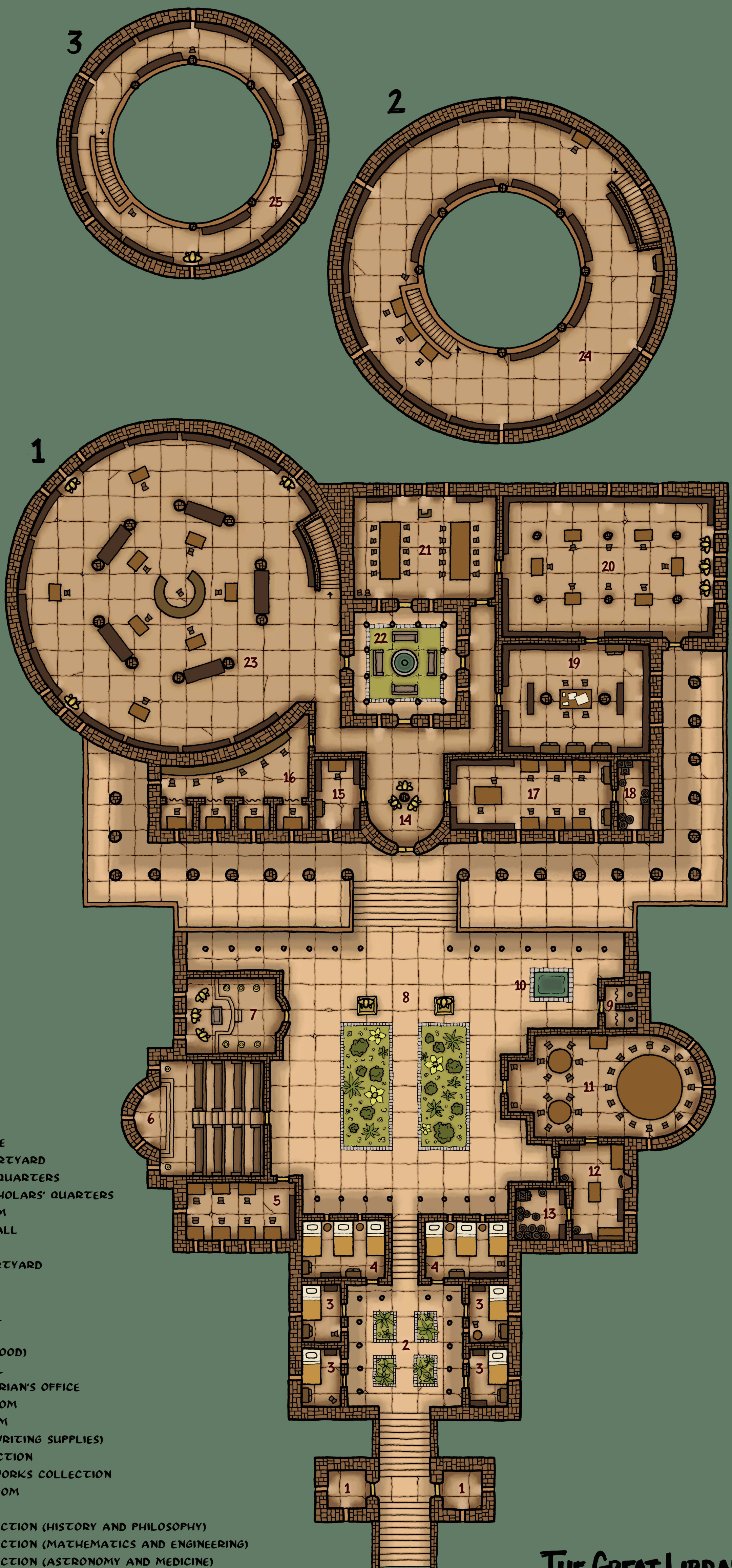
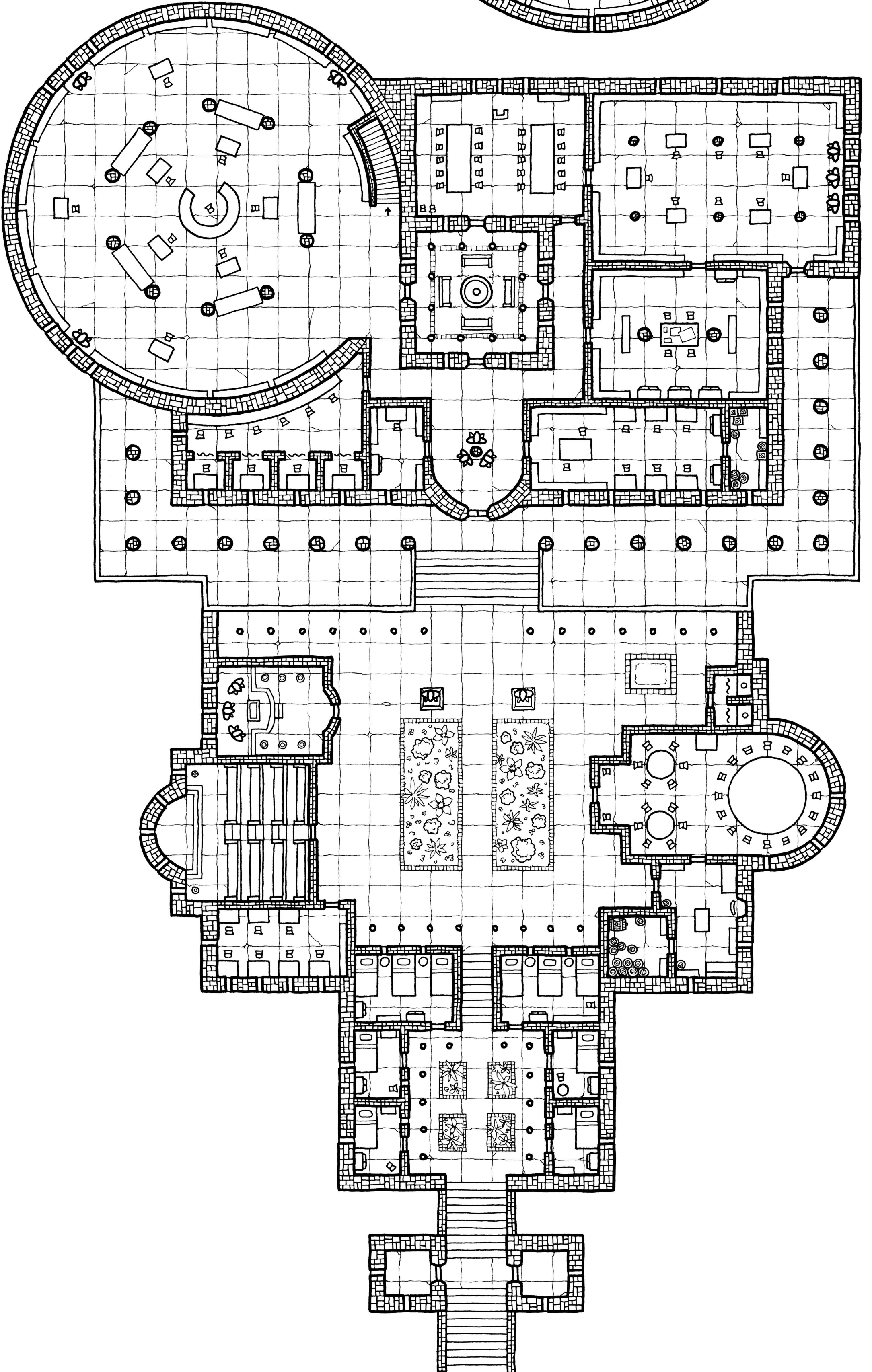
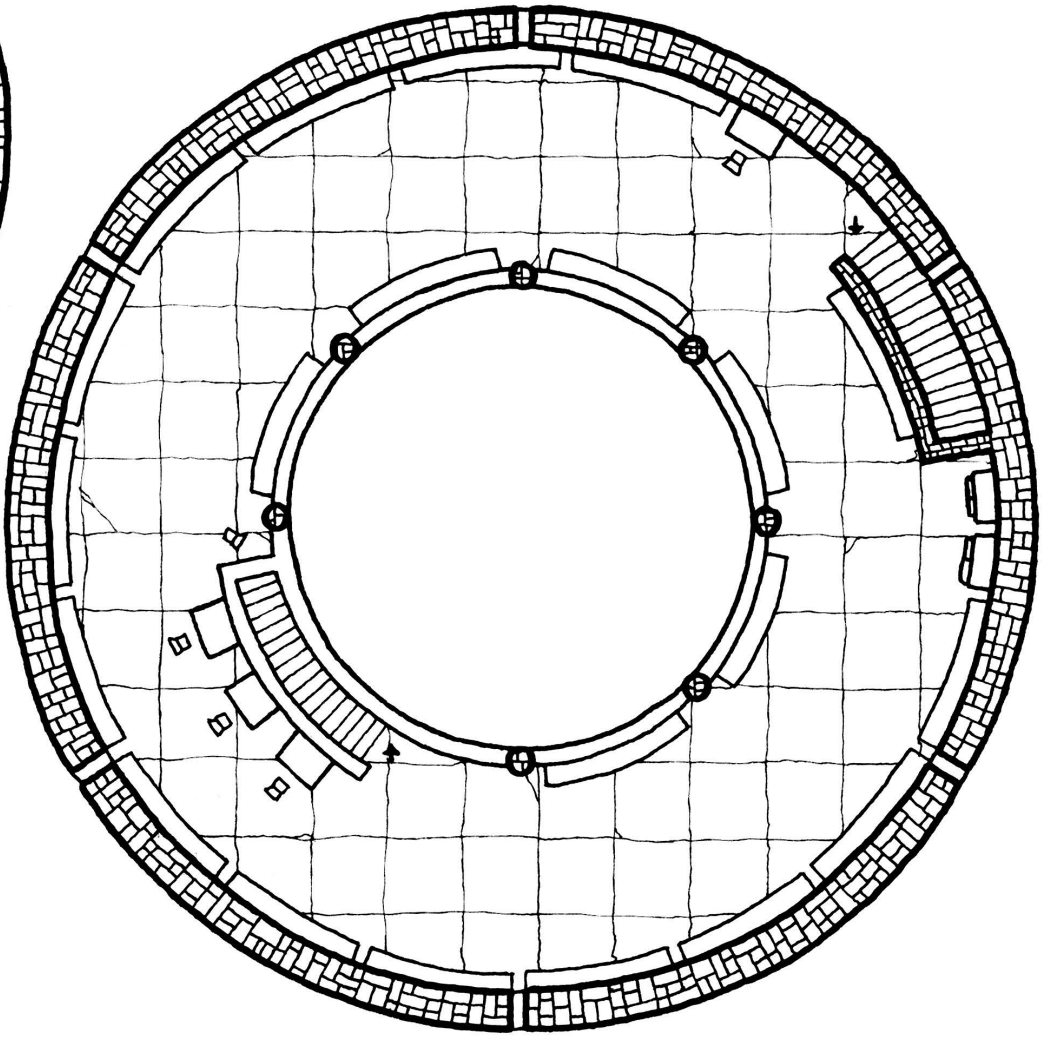
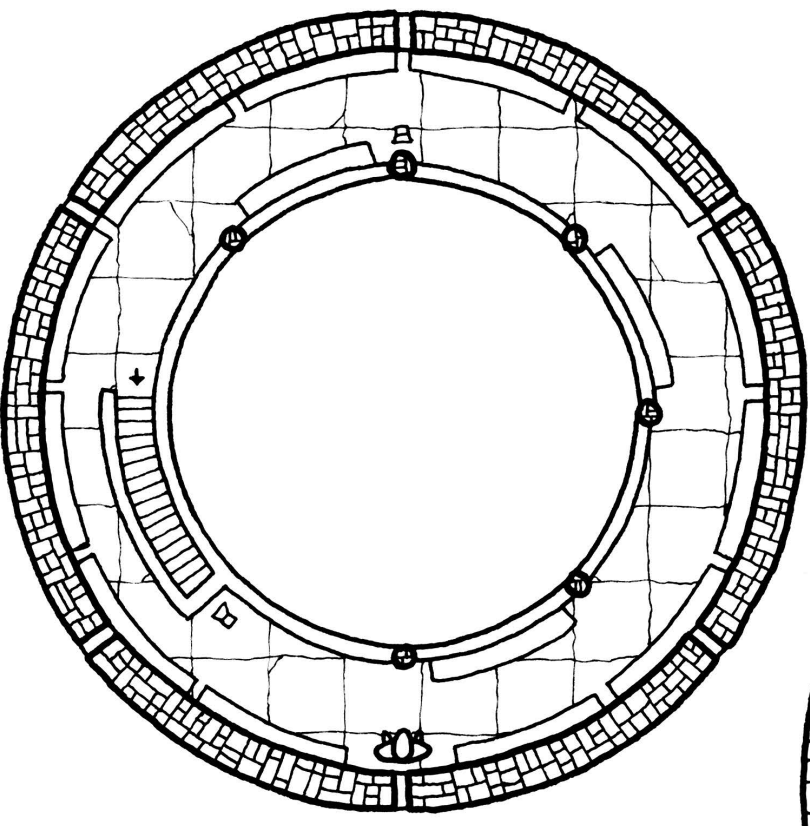


- 1 - GUARDHOUSE
- 2 - LOWER COURTYARD
- 3 - SCHOLARS' QUARTERS
- 4 - VISITING SCHOLARS' QUARTERS
- 5 - STUDY ROOM
- 6 - LECTURE HALL
- 7 - SHRINE
- 8 - UPPER COURTYARD
- 9 - PRIVIES
- 10 - BATH
- 11 - DINING HALL
- 12 - KITCHEN
- 13 - STORAGE (FOOD)
- 14 - ENTRY HALL
- 15 - HEAD LIBRARIAN'S OFFICE
- 16 - READING ROOM
- 17 - SCRIPTORIUM
- 18 - STORAGE (WRITING SUPPLIES)
- 19 - MAP COLLECTION
- 20 - RELIGIOUS WORKS COLLECTION
- 21 - MEETING ROOM
- 22 - ATRIUM
- 23 - MAIN COLLECTION (HISTORY AND PHILOSOPHY)
- 24 - MAIN COLLECTION (MATHEMATICS AND ENGINEERING)
- 25 - MAIN COLLECTION (ASTRONOMY AND MEDICINE)



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THE GREAT LIBRARY



THE GREAT LIBRARY

- The Great Library is a large, prestigious library with facilities for research and teaching, a scriptorium for the copying of books, and living quarters for resident scholars and visiting academics.

It is strongly inspired by the historical Great Library of Alexandria.

- Alexandria's library was built largely for prestige. Their vast collection of books and documents was acquired not only by seeking them out for purchase, but also by requiring every person in the city to hand over any books they owned, then copying and returning them. They also required ships passing through to hand over any books they possessed.

- The library's enormous collection attracted quite a few famous philosophers, mathematicians and other scholars to the city.

- Its construction was ordered by the Pharaoh Ptolemy II. Fun fact: he had three kids. With his sister.

- The Library of Alexandria was part of a larger temple complex dedicated to the muses, the goddesses of science, art and literature. This is the reason behind the groups of three statues in various places around the building. In a Forgotten Realms campaign, these might represent Oghma, Deneir and Milil instead (deities of knowledge and the arts).

- Some possible uses for this map:

- Upon arrival in an unfamiliar city, the guards confiscate an important book from the party (e.g. the wizard's spellbook). After asking around town, they find out that the book has probably been taken to the library, where they must break in to retrieve it.

- A researcher at the library is there against his or her will. The party must rescue them in order to gain information about... you know, important stuff.

- The party has to break in to steal a book. Or maybe a map. Simple.

- Send the players to burn it down. Take that, books.

