

BINDER SAFEHOUSE

Pactmakers tend to gather and lodge within their own houses, just as individuals of other professions do.

In societies where pactmaking is popular, houses often cater to narrow interests such as devotees of a particular constellation of spirits. Such houses may be highly advertised and open to all who hold interest. Or houses may be private and exclusive with membership by invitation only.

In societies where pactmaking is less common or meets with disapproval, houses tend to be nondescript or even camouflaged to act as safe areas for binders. Such houses are well-defended and often host secret rooms and similarly unusual design elements.

Map 10-1: Binder Safehouse describes lodging for binder characters. The entries below describe the safehouse's main areas.

1. Entry

The main entryway is secured with a heavy iron door that occupants can bar from the inside. Visitors indicate their presence by ringing an outside bell. A guard in the Watch Tower can hear the bell and spy on visitors from his high position. Visitors who use the correct sign gain entry.

The entryway is 10 ft. wide, 20 ft. deep and 30 ft. high. To the left is a set of heavy oak doors. To the right is an unadorned entrance into a maze-like pathway. A successful Spot check indicates arrow slits 15 ft. up on the left side. Sentries in the Watch Tower can observe and target visitors.

2. Guarded Maze

This is not a true maze; rather, a series of angled walls slow assailants and ensure that visitors cannot easily see what lies beyond as they deal with guards. Typically, two or three guards come from the Office when they hear the main bell or the voices of visitors. When trouble is expected, guards man a wooden table toward the end of the maze. They search visitors there for weapons.

The maze ends with plain oak doors to the left and right and a wide staircase leading down. The right door leads to the Office. The left door is locked and leads to a storage area and armory.

3. Watch Tower

This 10 ft. x 10 ft. room on the 2nd floor has narrow windows facing outside and arrow slits overlooking the entry. A bell alerts the watchman to visitors. Crossbows sit loaded and ready for use against trespassers. Watchmen enjoy almost total cover as they fire. A ladder leads to a third floor of the tower, where one may enjoy a fine view of the surrounding neighborhood.

4. Office

First-time visitors and those seeking aid or trade come to the office. The room is 10 ft. wide x 30 ft. long. There are no windows. Instead, *continual flame* sconces illuminate the room. Prisoners are detained here.

5. Assembly Area

Double doors lead into a spacious assembly area. It is a five-sided chamber approximately 40 ft. x 50 ft. with a 30 ft. high ceiling.

The area is mostly clear with a 15-ft.-diameter pact seal inscribed into the floor. The seal is of a popular 1st- or 2nd-level spirit. Up to 8 characters at once can bind the seal's spirit at the same time. The seal also acts as a boundary line during arena-style combat. And on feast days, a long dining table is set here.

A 30-ft.-long, 10-ft.-wide recess holds a plethora of binder books. Anyone is free to use these mundane books. A search will find chalk and other pactmaking accoutrements.

A fountain provides refreshing water. Up to once per day, drinking provides the benefit of a *cure light wounds* spell.

There are crates and random equipment. The assembly area accommodates storage overflow.

Approximately 15 ft. above the floor within a 5-ft.-square recess is an eldrich orb (page 208). In addition to the base statistics and abilities, the orb may use the following spells: *analyze pact spirit*, *bolder binding*, *conceal pact magic*, *dismiss pact spirit*, *greater augur pact*, *last impression*, *remove malady* (2 charges). Spells are caster level 9th and cost 1 charge unless stated otherwise.

A successful Spot check reveals slit-like windows along several walls. The slits afford a view from the 2nd floor hallway and from the Private Lab on the 3rd floor.

6. Lodging

The lodging area consists of a 90-ft. x 10 ft. hallway. The hallway leads to the Watch Tower, a privy, and five bedrooms. Bedrooms are approximately 10 ft. x 12 ft. Each has a narrow window, a spacious bunk bed, and a chest, desk or other furnishing. A bunk holds two people comfortably or four people in emergencies. One room with two bunks is reserved for larger parties and travelers with nonbinder companions. In total, the safehouse holds 12 to 24 people at any one time.

A door bisects the hallway. Defenders lock the door in emergencies and at night.

7. Commons

This 20 ft. x 20 ft. chamber hosts tables for eating and socializing and racks for equipment. Behind a heavy iron chest is a concealed puzzle portal that acts as a *dimension door* to the Private Lab.

A communal kitchen with a fireplace for cooking adjoins the common area.

8. Private Lab

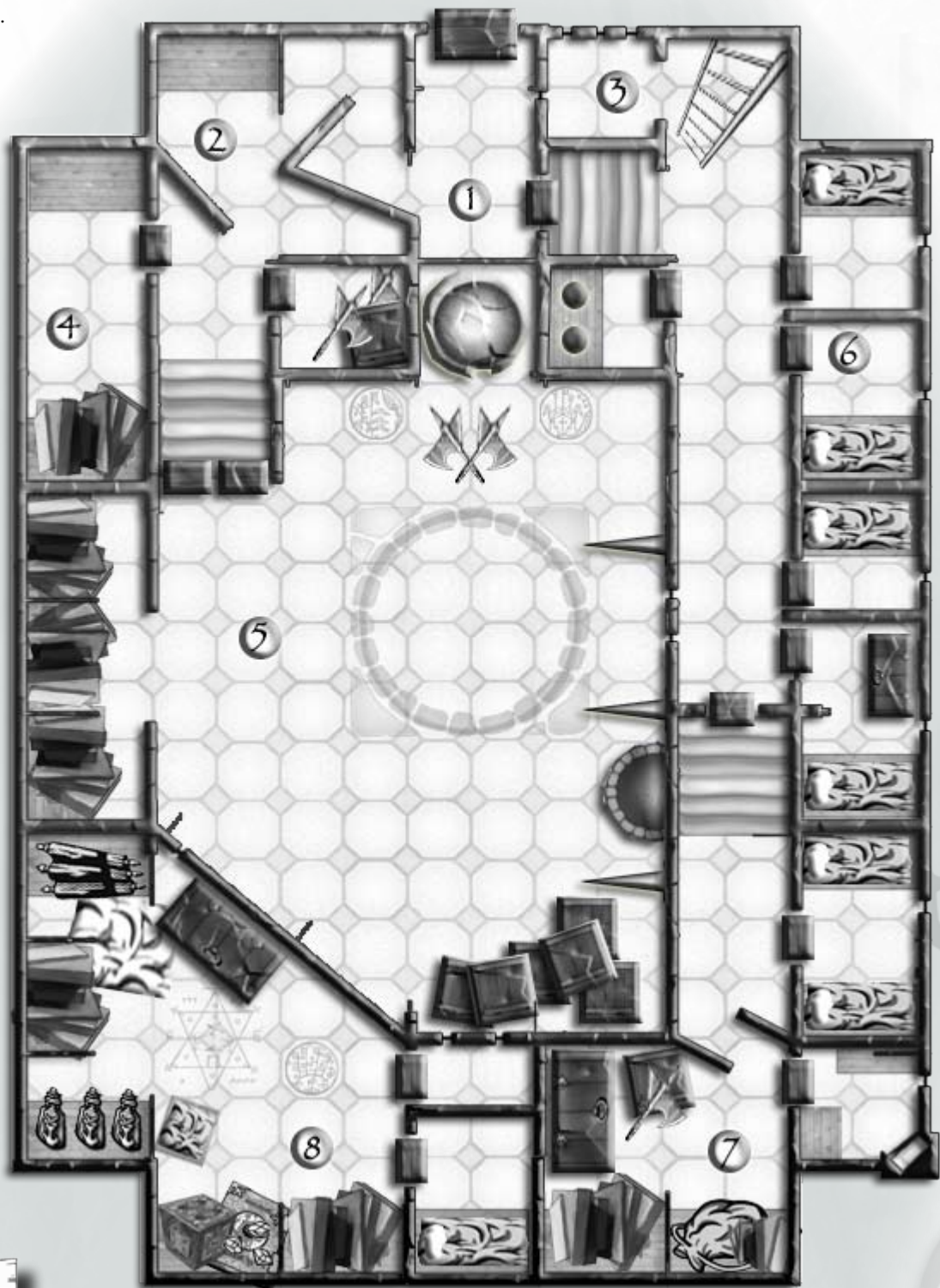
This 30 ft. x 30 ft. chamber and its two adjoining rooms are home to the safehouse's leader (or leaders) and numerous items of value such as potions, scrolls, puzzle boxes and gnostic books.

A slit in the wall affords a view of the Assembly Area below. A set of controls allows a character to quietly *message* the orb in the Assembly Area.

A small font transforms an imbiber into a tiny owl or similar winged creature for 7 minutes. This form fits through a tiny chimney in the ceiling that leads to the rooftop.



Scale: 1 tile = 5 ft. x 5 ft.



- 1. Entry
- 2. Guarded Maze
- 3. Watch Tower
- 4. Office
- 5. Assembly Area
- 6. Lodging
- 7. Commons
- 8. Private Lab

MAP 10-1: BINDER SAFEHOUSE