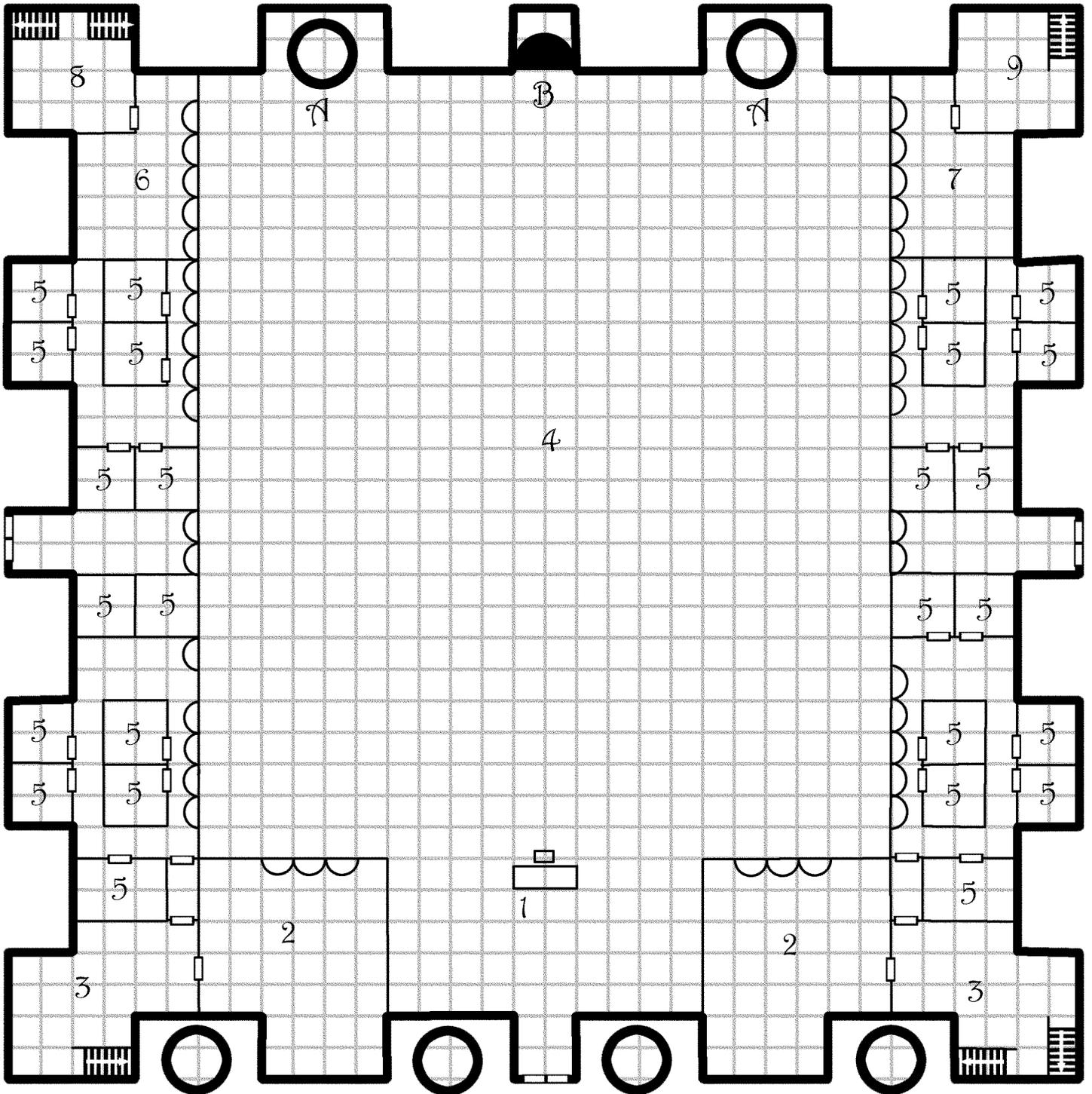


Focus on Freeport Number Six: The Temple of the God of Knowledge

A Freeport Location by Bill Simoni

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See the next page for room descriptions

Room Key

This temple is the center of worship of the God on Knowledge in Freeport. There are 26 10x10 cells and 2 10x15 cells that house the priests on the first floor. The two rear towers house the High Priest and his second in command. The upper floors contain all of the library stacks and documents. The side doors to the temple are locked from the outside but can be used as exits as they unlock from the inside.

1. Reception Desk

All visitors to the temple are greeted here at a long desk by the priest who is on duty. He is responsible for pointing visitors in the right direction and generally greeting all those who visit the temple. Those who seek an audience with the leaders of the temple are shown to one of the two sitting rooms marked area 2 on the map. A friendly wizard has cast a permanent alarm spell on a small gem under the desk. If touched by the priest an alarm bell will ring throughout the atrium and the temple priests will arrive quickly to meet any threat.

2. Sitting Rooms

These two rooms are richly decorated and contain comfortable chairs and sofas. Those awaiting an audience with temple leaders are sent to wait in one of these two rooms. The doors leading out are locked.

3. Access Towers

These towers provide access to all floors of the temple. They are restricted and can only be used by members of the temple.

4. The Great Atrium

This enormous atrium is lit by skylights in the ceiling 100 feet above. The walls are lined with archways leading to the living quarters of the temple and on the upper levels to the scroll and book stacks. Numerous staircases line the walls of the atrium in a criss-crossing pattern that allows access to the many levels of the temple.

A. Statues

These statues can represent either a manifestation of the god of knowledge or renowned heroes of the priesthood. Their exact appearance is left up to you to customize for your campaign.

B. The Radiant Arch

This archway is always illuminated by a steady, bright, yellowish light. This represents the light of knowledge and is the center of worship for the priesthood. If this does not fit in with your campaign please feel free to customize it to your liking.

5. Priest Cells

All of the areas marked 5 on the map represent the cells that house the priests and acolytes of the temple. They are sparsely furnished and normally house 2-4 priests each.

6. High Priest's Office

This room is the office of the high priest of the temple. From here he conducts the day-to-day business of running the temple. There are always two acolytes here waiting on the high priest when he is at work. The archways that lead to this area can be closed off by lockable sliding panels if necessary.

7. Office of the High Priest's Assistant

This room is the same as area 6 except that it is used by the priest who is second in command at the temple.

8. High Priest's Tower

This tower is the private living quarters of the high priest of the temple. It rises up the entire height of the building and is quite luxurious. Understandably the door to this area is always kept locked.

9. Assistant's Tower

This tower is identical to the one occupied by the high priest except that it only encompasses the first two floors of the temple.