

THE BUILD-YOUR-OWN DUNGEON OF THE (SYNONYM TO WONDER) LANDS!

YOU AWAKE BENEATH A GIANT (1). THIS ISN'T A PLACE YOU RECOGNIZE, BUT AS YOU SHAKE OFF THE (2), YOU BEGIN TO LOOK AROUND. A MERE (3) FROM WHERE YOU SLEPT, A CLIFF BREAKS OUT OVER A (4), AND WONDERFUL LANDSCAPE. AHEAD, YOU SEE GIGANTIC (5), TRAVERSING THE PLAINS, AND MUNCHING ON (6) BIGGER THAN ANY YOU'VE EVER SEEN. TO THE LEFT, A MASSIVE WATERFALL OF SPARKLING (7), AND TO THE RIGHT, AN ORCHARD OF TREES GROWING STRANGE (8).

YOU REALIZE THIS MUST BE THE (SYNONYM TO WONDER)-LANDS!

TINY WINGED (9) FLOAT LAZILY THROUGH THE AIR, AND ONE DRIFTS PAST AN ANCIENT (10) DOOR. AROUND IT, (11) A CASTLE SITS. YOU HEAR A STARTLING (12) FROM WITHIN, AND ALTHOUGH YOU JUST AWAKE, YOU FEEL COMPELLED TO INVESTIGATE!

C. THE AIR IS (15) AND HUMID. GENTLE WAVES SMACK AGAINST THE GENTLE SLOPE.

THE ROOM IS FILLED WITH MURKY

(16) WATER. AS SOON AS YOU TOUCH THE WATER, YOU'RE ATTACKED BY A LARGE AQUATIC (17).

A. THE ROOM IN FRONT OF YOU IS EMPTY, EXCEPT FOR A CRACKLING FIRE PLACE, AND A DEEP (13) RUG COVERING THE FLOOR. THE (12) YOU HEAR FROM OUTSIDE ECHOES AGAIN, CALLING YOU DEEPER INTO THE CASTLE.

F. IN A FLASH OF (20) LIGHT, YOU FIND YOURSELF STANDING IN A SMALL ROOM. THE ONLY WAY OUT IS A (21) DOOR IN FRONT OF YOU.

G. BEHIND THE DOOR IS A QUIET BEDROOM. IT'S WELL LIT AND SMELLS OF (22). ABOVE THE BED IS A MAGICAL (23)! ANOTHER (19) SITS IN FRONT OF THE BED, AND OPENING IT TELEPORTS YOU BACK TO ROOM E.

H. AN ENGRAVED PEDESTAL SITS IN THE CENTER OF THE ROOM. IT HAS 4 SYMBOLS ON TOP OF IT. ROTATING IT CAUSES THE DOOR TO SHIMMER AND CHANGE! I WONDER WHAT EACH SYMBOL MEANS...

THE BOSS IS...

- ☞ A WIZARD!
- 🐉 A DRAGON!
- 🧚 A GROUP OF FAERIES!
- 👤 3 KOBOLDS IN A TRENCH COAT!

D. THE DOOR OPENS TO A BRIGHT DINING ROOM. THE ONLY FOOD ON THE TABLE IS 3 HUGE PLATTERS OF NEON (18) GELATIN. IF YOU DON'T MOVE QUIETLY, THE SLIME WILL SLOWLY SLIDE TOWARDS YOU!

E. THE SMALL ROOM IS NEARLY EMPTY EXCEPT FOR A STRANGE (19) IN THE CENTER OF THE ROOM, AND A MANNEQUIN THAT LOOKS JUST LIKE YOU! THE MANNEQUIN HAS A KEY IN ITS COAT POCKET, THAT FITS PERFECTLY IN THE (19). USING THE KEY TELEPORTS YOU TO ROOM G.

I. A PRISTINE THRONE ROOM OPENS BEFORE YOU (24) COLUMNS LINE THE WALLS, AND A LARGE THRONE HOLDS (CHOOSE YOUR BOSS!) YOU HEAR IT (12), AND REALIZE IT WAS TAUNTING YOU!

DM NOTE:

THIS ADVENTURE IS INTENDED TO BE CHANGED BY YOUR PLAYERS, SIMILAR THE WORD GAMES KIDS PLAY.

ASK YOUR PLAYERS FOR THE FOLLOWING WORDS, AND FILL IN THE BLANKS AS YOU PLAY USING THE THE NUMBERS! HAVE FUN!

1. PLANT _____
2. EMOTION _____
3. DISTANCE _____
4. ADJECTIVE _____
5. ANIMAL _____
6. PLANT _____
7. LIQUID _____
8. FOOD _____
9. ANIMAL _____
10. MATERIAL _____
11. ADJECTIVE _____
12. SOUND _____
13. COLOR _____
14. TOOL _____
15. SMELL _____
16. COLOR _____
17. ANIMAL _____
18. COLOR _____
19. FURNITURE _____
20. COLOR _____
21. MATERIAL _____
22. SMELL _____
23. WEAPON _____
24. MATERIAL _____

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ROLL INITIATIVE!