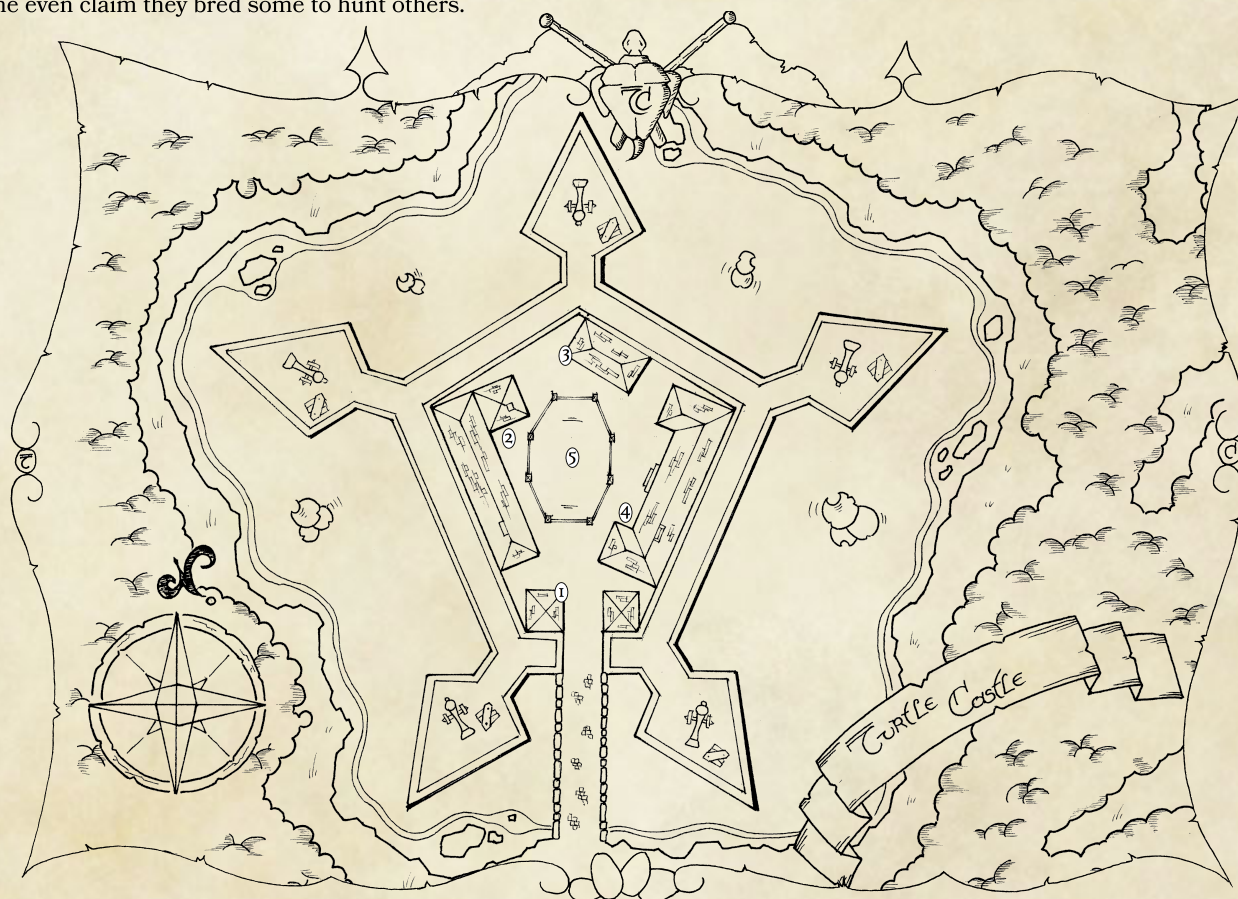# Turtle Castle:

Deep in the woods, far from any of the empires citizens or borders 'Turtle Castle' keeps other things at bay than invading neighbors. Exactly what is a well kept secret. But the obscurity around its purpose, isolated location and excessive defensive capabilities feed many outrageous rumors. Some whisper the Archdruid and his garrison study and hunt ferocious beasts living in the woods around them. Others say they breed them. Some even claim they bred some to hunt others.

Hooks

- **Under attack:** A nearby village is attacked by a ferocious beast.
- **Supplies:** Players are asked to resupply the isolated castle. The Challenge: Players are challenged to scout the mysterious castle. Ferocious beasts: Passing through the woods the players are attacked.

A complex villain:

Driven mad and/or eccentric by the isolation archdruid and lord of Turtle Castle Prescott of Marwell could have intended well.- *"Good villains think they're right in what they do. Great villains actually are right."* - @SlyFlourish

Map

- **1 Guard tower & 2 Barracks.**
- **3 Reinforced stables:** What do they ride or do they keep something else here?
- **4 Luxurious manner:** Housing the eccentric lord, many hunting trophies and a locked study...
- **5 Arena:** Used to train the garrison or experiment, study and train against something else?

Foreshadowing

- **Rumors:** Players hear the rumors in a nearby village.
- **Trophies:** A merchant sells expensive trophies made from a rumored ferocious beast.

Loot & treasure

- **Ferocious beast study:** A study revealing weaknesses rendering them much less dangerous.
- **Ferocious beast trinkets:** Ferocious beast trophies.

Credits

Worldbuilding.io Twitter Site
PoshMop Twitter Instagram
Homebrewery Site

Prescott of Marwell by PoshMop