

THE LOST TOWER OF KREETI

Out of the desert sands, a conical temple rises. Strange writing surrounds a door that leads to a deep dungeon.



1. A **swarm of baby snakes** covers the floor. They only strike once but they do double damage. A trapdoor in the floor drops to 2.

2. 3 teen **ghouls** prowl this room. These are former adventurers. They guard 3 small pouches of gold.

3. Adam, a **ghost**, haunts this area looking for his body. **Hidden:** behind a wall, there is a tube filled with liquid and strange **alien** body (Kreeti, the pilot). There is also a fridge here filled with ice cream and Miller Lite. There is one tub of oat ice cream that no one dared touch because they didn't think it was any good. Inside it is a **Ring of Translation**.

Puzzle: as you travel down floors, the divider wall moves with you to 5 but does not move up or down after that.

4. Lidya, a yakfolk, has skinwalked into Adam's body, now a **wight**. Any adventurers here must defeat Lidya's body to restore Adam to his body which is guarding a **Rod of Security**.

5. **Ratfolk** here are trying to figure out what's going on. They don't understand this is a spaceship and haven't found the pilot or the fuel. The ratfolk travel here through a hole in the fuselage that will be covered by the moving divider wall from 3. A locked door in the floor leads to 6.

6. This is the control room. There is a tank marked "Lite" (in alien) that they can add the Miller Lite to. There is a button marked "escape" that the party can read if they've found the **Ring**. If they press it and the fuel tank is loaded, the ship launches.

Created by Waylon (age 10). Illustration and layout by uncle everweird.

<https://creativecommons.org/licenses/by-sa/4.0/>