

The Fortress of Turby Created by Aaron Thompson and Kelly Ellerbrook, against medical advice, in 2018

Originally intended to be a fortified refuge, the Fortress of Turby was sold mid-construction when the town of Turby's Autonomous Collective-Consortium (ACC) lost their funding. The Fortress was purchased by an eccentric old man who referred to himself as Count Vintu and whom many believed was a collector of dark magics. Many years ago Count Vintu disappeared mysteriously and the fortress has been abandoned ever since. The ACC feared that the fortress might be dangerous and so they spread a rumor that it contained vast riches to entice the adventurous in the hopes that they would clear away any dangers and make the Fortress usable for the town again. For a time, adventurers from all corners would arrive to test their mettle. Many entered the Fortress in search of riches and fame. None ever returned. Decades have passed and the original ACC members have all died, retired, or moved away and most residents believe the old rumors to be fact. For the past week the villagers have been plagued day and night by terrible sounds coming from the ruins. The townsfolk are offering a reward of a single bag of gold or a homestead if anyone can make the terrible noises stop.

Unless otherwise specified all doors close once the party enters a given room and seal themselves against exit.

1. ENTRY

Upon entering this room, the door slams shut, and the fortress makes unnerving sounds as it shifts to block any escape. This room is filled with the remains of furnishings; everything has long been looted from this room and nothing recognizable is left. There is one exit: a wooden door set into the wall.

5. SPINNING ROOM

"X" door leads to a large circular room with deep grooves in the walls and a grooved column in the center, the size of a tree trunk. Once the party is in, this room begins to rotate - a nut on a screw, like a large, loud, uncomfortable elevator. Corpses fall from the screw mechanism, some can be looted, some are reanimated and attack.

6. JOURNAL ROOM

There is a huge, ornate desk with a throne-like chair and the walls are covered in bookshelves of hand-written stories being tended by spectral hands. There is a door on the right that obviously used to be a hidden door. An old woman sits at the table. She appears to be dead, but will begin writing words spoken in the vicinity. If the party tells her a story she will animate and write it on the piece of parchment before her. Once she finishes a page, the spectral hands take it from her and shelve it in a book and the door from room #7 to #8 opens for a few minutes. The woman goes "dormant" again. If the woman is "killed" or pulled away from the desk, the floor begins to fall away a stone at a time and the party takes moderate damage as they fall to land in room #9 (Increased damage if they fall on spikes).

7. TREASURE ROOM

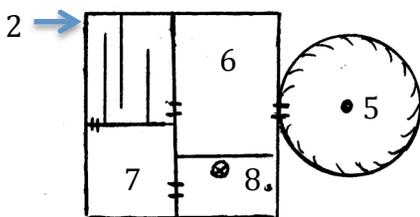
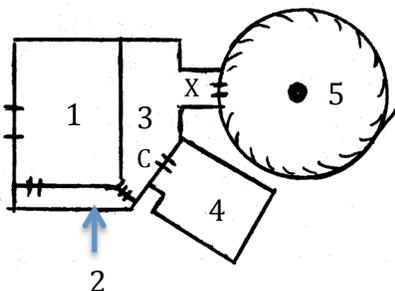
Moderate amount of treasure is stored in this room, lots of statuary and sculpture. GM discretion for what they are able to loot. The door remains passable back to the Journal Room. There is a portal inscribed that the Author's work opens, leading to #8.

2. HALLWAY

There is another door at the end of this hall. The door to the previous room remains passable.

This hallway containing glowing fungi and one dead monster

- orange-heals
- purple-causes temporary hallucinations
- red-cures poison
- blue-poison
- white- eventual blindness



3. CROSSROADS

There are monsters here (think humanoid but dumb). One of them rushes the party as it enters, attempting to catch the door before it closes - but it's motivation may not be clear. If the monster succeeds in catching the door the monsters try to leave and attempt to communicate that the party should also. If the monster does not catch the door they are all trapped in there together. They are fearful and hungry but truly only want to leave the fortress and are not terribly aggressive on their own.

A set of scales emerges from the wall where the entry door used to be. The scales are marked on one side "-" the other side "+".

There are two doors leading out, one on the left is branded with a large "X" and has a brass knob and lock and one on the right is branded with a large "C" with a silver knob and lock. There are claw marks lining the doors. Scattered in haphazard piles around the floor are bricks of varying size and weight: I, II, III, V, XX, XXX, XL, L, LVII, LXIII and LX. (placing XX in the + and V, II, I in the - will get you the brass key, placing either L, XXX, XX in + with nothing in - or LXIII, XX, V, II in + with nothing in - will get you the silver key.

4. STUDY

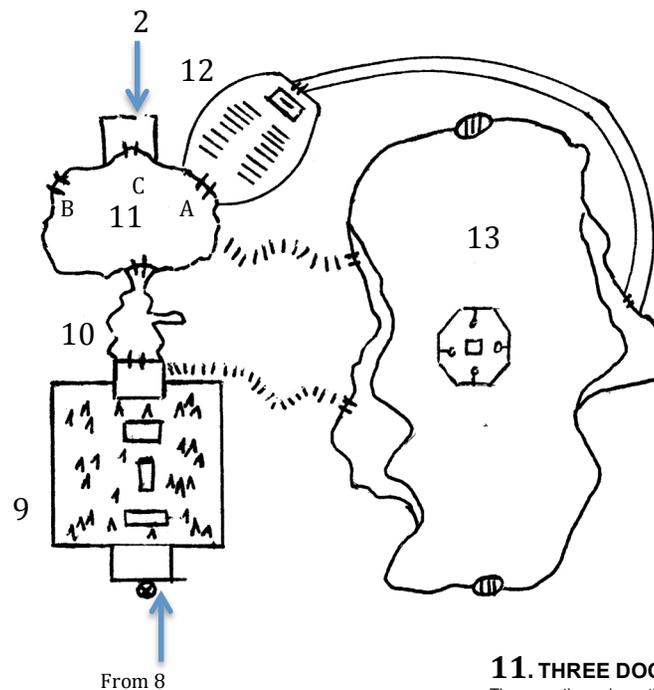
"C" door leads to what obviously used to be a study and living quarters but the door remains passable back to the CROSSROADS. Like the ENTRY it has been looted many many times and nothing of particular value is left. There is a bill of sale for the Fortress signed by Count Vintu and a contract for construction with a hand written note "undead workers are more efficient". There is an overturned bowl of rotten, dried out peaches and a mummified body which, if examined, has a peach pit lodged in his throat.

12. SANCTUARY

This room looks like a small chapel and is unnaturally quiet. There are corpses seated/kneeling on the pews in the room. There is a set of un-lit candles on an altar at the far side of the room but no obvious exit. Lighting both of the candles opens a hidden exit door. If the party is relatively quiet and moves through quickly or decides to rest without causing any real disturbance, then they can move through the exit door unmolested. If they cause a disturbance the corpses in the pews animate and attack them.

13. WATER ROOM

This room has a narrow bank where the party has entered and is almost entirely occupied with a deep pool of water. It is a large room with visible grates partially submerged in the water to the left and right. The grates at either end of the room are impassible and magically sealed against damage, small amounts of water flow through the topmost part of the room there. On the opposite bank there are two doors. If they take the door to the left it leads to a staircase that comes out in room #9. If they take the door to the right it leads to a hallway that goes to room #11. The walls are covered in mosses and molds but there are images visible on each wall: LEFT: a female figure of green and brown, RIGHT: a horse-like animal of red and blue, BEHIND: a dragon of black and orange, IN FRONT: a man of Silver and gold. There is a color puzzle at the bottom of the pond. Small idols in different colors are strewn about the bottom of the pond, if combined and placed in appropriate spaces on different walls underwater a drain opens. When the water recedes a door that was being held shut by the weight of the water simply falls open and reveals an exit to the keep. Also contains some dead bodies from previous attemptees that may or may not have salvageable loot or reanimate at GMs discretion. Small, somewhat dangerous, creatures have taken up residence in the water and will attack anyone who touches an idol.



11. THREE DOORS

There are three doors that lead out of the room. As the doors are approached they react differently:

- A. Growsl ferociously and creepy things crawl out of the cracks in the door; this is the way out
- B. Smells of rotting death and, if opened, animated skeletons attack from the floor
- C. Radiates cold if approached, if opened flames spread into the room from the doorway and cause moderate damage to the closest members of the party. Once the flames die down there is a small room behind the door with the same glowing fungi as before.

10. TAKO SURPRISE

This passageway is rough hewn and contains a slithering mass of tentacle monster lying in wait in a crack in the wall. There is one exit from this room. If the monster is killed it is possible for the party to retrieve the remains of past adventurers who will have healing potions and other loot.

8. SPIDER ROOM

This room contains massive amounts of spider webs. The party can try to weasel through without disturbing the webbing and reach the trap door in the center. If they do they find that the door is locked. A key is suspended on a chain from the ceiling. If any rolls are failed, swarms of normal and a handful of monstrous spiders descend on them and each member of the party takes minor damage consistently until they retrieve the key, reach the door and "escape" down a spiral stair.

9. WALKWAYS

The party is standing on a platform. Before them is a room divided into three parts by horizontal walkways over a pit of rusty iron spikes with a door at the other end. The spider webs from room #8 cover the walls and ceilings in this room as well and, if disturbed, will summon a similar swarm of spiders. Amongst the iron spikes are the remains of previous adventurers, the corpses can be looted if the party can find a way to get to them.

On the platform is a coil of rope and an item that looks like a harpoon but with a hook instead of the traditional barb. Set in the ceiling are six iron rings. When pulled three of the rings each turn two walkways ((1) turns 2 and 3, (4) turns 1 and 3, and (6) turns 1 and 2) the other three rings being "ticking clocks" when pulled ((2) starts the room filling up with water, (3) makes the iron spikes begin to rise which will foul up the walkways and keep them from turning, and (5) makes unsettling noises for a while before a giant scythe bifurcates the room).