left and right.

The underground areas are largely broken into three types of areas:

1. Noble burial chambers (1-6),
2. Merchant chambers, large and shared, but consider better than the old catacombs (7-13),
3. Old Catacombs are a maze of stacked niches cut into the rock. Most of these chambers are stacked three high and occupied by largely decomposed or totally skeletal remains (15-19).

The Old Catacombs are as old as old town itself. The newer areas have been dug out during building phases of the city.

GM Only Information

A fourth area is a pair of natural caves that are concealed from the player view by hiding the **Player Mask** layer within CC3 (20-21).

Rumors

Nelak Morte, a human **necromancer** of some renown, has been spotted in an around the park. Some believe he has been repurposing some of the past citizens of the city.

Quelenna allows access to the crypts for an appropriate handful of coins. The amount dependent on an individuals needs and means.