

Temple of Knowledge

The Temple of Knowledge—revered as a sanctum of enlightenment—stands as both a majestic library and a hallowed place of learning. Towering shelves, filled with ancient tomes and scrolls, stretch towards the high, vaulted ceilings, while intricate mosaics depicting the pursuit of wisdom adorn its walls. In this serene labyrinth of knowledge, every corridor and chamber is lined with books and scrolls covering a myriad of subjects, from arcane magic to the histories of countless civilizations. Presiding over this vast repository is the High Priest and head librarian, Thalios, an ancient and wise Sphinx known for his riddles and profound understanding of the universe's mysteries. His presence adds an air of mystique and gravitas to the temple's atmosphere. The acolytes, serving as assistant librarians, are a dedicated group of scholars and seekers, each specialized in different fields of study. They assist visitors in navigating the extensive collection, offering guidance in research and the pursuit of knowledge, making the Temple of Knowledge not just a repository of books, but a vibrant center of learning and discovery.

Temple Locations

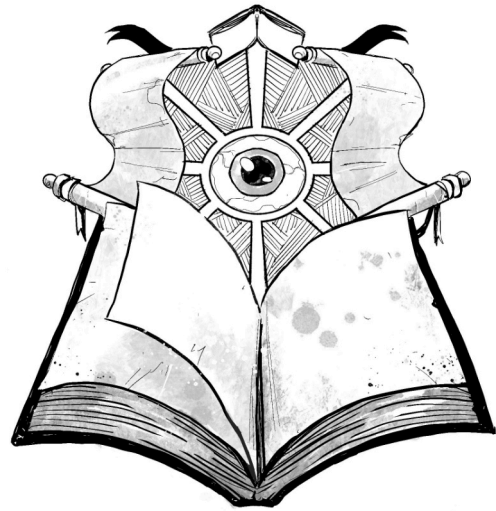
The following locations are keyed to the first floor map of the temple, as shown on the facing page.

1—Vestibule: At the entrance of the Temple of Knowledge, a gargoyle perched over the doors challenges each entrant to offer a piece of knowledge not yet contained within the library's vast collection. Only those who succeed in this intellectual offering are granted passage into the temple.

2—Study Room: Just off the vestibule and accessible to the public, the study room offers a quiet, contemplative space where visitors can read and research, surrounded by lesser-known works and academic journals.

3—Grand Hall: Dominating the heart of the temple, the Grand Hall features a grand staircase leading to the upper stacks. Here, Thalios the Sphinx rests on the first landing, posing riddles and questions to all who wish to venture further, ensuring only the worthy proceed.

4—Lower Stacks: The lower stacks house a vast collection of books covering common knowledge, ranging from basic texts to more comprehensive works on a variety of subjects, easily accessible to all visitors.



5—Scroll Collection: This specialized area is dedicated to ancient scrolls, housing rare manuscripts, historical documents, and texts written on delicate papyrus, meticulously preserved and cataloged.

6—Temple: Within this chamber stands an altar dedicated to the god of knowledge, a sacred space for contemplation and worship, often used for ceremonies and rituals celebrating the pursuit of wisdom.

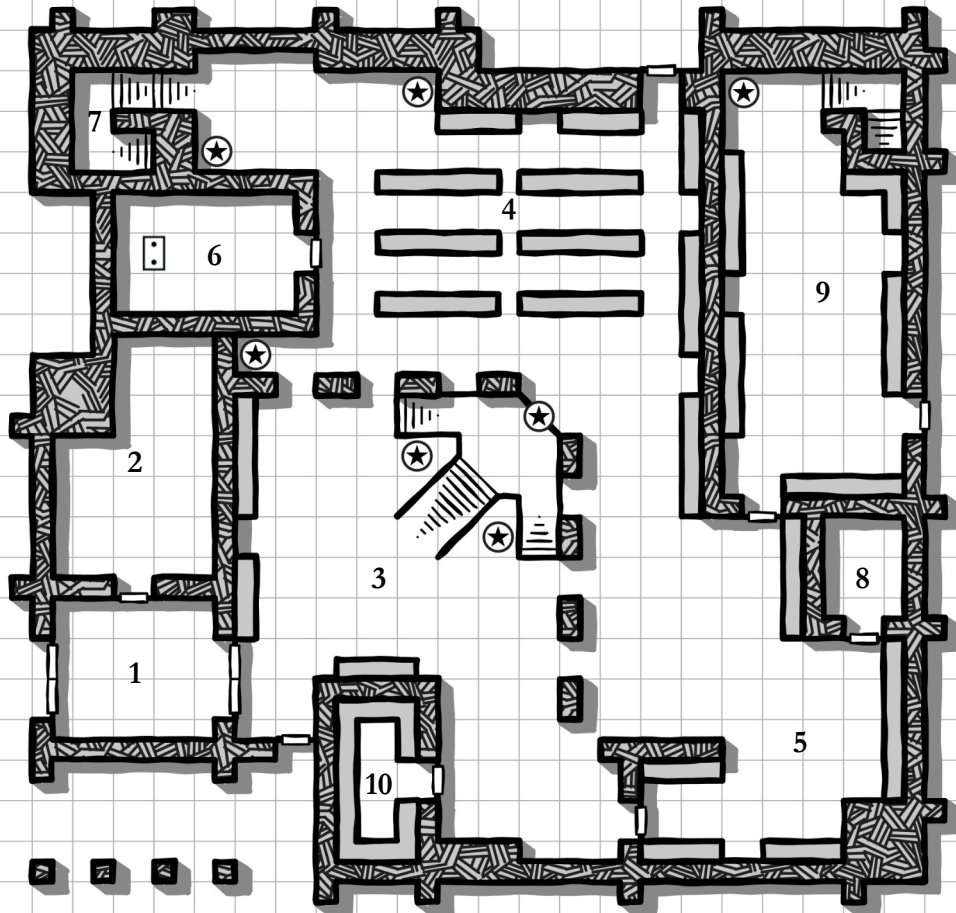
7—Rear Stairs: A less conspicuous set of stairs at the rear of the temple leads up to the upper stacks and the private chambers of the acolytes, providing a quiet route for the temple's devoted scholars.

8—Privy: Discreetly tucked away from the main areas, the privy provides necessary amenities for visitors and staff, maintaining the temple's atmosphere of respect and reverence.

9—Spellbook Collection: The spellbook collection, containing tomes of various lesser magical spells, offers a valuable resource for budding magicians and scholars. Below, a staircase descends into the crypts where skulls are stored and briefly animated, providing a unique opportunity to glean ancient knowledge directly from past mages.

10—Private Collection: This smaller room holds a collection of rare and valuable books. Magical wards grant the collection an extra layer of protection.

The Temple of Knowledge
1 square = 5 feet



Original map design by Dyson Logos, recreated by DMDave in Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

The temple employs the following NPCs.

High Priest Thalios: Thalios, an ancient and wise Sphinx, serves as both the High Priest and the head librarian of the Temple of Knowledge. His profound understanding of the universe and love for riddles make him a revered figure. He spends his time in the Grand Hall, challenging seekers with questions that test their wisdom and worthiness.

Brother Emeric: As an assistant librarian, Brother Emeric is known for his meticulous organization skills and extensive knowledge of historical texts. He is often found in the scroll collection, assisting researchers in uncovering ancient secrets and preserving delicate manuscripts.

Sister Althea: Specializing in magical tomes, Sister Althea oversees the spellbook collection. Her deep understanding of arcane lore and magical practices makes her an invaluable guide for those seeking knowledge in the mystic arts.

Curator Gaius: Gaius, the curator of the temple's rare book section, is a scholar of ancient languages and cultures. His expertise is crucial for interpreting obscure texts and aiding seekers in navigating the complex works housed in the lower stacks.

Acolyte Lysandra: A young and enthusiastic acolyte, Lysandra is responsible for the general upkeep of the study room. She is always eager to help visitors find resources and provides assistance in the temple's day-to-day activities.

Master Scribe Callixtus: Overseeing the transcription and replication of texts, Master Scribe Callixtus ensures that the knowledge within the temple is preserved and shared. He is a skilled calligrapher and often conducts workshops on the art of scribing.

Archivist Eldon: Eldon is the temple's senior archivist, responsible for the cataloging and archiving of new knowledge that enters the temple. He works closely with the gargoyle at the entrance, ensuring that every new piece of information is properly recorded and integrated into the temple's vast collection.

Librarian Theodora: Theodora is a librarian specializing in exotic and interdimensional literature. Her expertise in navigating and understanding literature from other planes of existence is invaluable for seekers venturing into uncharted realms of knowledge.

Services

This temple provides the following services.

Research Assistance: The temple offers guidance and assistance in conducting research, helping visitors navigate the extensive collection of texts and scrolls.

Knowledge Verification: For those seeking to enter the temple, the staff verifies the authenticity and uniqueness of the knowledge they offer, as per the vestibule gargoyle's requirement.

Ancient Text Translation: Experts like Curator Gaius provide translation services for ancient texts, making obscure knowledge accessible to modern seekers.

Arcane Study Guidance: Specialized librarians like Sister Althea assist in studying and understanding arcane and magical texts, offering insights into complex spellwork and theories.

Historical Consultations: Brother Emeric and other historians offer consultations on various historical periods and events, aiding in scholarly research and understanding of the past.

Scribing and Transcription Services: Led by Master Scribe Callixtus, the temple provides scribing services, creating copies of texts for scholarly use.

Magical Artifact Study: The temple offers opportunities to study and understand various magical artifacts housed within its collection.

Interdimensional Literature Consultation: Librarian Theodora guides visitors through the study of interdimensional and exotic literature, expanding the horizons of knowledge.

Workshops and Lectures: Regular workshops and lectures on various subjects, from scribing to ancient cultures, are conducted by the temple's knowledgeable staff.

Rare Book Access: Curator Gaius grants access to rare and ancient books for qualified researchers and scholars.

Riddle Solving with Thalios: Visitors have the opportunity to engage in riddle-solving sessions with High Priest Thalios, gaining unique insights and wisdom.

Archiving Services: Archivist Eldon offers services to properly archive new pieces of knowledge and findings brought in by visitors or researchers, ensuring the temple's collection remains up-to-date and comprehensive.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting the temple.

The Lost Tome of Eldritch Secrets

Archivist Eldon seeks adventurers to retrieve a legendary tome believed to contain forbidden knowledge, last seen in the ruins of an ancient mage's tower.

Thalios' Riddle Challenge

High Priest Thalios offers a rare artifact as a reward to those who can solve a series of complex and mystical riddles that lead to a hidden chamber within the temple.

The Haunted Scroll

Brother Emeric tasks adventurers with investigating a recently acquired scroll that is rumored to be haunted, causing strange occurrences in the scroll collection room.

The Arcane Experiment

Sister Altea requires brave volunteers to assist in testing a newly discovered spell, the effects of which are unknown but potentially groundbreaking.

Curator Gaius' Expedition

Curator Gaius organizes an expedition to a newly discovered crypt believed to house ancient texts of a long-lost civilization and needs protection and assistance in retrieving them.

An Interdimensional Quest

Librarian Theodora seeks adventurers to explore a recently found portal to another dimension, hoping to find and bring back rare literature that could expand the temple's collection of interdimensional knowledge.

Random Encounters

Every four hours the characters are in or near the temple, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d8 to determine what happens.

LOCATION NAME ENCOUNTERS

d8	Encounter
1	A book suddenly springs to life, its pages fluttering wildly, releasing a minor magical entity that the characters must safely capture and return to the book.
2	A curious talking raven, a resident of the temple, mischievously steals a valuable quill from a visitor and leads them on a chase through the stacks.
3	An apprentice librarian accidentally casts an incorrect spell, causing a temporary but harmless illusion that makes the entire room appear upside down.
4	A group of visiting scholars from a distant land engage in a heated debate over a historical theory, inadvertently involving the characters in their discussion.
5	A sudden gust of wind sweeps through the temple, scattering pages from an ancient manuscript that the characters must help to gather and re-assemble.
6	Thalios the Sphinx poses an impromptu riddle to the characters as they pass by, offering a small token or piece of wisdom for the correct answer.
7	A magical inkwell in the scribing workshop overflows, spawning animated ink blobs that the characters must contain before they cause too much mess.
8	The characters encounter a ghostly librarian who, unaware of his own passing, continues to dutifully organize and shelf books.