

Keep of the Fellowship of the Humbled Hen

The keep is located about 2 miles outside of Cillamar on the road from the Gate of Sorrows. This is the same gate and road that leads up to Castle Whiterock. The land and the keep are on a side road from the main road, to the north. The keep itself sits about a half mile from the main road.



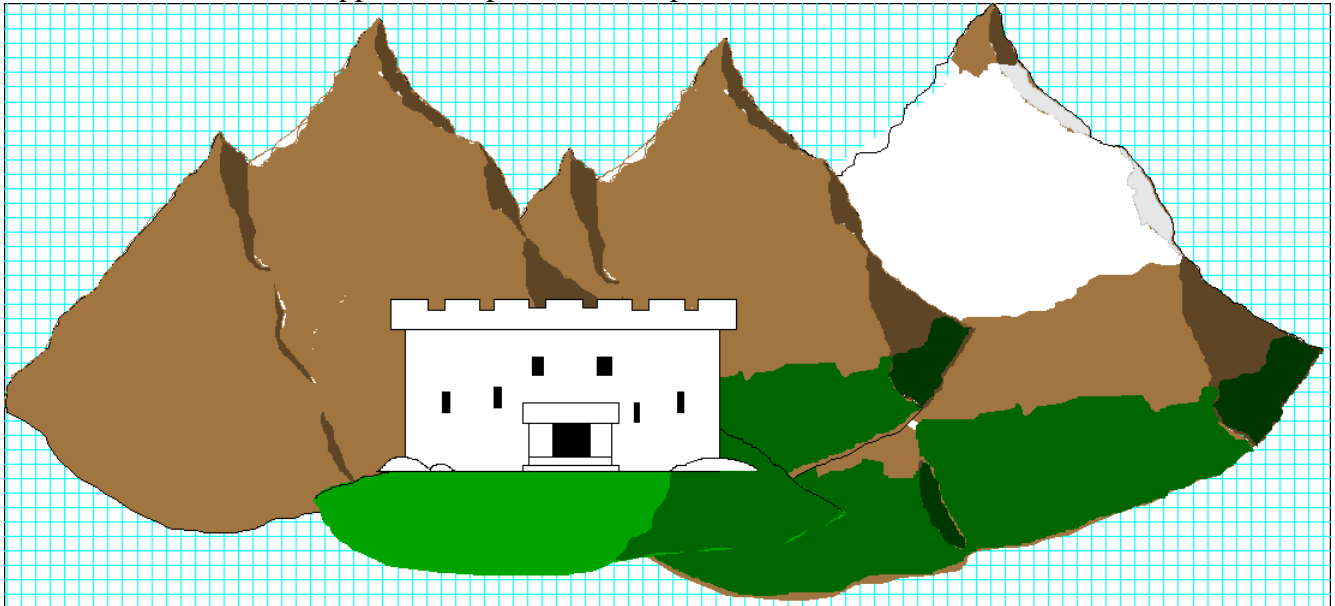
The first level was originally built as an outpost of the Empire of Crieste about 500 years ago. It was added as an additional guard for the route up to Castle Whiterock where the main garrison was housed. It helped to protect a nearby trade route and was active for a 100 years or so. The Empire decided to pull out due to declining trade and the keep was abandoned.

About 50 years ago a group of adventurers, the Fellowship of the Humbled Hen, did a favor for the city of Cillamar. As a reward, they were given the abandoned keep and land. The group made it their home base and added on the first level and a basement. About 40 years ago the group left the keep and never returned. A noble family took ownership of the keep but they were never able to take possession. The band of adventurers had a high level rogue and wizard who left behind many traps. While quite a few traps have been cleared out, new traps continue to be found. Due to the continuing problems the noble family has decided to rent out the keep and hope they can get a few months of rent before something happens to new tenants.

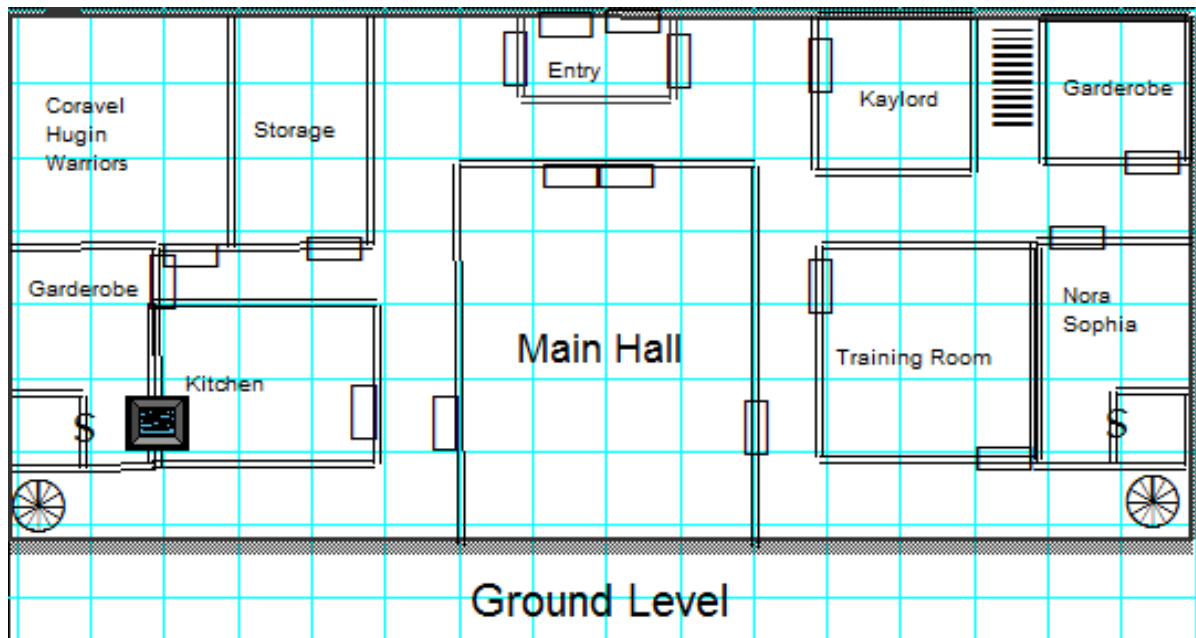
Keep Entrance.

The Keep is located on a slight hill overlooking the fields around it. A few acres of land are cleared for farming, the rest is surrounded by forest. The keep has been built in the side of one of the foothills for the mountains. A small spring is located within a short walking distance of the keep.

A large 10'x10' door has a sign of a hen bowing to a jester. There are no windows on the ground floor, there are some openings on the first level. The outside walls are made of carved stone, 5 feet thick. The interior walls are masonry walls that are 1 foot thick. The walls are built up to the side of the hill, which is also of stone. It appears that part of the keep is carved into the side of the hill.



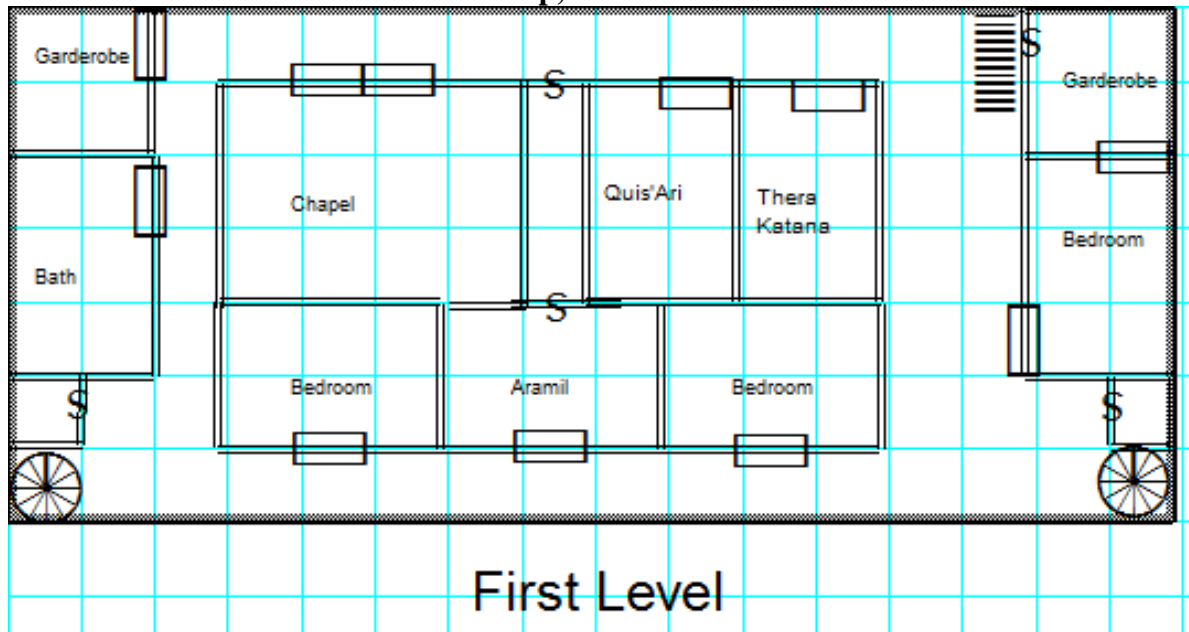
Keep, Ground Level



The keep has a small entry way that can be blocked in case of attack. This level has a kitchen, main hall, a training room for fighters along with sleeping space for guards and servants. The barracks has bunks in it for up to 10 people. There is also a storage room for supplies for the kitchen. Two spiral stairs connect this level with the basement and first level. A set of stairs by the front wall connects this level with the first level. There are two portals on this level, one goes to the Slumbering Drake Inn and the other goes to the ruined Wizard's Tower in Cillamar.

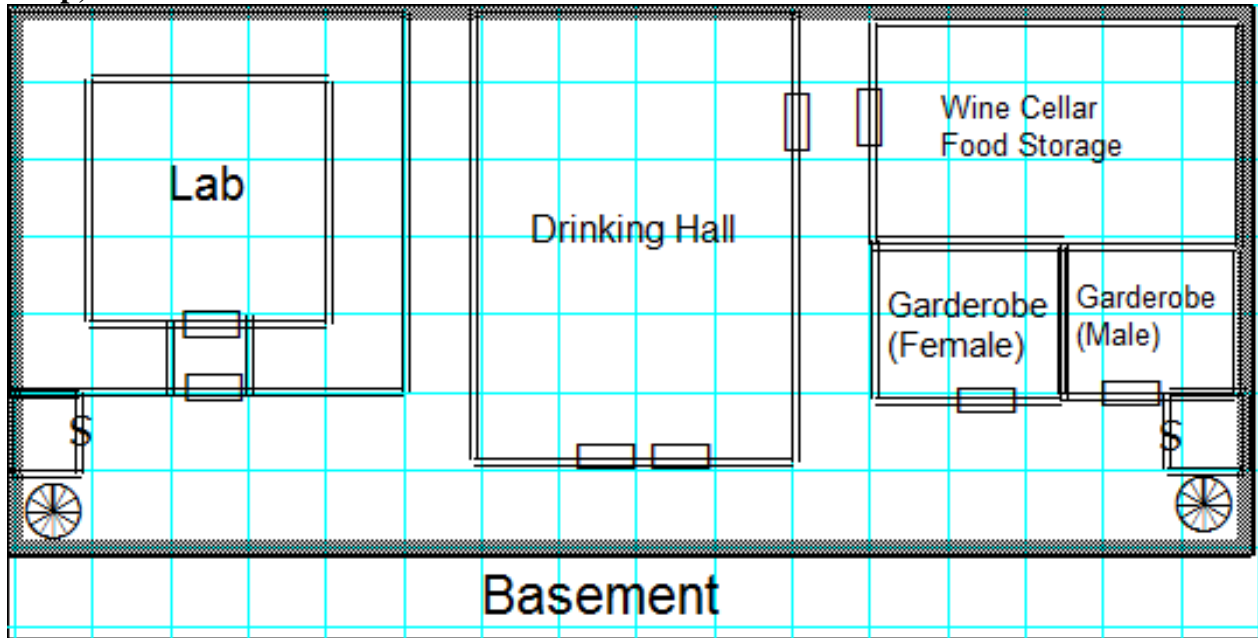
There is now fresh water available in the kitchen and the garderobe located by the barracks. The water comes from a spring located just outside the keep. The spring has been sealed up and hidden by dwarves and the water piped in through stone of the hill that is behind the keep.

Keep, First Level



The first level of the keep is primarily sleeping quarters. There is also a chapel dedicated to Sarenrae along with a room for bathing. One bedroom has a private garderobe. There were numerous traps on this level, Coravel has found all of them and disabled them. There are also two portals here, one to the Sablewing Council and the other to the castle of the King of Morraine, located in Galaron.

Keep, Basement



The basement of the keep contains a drinking hall and lab for a wizard or alchemist. A wine cellar stores more potables than just wine and is a short distance away from the drinking hall. The lab is surrounded by extra thick walls that will shield the rest of the keep from any accidents that may occur. The two portals both go up to the first level where the sleeping rooms are located. The portals comes out into a secret passage on the first level. The portals on the first level return to the basement level.

Keep, Surrounding Area

The map shows the approximate location of the keep in relation to Cillamar and the surrounding forest. There are some cleared areas for farming in between Cillamar and the Keep but most farming for Cillamar occurs to the west of the city.

