

## Angus Keep: Fan-Created Maps for the Eamonvale Campaign Setting

*The Eamonvale mini campaign setting is featured in the Necromancer Games adventure module *The Grey Citadel* by Nathan Douglas Paul. Eamonvale is located in a mist-shrouded mountain range with incessant precipitation.*

After the release of *The Grey Citadel*, several buyers were disappointed that the keep, so fabulously illustrated by David Day on the module's cover, was not described or mapped within. Limited by space, it was decided not to fully detail the keep because few events that were central to the plot take place there, and the odds that a party would venture very deep within its walls were slim. However, outcry was sufficient that Necromancer Games Forum member and Dark Loch contributor Brother Weasel rose to the occasion and warmed up his Photoshop skill, resulting in eight detailed maps of the keep's interior.

Firstly, the mapping project does not reflect the details presented in the cover art. Fantastic though it is, it does not represent the designer's original concept of the keep. These maps were produced from the original campaign maps, which are largely historically accurate in terms of period architecture and design principles. Certain creative liberties were taken, of course,

but the layout of the Angus keep is based on medieval European castles.

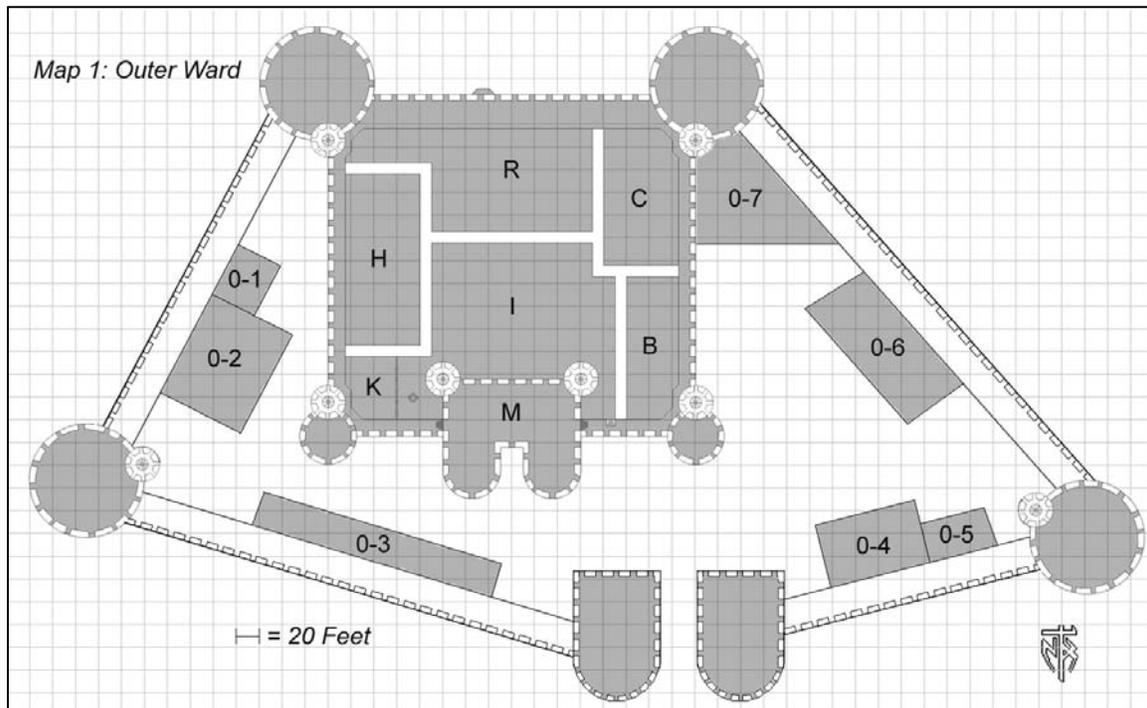
Secondly, the details have been left deliberately vague. Areas have been described in purpose, but no NPCs, treasures, traps or décor have been developed... this is left to the individual DM to do. To facilitate this, a word document of the following area descriptions has been included with this bundle to facilitate editing by the DM.

### The Outer Wall

The Outer Wall of the Angus Keep is manned in much the same way as the city walls. Refer to the Mist Watch entry in the NPCs Appendix in *The Grey Citadel* for stats for Mist Watch Lookouts and standard City Patrols and Night Patrols. The gatehouse of the keep is the only area of the keep described in *Citadel*, as it was a potential meeting site for the party and the lords of the city. Refer to Area K in *The Grey Citadel* for details on the keep's outer gatehouse and profiles for the units of soldiers that guard it.

### Location O: Outer Ward

The Outer Ward of the Angus Keep is largely dedicated to the quartering of the elite Clan



Guard units of the Mist Watch. The walls of the outer keep are accessed from here, and the parade ground is used for drills and the assembly of large bodies of troops. In addition, several buildings provide services for the Eamonvale's elite soldiery.

#### **Building O-1: Smithy**

A small smithy sits behind the armory, its purpose to maintain the weapons of the elite Clan Guard at all times, and those of the entire Mist Watch in time of siege. In addition, its smiths produce items for the Angus brothers and their retainers ranging from horseshoes to masterwork manacles. The most talented dwarven smiths, culled from the apprentices at the city's great Ironworks, staff the smithy.

#### **Building O-2: Armory**

The armory building dwarfs the forge in its shadow, as it must be large enough to hold reserve arms and munitions to provide for the defenders of the castle in the case the city itself is lost to siege. The weapons of the Clan Guard are stored here, as are enough polearms, hand weapons and longbows to equip several large units of conscripted troops. Ballistae, oil, great stones and other instruments of defense are stored here as well, ready to be rushed onto the walls. Also present are two dismantled trebuchets capable of flinging stones across either fork of the River Eamon, as well as several smaller catapults. The building is always supervised by a unit of Clan Guard and staffed by officers of the Watch and a number of boys who aspire to join the city's military forces. A heavy guard is always posted outside.

#### **Building O-3: Stables**

This long wooden building holds the horses of Dun Eamon's elite cavalry. This is a fairly small unit usually reserved for escort duty, important courier missions and high-speed deployment to trouble spots on the frontier. Also housed here are the horses of the Angus family, their advisors and guests. The stables are staffed by young men and women from the city's orphanages under the watchful eyes of the Angus clan's chief grooms and breeders.

#### **Building O-4: Mess**

This building is the site of food preparation and consumption for the dozens of Clan Guard soldiers stationed within the keep's walls. The meals are overseen by accomplished cooks, but

most of the scullery work is provided by off-duty soldiers. Unlike the kitchens of the Mist Watch garrison in the city, these soldiers are not incompetents, lie-about or disgruntled insubordinates, as the Clan Guard has few of these... they are merely comrades taking their required turn at an unfavorable task.

#### **Building O-5: Officer's Quarters**

The officers of the Clan Guard live and dine in the smaller building next to the Mess Hall. These men are career soldiers all, and are fiercely loyal to their lord and land. Many of them have worked their way up through the ranks of the Mist Watch and Clan Guard. Some are charismatic leaders, some brilliant tacticians, some skilled artilleryists and still others are experienced instructors in the arts of war, but any and all are ready to lay down their lives in defense of Eamonvale.

#### **Building O-6: Barracks**

The Clan Guard is the elite branch of the Mist Watch whose duties include providing escorts for the rulers of Eamonvale and visiting dignitaries, honor guards at official functions and both covert and overt security measures within the Keep. Most of the men rose to the rank of Sergeant in the Mist Watch before joining the Clan Guard, while the mounted units consist of veteran Outriders and Wardens with years of service in the valley. Some members are the sons of distant lords and other long-time allies of the Angus clan, but the vast majority is composed of commoners raised from the ranks of the Watch. They occupy a huge multi-story barracks complex opposite the Armory.

#### **Building O-7: Granary**

Lord Angus always maintains extensive stores of grain and other foodstuffs. The city has weathered sieges and hard winters, and neither is ever far from the minds of city planners. The granary is a vast warehouse of non-perishables to provision the defenders of the Keep in the case of prolonged war, and the people of the city in the case of poor crops or late springs.

#### **Building M: Main Gate**

The main gate is the only publicly known access to the Angus Keep. All goods and personnel needed for the keep's operation pass through it, and it is the central point of defense in times of war.

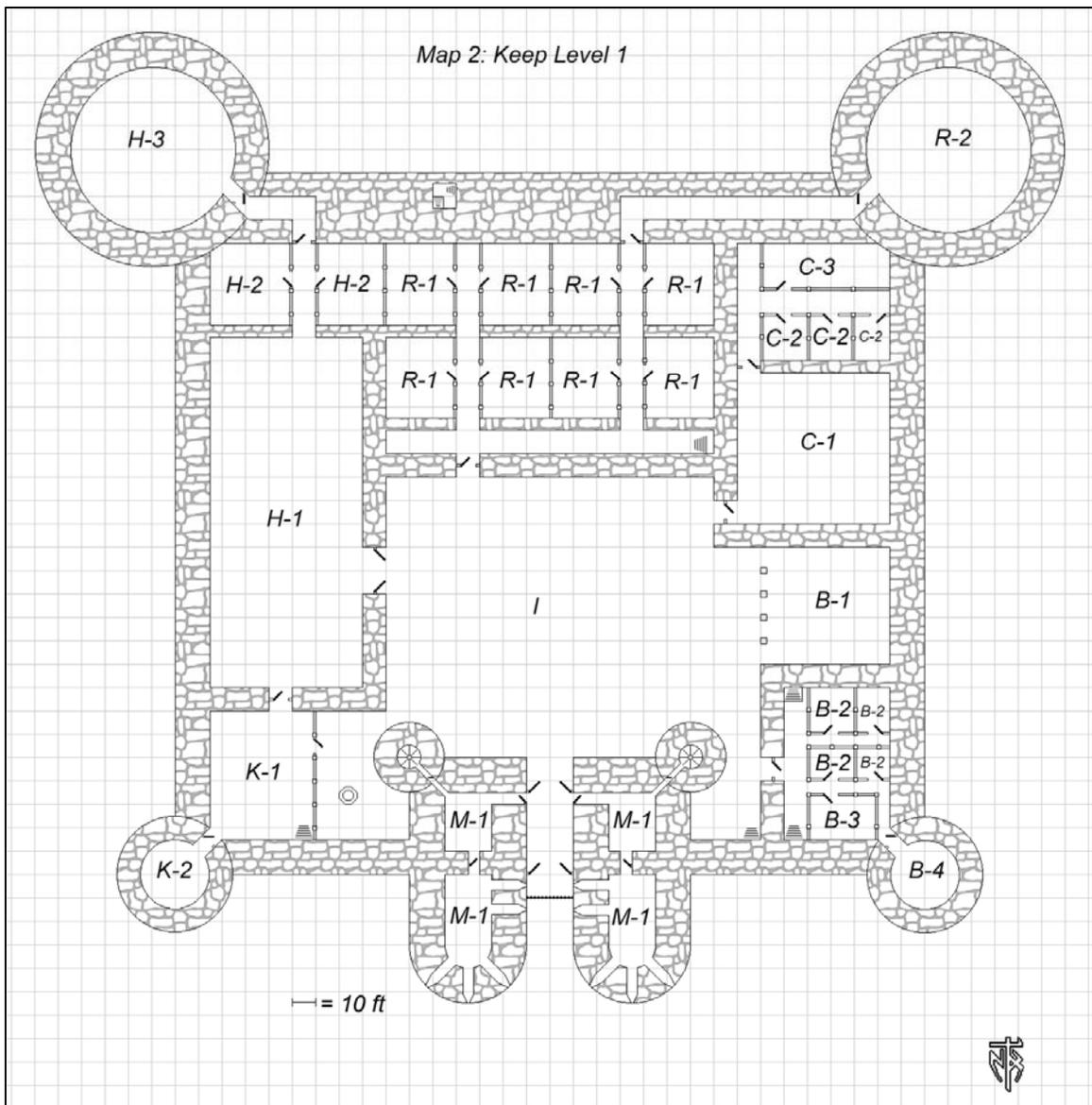
**Area M-1: Gatehouse Level 1**

The ground floor of the gatehouse grants entry to the inner ward via a narrow corridor protected by two portcullises with reinforced double doors between them. The area between the first portcullis and the double doors is directly below the murder holes on Level 2. Beyond these obstacles, a narrow doorway opens off each side of the corridor; these may be barred from within. These doors grant access to small antechambers, each of which has a door to the forward chamber and access to the rear towers and their spiral staircases. These doors are under armed guard whenever the doors and portcullises are open. The forward chambers have arrow slits covering the approach to the gatehouse as well as the outer

portion of the main corridor. The spiral stairs ascend to the upper levels of the gatehouse.

**Area M-2: Gatehouse Level 2.**

The second level of the gatehouse is accessible only by the spiral staircase from the level below, which continues upward to the next level as well. The stair corridor leads to a small antechamber with a single door leading to the forward chamber; this door may be barred from within. In the forward chamber, arrow slits cover the approach to the gatehouse as well as the outer portion of the main corridor. A small corridor connects the two forward chambers and gives access to the murder holes, which target the main corridor below.



### **Area M-3: Gatehouse Level 3.**

The upper level of the gatehouse is accessed by the spiral staircase from below, which continues up to the observation towers on Level 5, but not to Level 4, as that level may be accessed from the parapet walk and the courtyard below. There are no subdivided rooms on this level, only extensive arrow slits providing firing positions onto both the approach to the gatehouse and the inner ward of the keep. Even in peacetime, a cache of longbows, crossbows and ammunition is stored here.

### **Area M-4: Gatehouse Level 4.**

This is the flat stone roof of the gatehouse building. It cannot be reached from the lower levels of the gatehouse, only by short flights of stairs from the parapet walkway. It is an ideal platform for ballistae and other war machines, and has a commanding view of the city and the fords.

### **Area M-5: Gatehouse Level 5**

Only the towers and their spiral stairs reach this high. The towers provide a high vantage point for lookouts and an advantageous position for ballistae. The observers in the towers also act as spotters for ballistae and catapults positioned on the roof of the gatehouse below (Area M-4).

## **Location I: Inner Ward**

The courtyard of the inner keep is kept fairly clear to facilitate movement of troops and personnel. Upon entering from the gatehouse, the stable and barracks building are on the immediate right, with the chapel further down the right side. The kitchen entrance is on the immediate left, with the double doors of the great hall dominating that side of the courtyard. Opposite the gatehouse is the residence hall. All are cut from the same grey stone that dominates the city, and dripping gargoyles trail green moss from the eaves of the slate roofs.

## **Building K: Kitchen.**

The kitchens supply food for everyone who lives within the keep, from lords to laborers.

### **Area K-1: Kitchen Level 1.**

The main room of the kitchen may be reached from the inner ward of the castle or from the great hall. It contains all the necessary stores and facilities to prepare everything from small meals

to banquets and travel provisions. These include two large fireplace hearths with iron cranes for kettles and cauldrons, a massive spit and adjacent ovens. Also present are stone sinks fed from cisterns on the roof, long preparation tables and extensive kitchenware. A door opens to a stooped corridor leading to the base chamber of the tower. A narrow staircase leads to the upper level of the kitchen building.

### **Area K-2: Kitchen Tower Storage.**

This low round chamber is dark and cool, making it ideal for storage. The kitchen staff keeps all manner of dry goods stockpiled here. There is no access to the upper tower from here.

### **Area K-3: Kitchen Level 2.**

The upper level of the kitchen building holds a number of cramped apartments for the kitchen staff; only the chief cook has his own quarters. Also lodged here are the saucier, pastry chef, butcher and several assistants. The scullery servants share extremely crowded quarters.

## **Building H: Great Hall**

This is the largest building in the inner keep. Beams of heavy oak span its lofty ceiling, and rich tapestries cloak the stone walls. Massive fireplaces provide heat and supplement the light given off by the great clusters of torch sconces trailing black soot up the walls. The Angus clan meets with petitioners, dines with foreign dignitaries and holds celebratory feasts here. The room, lit during the day with wintry light from high windows, is usually fairly bare except for three high-backed leather chairs on a slightly raised platform opposite the doors. The central chair, that of Arb Angus, the ruler of Eamonvale, is more worn than the others, as his brothers Bron and Cael spend most of their time at the watch garrison and at the Temple of Fortitude, respectively. In preparation for large gatherings, long tables are brought in to fill the room from end to end.

### **Area H-2: Great Hall Storerooms.**

At the rear of the Great Hall is a corridor leading to two storerooms. These hold the tables, chairs, tapestries, torches, firewood and the great casks of ale and spirits needed to provision the Hall when it is at full capacity.

### **Area H-3: Great Hall Tower Storage.**

The hallway leading from the Great Hall terminates at the door to the storeroom in the

base of the tower. This is officially used as overflow storage for the keep, but just as often it is given over to the servants of visiting heads of state as lodging so that they may be near their masters calling on the Angus court. On occasion, the room has been allocated for the exclusive use of groups in the service of the Lords of Eamonvale; thus a party of adventurers in high favor might lodge here.

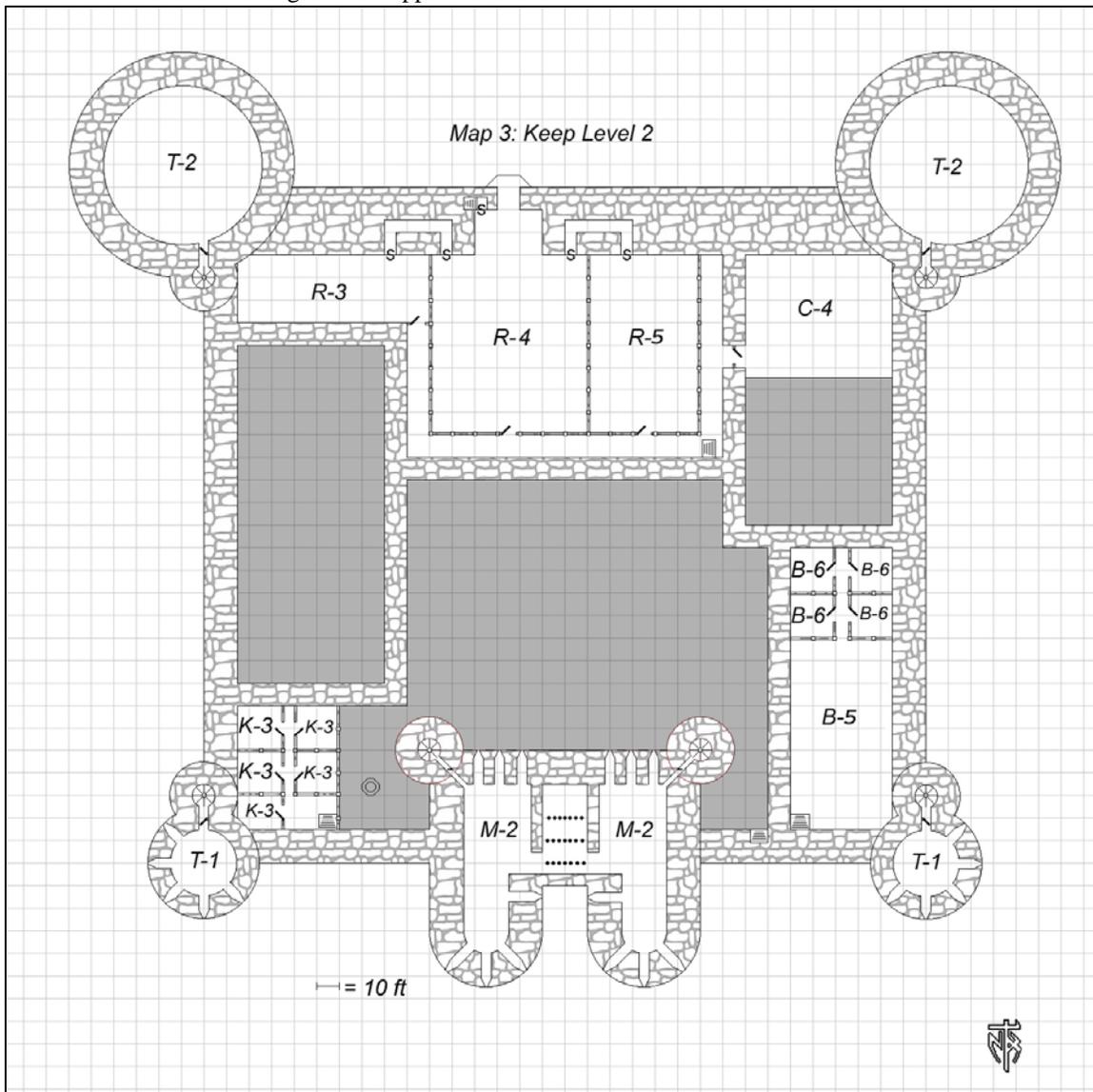
### Building R: Residence Hall

The residence hall is only slightly smaller than the great hall, and boasts numerous apartments of varying sizes. The lower level of the building is used to host visiting dignitaries, relatives and some long-term servants, such as Semerion, the Chief Steward to Lord Angus. The upper floor

has larger chambers for each of the brothers.

#### Area R-1: First Floor Quarters

The lower floor of the residence hall is dominated by spacious apartments measuring just over 30 feet square, although they have been subdivided in time past to provide smaller quarters. Usually, each is furnished with a canopy bed, wardrobe, sideboard and writing desk, as well as the requisite chamber pot and washbasin stand. Other uses have included service as a study, dressing chamber, library, museum and numerous other purposes. Semerion has his quarters here, where he may minister to the needs of (and supervise the activities of) anyone who might be a guest of the Angus clan. If a character serves the Lord of Eamonvale in



some exceptional capacity, they might be rewarded with permanent quarters here, where Lord Angus can easily confer with them of matters of concern. Near Semerion's room, a stair grants access to the second floor, where Arb, Bron and Cael have their chambers.

### **Area R-2: Tower Quarters**

One of the corridors of the residence hall leads back into the deepest corner of the Angus keep. The room at the base of the large rear tower is 70 feet in diameter. This chamber is reserved for extremely important guests, or possibly for more unique purposes. In the past, it has served as an alchemical laboratory, a private menagerie, a harem, a counting house and a training room for the arts of war.

### **Area R-3: Cael's Quarters**

Nearest to the stair is the first of the family's apartments. The private chamber of Cael Angus is tastefully but sparingly appointed. The motifs are largely religious in keeping with his position as Master of the Temple of Fortitude, but this room is rarely used; Cael spends most of his time at the Temple. This room is connected via secret passageway with Area R-4, the chamber of his brother, and is also the closest to the family chapel in Area C-4.

### **Area R-4: Arb's Quarters**

The largest chamber on the second level of the residence hall is customarily the quarters of the Lord of Eamonvale. Its central location allows the Lord to be flanked by bodyguards or trusted advisors, but Arb Angus has chosen to place his brothers on either side. Arb's room is not regally decorated, as would befit the ruler of the valley, but is instead equipped much as a hunting lodge would be, with bearskin rugs and trophies on the wall. Two secret passages connect this chamber with those adjacent to it, and a balcony opens onto the inaccessible castle wall that overlooks the twin waterfalls. A hidden stair descends to an unused cell in Area D-2 of the dungeon, and continues down from there to Area G-1 of the secret grotto used only for the most sensitive meetings and visitors.

### **Area R-5: Bron's Quarters**

Like that of his younger brother Cael, Bron Angus' quarters see less use than those he keeps at the Mist Watch garrison in the city. His room is appointed in a functional military manner and decorated with weapons and armor collected

during his mercenary service as a younger man. His library is extensive and composed of tactical manuals and personal memoirs of great kings, generals and tacticians. He also keeps his personal arsenal here-- a variety of exotic weapons, many of which were crafted to his specifications and can only be wielded effectively by him. A secret passage connects this room to Area R-4 next door.

## **Building C: Chapel**

The Temple of Fortitude is a fixture in the life of Cael Angus, and the God of Strength is therefore of central importance to the brothers and their rule, but it was not necessarily so in previous generations. The small chapel complex built into the original keep has been consecrated several times to several different deities, although most frequently to the God of Strength. Those Lords of Eamonvale without a member of the clergy in their immediate household have traditionally used the chapel to keep a close connection to their faith and that of their people. In Cael's generation, the chapel sees less of the brothers than it did of previous lords, as Arb and Bron more commonly approach the Temple of Fortitude as would any citizen.

### **Area C-1: Chapel**

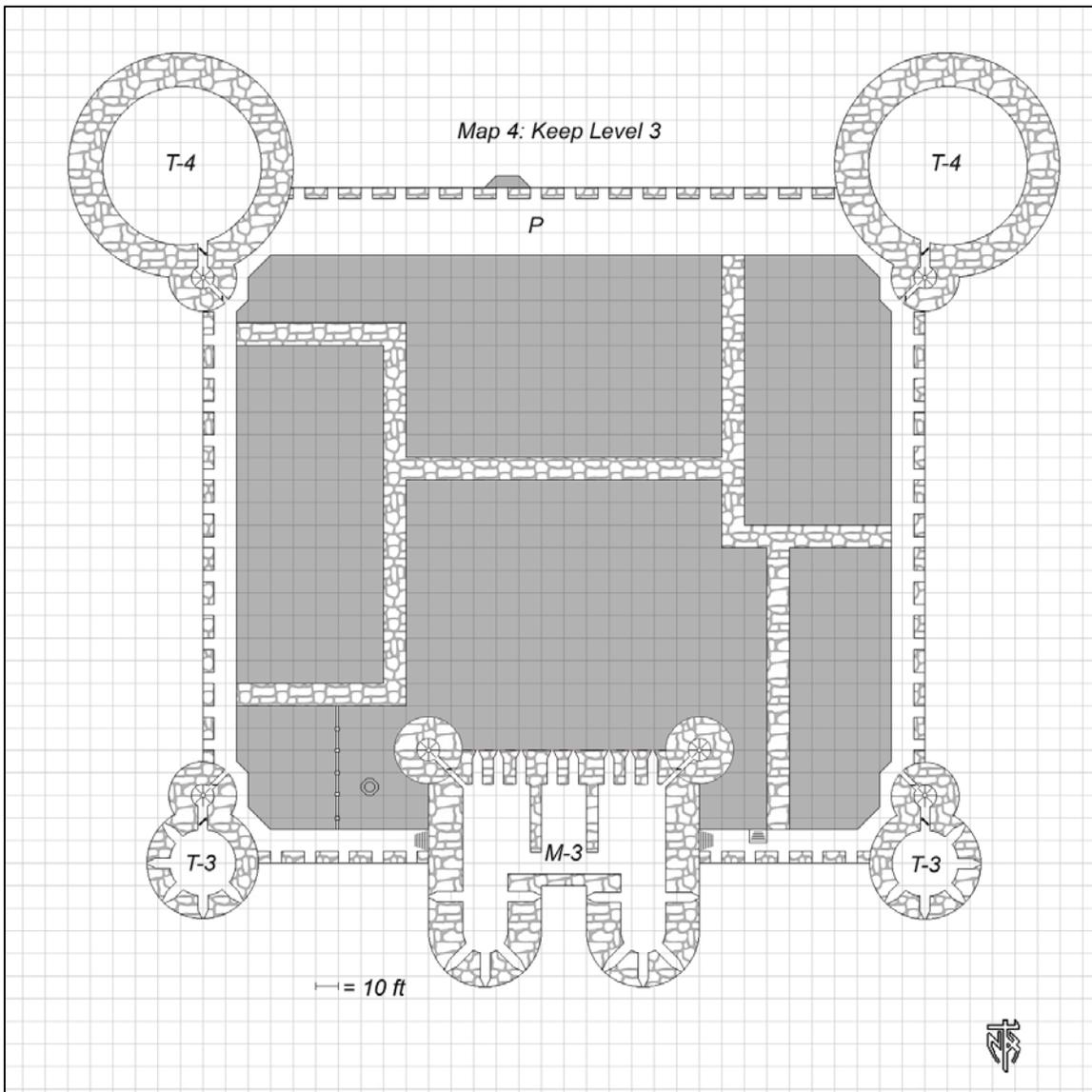
The keep's chapel to the God of Strength may see little use, but it is well kept by a pair of trusted acolytes. Cael performs family services here occasionally, but the chapel's primary use is for complex divinations and other rituals pertaining to the rule of Eamonvale and deemed too sensitive for the Temple of Fortitude.

### **Area C-2: Storage Chambers**

In these rooms are stored the various trappings of ceremony for the Cult of Strength, which are few and simple given the asceticism practiced by the worshippers. Candles, tapestries, sculpted stone figures and ceremonial dress are stored here in neat wooden cases. Also kept on hand is a stock of healing supplies, both magical and mundane, to supply the infirmary (Area C-3). Relics of the faith of previous lords are stored here as well, all of them representing good deities.

### **Area C-3: Infirmary**

This room contains a series of sturdy wooden beds divided by linen curtains, as well as a stone slab that serves as both operating table and altar



when a severe injury requires both faith and skill to mend. This infirmary sees service only rarely, when a family member or close friend or ally is in need, but in times of siege, provides the nerve center for a medical facility that expands to occupy the entire chapel complex.

**Area C-4: Private Gallery**

This raised gallery looks out on the chapel floor, providing a commanding view of the ceremony to elite attendees. In the reign of Arb Angus, who frowns on courtly pomp, this gallery is little used, but in the past it has presided over coronations, promotions, weddings and other sensational affairs.

**Building B: Barracks**

A smaller barracks is located adjacent to the chapel. While tiny compared to the Clan Guard barracks in the Outer Ward, it serves a more important strategic purpose. In the event of a siege, it becomes the command center for the entire Mist Watch, and during times of peace it is the headquarters of all special operations for Lord Angus, including intelligence, foreign dispatches and other high security interests. If an adventuring party is summoned to the Angus Keep for any sort of informational meeting, it likely takes place in the barracks conference room.

**Area B-1: Royal Stables**

This small stable houses the exquisite mounts of the Angus clan and their inner circle. Each of

the brothers keeps a swift, elegant riding horse and a smaller, sturdier mountain horse, and Arb and Bron keep powerful warhorses as well. Another section of stalls houses a group of the best and fastest horses bred on the plains below the valley, kept for courier use or occasionally as a gift for a loyal servant of Eamonvale. The horses are tended by the Angus' master groom and a couple of young men with dreams of cavalry and glory.

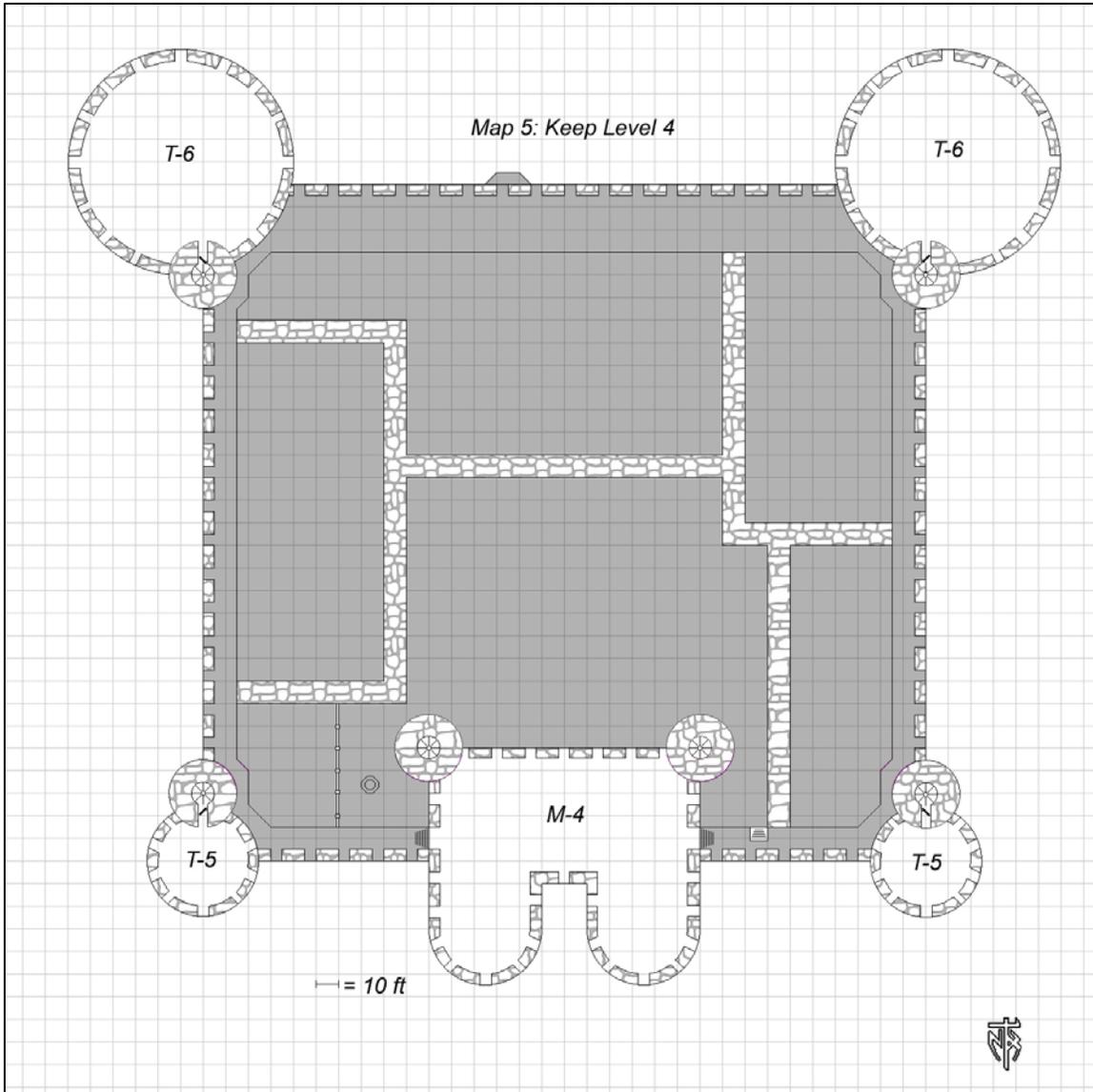
**Area B-2: Operations Rooms**

These small chambers serve as briefing rooms for officers of the Clan Guard and small parties of specialists, such as escorts and messengers. Watch captains make their reports here, as do patrols returning from special dispatches. Parties

of adventurers under contract to the Lord of Eamonvale may find themselves briefed here, should their mission warrant a visit to the keep. Each is well stocked with maps of the region in various levels of detail, a wide table and chairs and a small writing desk for the issuing of writs and orders.

**Area B-3: Armory**

This armory is a smaller version of the great Clan Guard armory in the Outer Ward. All the arms of the Clan Guard are here in multiple, as are a number of specialty weapons such as mancatchers, repeating crossbows and alchemist's fire. A vault of assorted poisons is stored here, although Arb and his brothers frown on its use. A handful of siege weapons are



present as well, mostly ballistae and light catapults, with which to defend the inner walls if necessary.

#### **Area B-4: Conference Room**

The conference chamber is dominated by a large map of Eamonvale on the wall and a heavy oak table on the floor. An enormous antler chandelier lights the chamber. Strategic discussions between the Angus brothers and their principle officers take place here, as do any large-scale briefings, such as when Arb addresses large groups of his Outrider Wardens, or all of his sanctioned Woodsmen.

#### **Area B-5: Barracks**

This small barracks houses a single unit of Clan Guard in order for them to be as close as possible to their Lord. At any given time, one half of them are sleeping in the barracks, working in the armory or across the Inner Ward at the kitchen. The other half of them are on active duty on the walls or in the passages of the inner keep. Any man on duty here has a dagger or small hand weapon at all times, even when at rest, and other arms stand ready in the nearby armory.

#### **Area B-6: Officer's Quarters**

Officers on active duty with the Clan Guard are lodged in these rooms above the stables. Only a handful of men may be found here at any given time, so driven are these elite lieutenants; most of their waking hours are spent among their command, on the walls, or in conference with Arb or Bron Angus and their strategists. Each chamber has a modest bed, washstand, footlocker and writing desk, with personal effects limited to a few grooming utensils and the precious bound memoirs of battlefield legends.

### **Location P: Parapet**

The parapet at the top of the keep's curtain wall is accessible by a single stone stair, situated just outside the barracks for ease of access and defense. The parapet, like the gatehouse, has a commanding view of the city and the fords, and in time of war it is a prime firing position for ballistae and light catapults. The parapet is manned at all times by small patrols of Clan Guard equipped with signal horns and longbows. During an assault on the keep, the parapet can hold dozens of archers shoulder to shoulder, and during a siege it can be extended with wooden

platforms to provide positions for war machines, and protected with wooden hoardings for additional cover.

### **Building T: Towers**

The towers of the keep serve the multiple purposes of storage chambers, safehouses, lookouts and firing platforms. The towers on the front corners of the keep offer a commanding view of the city and the fords, and the rear towers overlook the far banks of the River Eamon and far down the valley. In the following descriptions, they are referred to as Cityside and Riverside Towers, respectively. Each tower also has a basement chamber accessed through a different structure within the keep; these are referenced here and described in the appropriate area.

#### **Area T-1: Cityside Towers Lower**

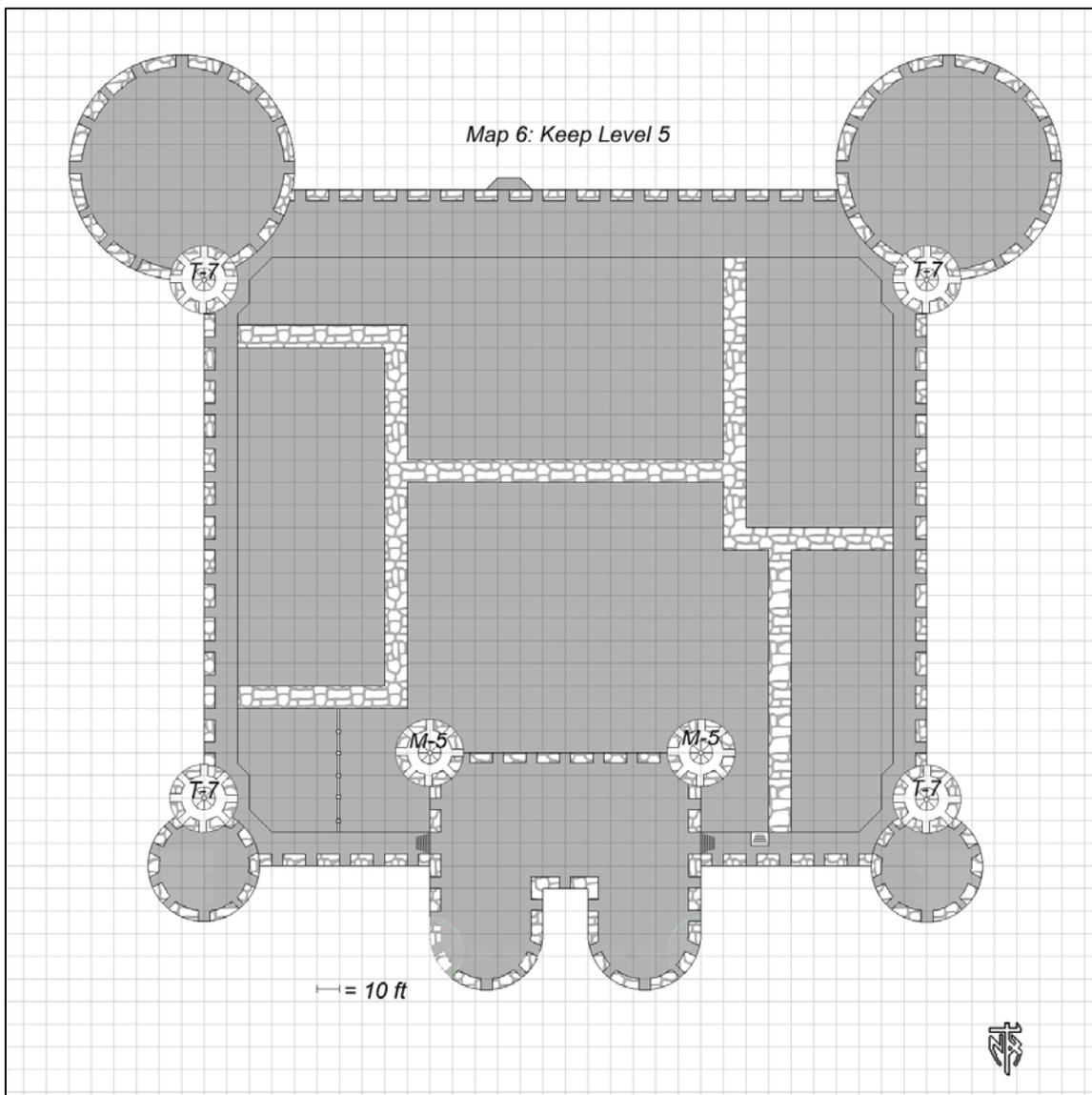
These are the lowest chambers of the corner towers to have outside access and a military purpose (the bottommost chambers, K-2 and B-4, have no arrow slits and no access to the upper levels of the tower, and are used by adjacent facilities like the kitchen and barracks). Access to the chambers is by spiral stair descending from above. The towers on the front wall of the keep look out onto the Outer Ward, and would only be of use were the main gate to be overrun. They were bricked up after several decades without a siege, but iron rings set in the mortar allow a team of men to apply a block and tackle and remove the brickwork to fire upon invaders in the Outer Ward. These preparations should be visible to any character with stonemasonry or a chance to detect traps.

#### **Area T-2: Riverside Tower Lower**

These large circular chambers, like the cityside towers, are not truly the lowest levels (H-3 and R-2 are accessed through the Great Hall and Residence Hall, respectively), but they are the lowermost chambers that can be reached from the walls above. They have no purpose in battle, and no arrow slits; in most situations, they are used to provision for a hard winter or to quarter troops or refugees in times of war, although the city has not been forced into such circumstances for many years.

#### **Area T-3: Cityside Towers Middle**

The middle level of the cityside towers holds the access door to the entire tower. The tower



stairwell may be entered from the parapet wall; once in the stairwell, one may chose to enter the middle level or ascend or descend to the tower chambers above and below (T-1 and T-5, respectively). Unlike the lower chambers of the cityside towers, the arrow slits on the middle level have been left exposed. The still do not grant a high enough vantage point to fire over the walls of the outer ward, but the light and air they permit was reason enough to leave them uncovered. Since this represents the primary access point, a guard is always stationed at the door.

#### **Area T-4: Riverside Tower Middle**

In most respects, the middle level of the riverside towers is identical in use to the lower

level, that is, storage and housing for troops. As with the cityside towers, the middle level holds the access corridor from the parapet; from the stairwell, one may ascend or descend to the upper or lower levels (T-2 or T-6, respectively).

#### **Area T-5: Cityside Towers Upper**

The uppermost levels of the Cityside Towers are used as lookouts during peacetime, and as firing positions and observation posts for large siege weapons during times of war. They can only be reached by spiral stone stairs from the lower levels of the tower. Two dozen archers, a handful of ballistae or a light catapult may occupy this ideal firing position. Also, several engineers and mathematicians can take advantage of the high vantage point and

fortifications to observe effects of siege weaponry, and to calculate ranges and weights. They use signal flags to communicate minor adjustments to the catapult and trebuchet crews on the parapet walls and in the courtyard. The citizens of the Grey Citadel know that increased activity on these towers is a potential sign of trouble.

#### **Area T-6: Riverside Tower Upper**

The top level of the Riverside Towers can be accessed by a stone stair from the lower levels. Situated at the back side of the keep, these massive towers are used for minor ceremonies during times of peace, maximizing on an astounding view of the twin falls, the forested flanks of the valley and on a rare clear day, most of Eamonvale. The Lords of Eamonvale often entertain guests on the Riverside Towers because of this, and in previous generations the towers have held semi-permanent pavilions for such gatherings. When state events such as weddings and knighting ceremonies are not performed in the chapel, they generally take place here.

In times of conflict the towers are planning posts for the Angus Clan's advisors, as they offer a clear view of the battlefield and city without compromising advantageous firing positions or putting the commanders at undue risk. In more recent times, as siege weaponry and engineering have advanced, these tower tops have been the location of massive trebuchets capable of flinging stones over the keep and city to the fords and riverbanks beyond.

#### **Area T-7: Lookout Towers**

On both the Cityside and Riverside Towers, the spiral staircases continue beyond the top level. Encased in slender towers, the stairs continue to a height of fifteen feet above the tops of the crenellated tower walls. At the top of each is a lookout tower large enough for a dozen archers, plus sharp-eyed lookouts with spyglasses. These towers are the highest point in the city and in addition to offering the best view, are also used as signal posts to communicate by flag with the outer gatehouse of the keep, the city gates and the garrison. Lords of Eamonvale have been known to spend their early morning or evening hours on these towers, watching the sun rise or set over their domain and their subjects.

### **Location D: Dungeon**

Most of the underground network of caverns and catacombs of Dun Eamon (described fully in *The Grey Citadel*) lies beneath the Market, but the Angus Keep is not without its own dank underground. Situated beneath the inner ward, the keep's dungeon is accessed via a stair just inside the Barracks (Building B). It is used for prisoners of crimes against the city and its citizens as well as political prisoners, and it holds a secret escape from the keep. The dungeon areas are simple, but could easily be expanded to include additional areas or levels, if desired.

#### **Area D-1: Guardroom**

At the base of the stair from the barracks is a guard post, which regulates traffic to and from the keep's dungeons. It is always staffed, regardless of the occupancy of the cells beneath the keep, since it also monitors outside entrances to the keep's understorey. It contains nothing but a desk, chair, small brazier and a bundle of unlit torches. The room is perpetually damp, and Dun Eamon's signature green moss clings to the walls and ceilings. A secret door conceals a narrow tunnel to the sally gate (Area D-3).

#### **Area D-2: Cellblocks**

The cellblock beneath the inner ward of the Angus Keep is a dank and gloomy place; over the decades, it has seen many life and death sentences borne by those who would consider themselves above Angus law. Two parallel corridors hold a total of thirty-two cells. Each cell is a stone cubicle ten feet on a side. The doors are of iron-bound oak, with only a small iron shutter for feeding at the base of each door. Most cells have rudimentary furnishings: a stone bench, a wooden bucket and a wool blanket. Several of them, reserved for the most deserving criminals, have nothing but a cold stone floor.

The last cell in the second corridor is never occupied. It has a secret door onto a stone stairwell that winds erratically through a fissure in the bedrock. The stair climbs into the keep itself, to a secret corridor connecting the living quarters of the three Angus brothers (Areas R-3, R-4 and R-5). It also descends for great distance before reaching the secured entrance to the family's secret retreat, a dark grotto beneath the waterfalls (Location G). The stair's connection to the dungeon grants the occupants of the residence hall access to the sally gate should the keep ever fall to siege.

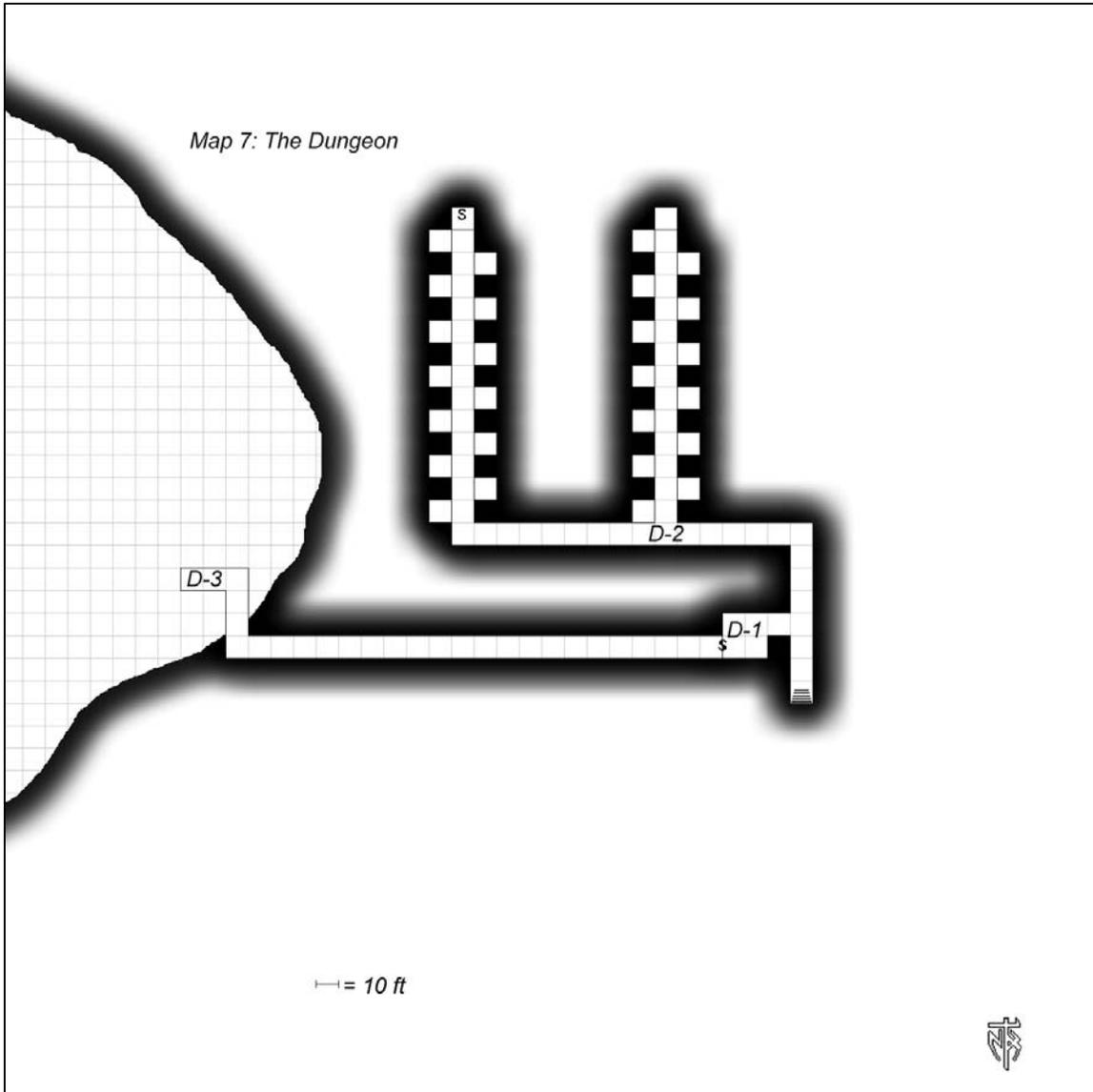
**Area D-3: Sally Port**

Deep below the inner ward of the keep is a secret tunnel reaching from the guardroom of the dungeon to a gate on the banks of the River Eamon. The tunnel is just a few feet wide at its narrowest point, and twists and winds through the dark rock. The sally port is an iron door, heavily barred from the inside against unwanted entry. It opens onto a dark cavern right at the water's edge. The cavern is curtained by dangling moss and ivy, hiding the sally port and a small stone landing. Three sturdy rowboats are overturned on the landing and chained against flood waters. The current is swift at this point in the channel, and the edge of the falls not far off; rowing to the other side is a demanding and dangerous endeavor, but could be done if the city

had fallen and the castle were in jeopardy. In the history of the keep, the sally port has been used to dispatch messengers, receive refugees and dispose of the dead, but never to evacuate the ruling family.

**Location G: Grotto**

Deep in the bedrock, far below the very foundations of the Angus Keep lies a secret grotto, hollowed by millennia of surging water and later drained and adapted by the Angus clan for use as their personal sanctum. Only the most loyal advisors know of its existence. Over the centuries, it has seen use as a shrine, prison, war room and honeymoon suite, among other uses. With the exception of the first chamber, these areas are kept dry and well provisioned. At the



DM's discretion, this area may be connected to Area 4-7 on the fourth level of the underground beneath Dun Eamon, as detailed in *The Grey Citadel*.

**Area G-1: Landing**

The long, winding stair that descends from Lord Angus' bedchambers (Area R-4) via the keep's dungeon (Area D-2) finally ends here, in a dank, natural rock chamber. Much of this room is puddled with water and obstructed by low-hanging stalactites. A rough-hewn corridor leads away into darkness towards Area G-2.

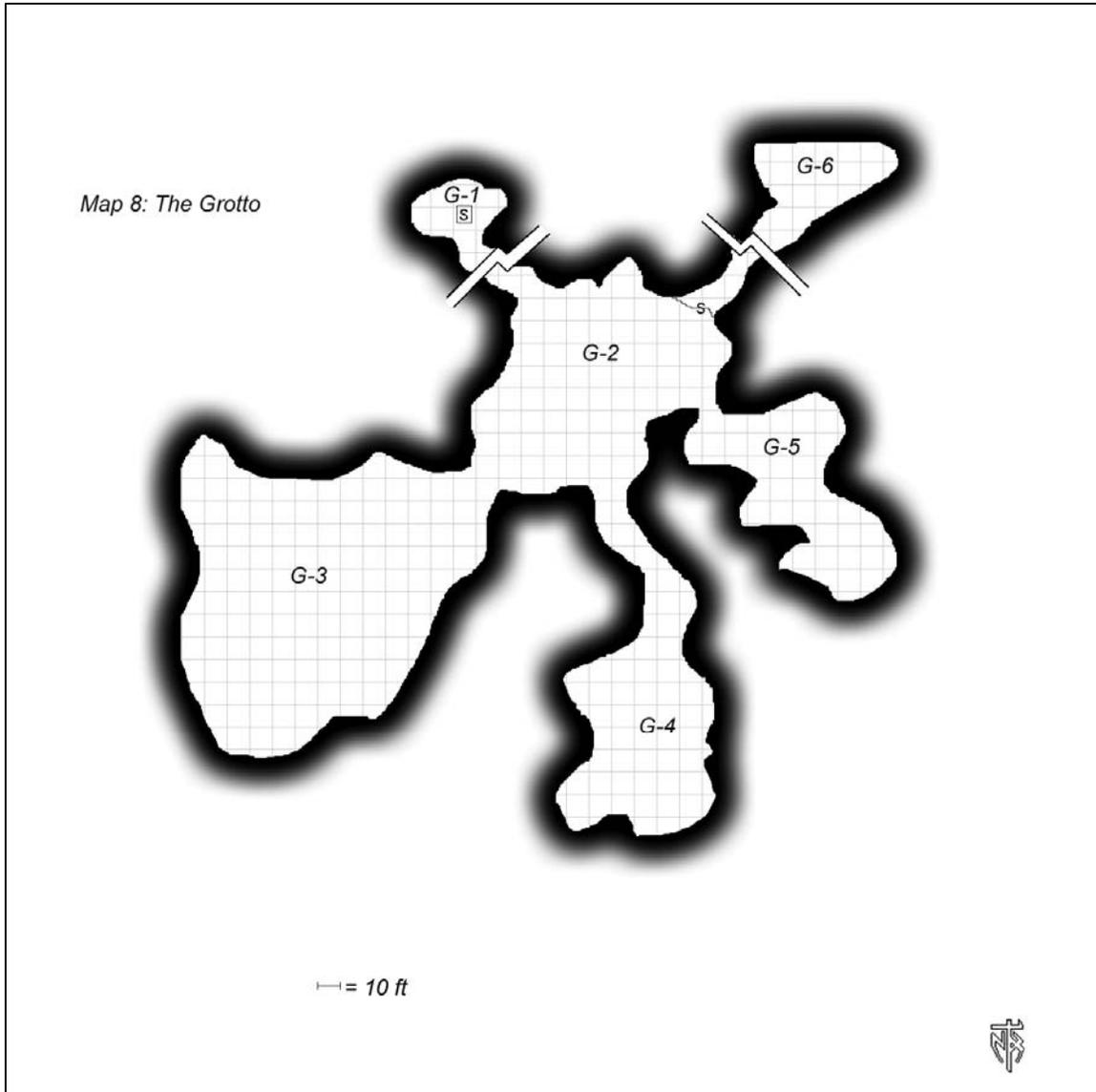
**Area G-2: Central Chamber**

Unlike the passage that approaches it, this area has a high ceiling, and the floor has been drained

and leveled with gravel. Undecorated tapestries cover the natural stone walls, and several torch sconces and floor candelabras provide light on the rare occasions that this area sees occupants. During the rule of Arb Angus, it also holds a massive oak table, large enough to seat his brothers, captains and advisors. Only when a meeting demands the utmost secrecy, or when the keep above is no longer secure, are meetings held here. A secret door conceals a passage to Area G-6, the Waterfall Room.

**Area G-3: Storeroom Cavern**

Adjacent to the central chamber is the largest cavern of the grotto complex. It serves as a storeroom, holding dry goods, arms, bedding, medical supplies, firewood, oil and other



provisions in case of prolonged siege. It is designed to be the last refuge of the Angus clan in the even that the keep should fall under attack. In the past it has held a *stone golem* and a *flying carpet* to facilitate a final escape; whether it still does is left to the discretion of the DM.

#### **Area G-4: Empty Cavern**

One of the side caverns stands empty and unused. Under previous lords, it has held a temple, a funerary viewing room and a distillery. What it holds now, if anything, is up to the DM.

#### **Area G-5: Lodging Cavern**

This room features several stout, plain bunks of oak timbers. Each holds a well made straw mattress and several folded woolen blankets. It is in this room that the Lord of Eamonvale and his household may lodge themselves in time of need; Cael and Bron Angus have known their brother Arb to sleep here on occasion, when the need to be away from the keep must be balanced with his duties to his people.

#### **Area G-6: Waterfall Room**

This small chamber is reached by way of a secret passage from Area G-2. Shimmering light can be seen as soon as the concealed door is opened, and it grows brighter as one moves through the passage. The room is not terribly large, and the far wall is open to the sheer drop below the basalt protrusion on which the city is built. The waterfalls on either side of the keep have rejoined by this point, and form a pounding wall of spray that shields the opening to this room. A generous overhang keeps the room from flooding, but it is always slick and damp from the spray; nonetheless, this room has been used for at least one wedding in the Angus clan, and more than one secret funeral. It also offers a last escape from the bowels of the keep, if some method flight is assumed.

*Historical research, castle design and cartography by Necromancer Games Forum member Brother Weasel. Text by Nathan Douglas Paul. Ongoing motivation (and constant prodding) to expand the Eamonvale campaign setting provided by the Necromancer Games Messageboard Minions.*

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