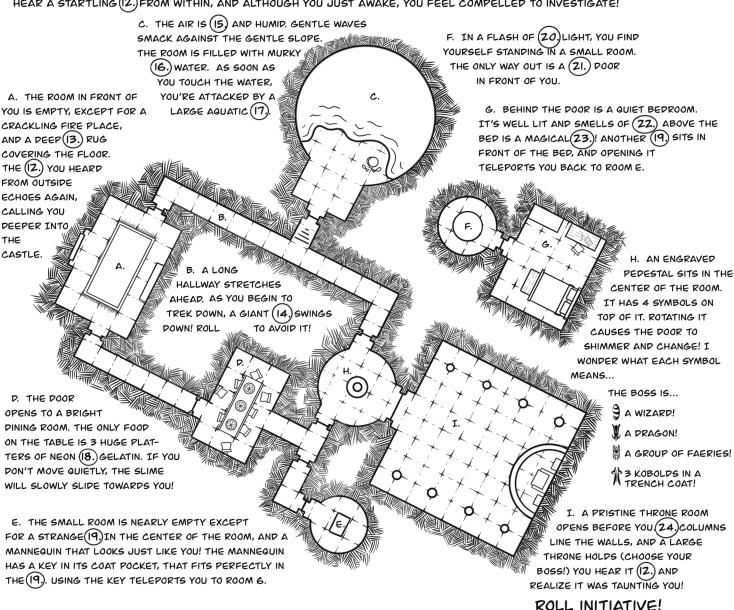
## THE BUILD-YOUR-OWN DUNGEON OF THE (FYWONDER) LANDS!

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!



## 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!

| ١.  | PLANT          |  |
|-----|----------------|--|
| 2.  | EMOTION        |  |
| 3.  | DISTANCE       |  |
| 4.  |                |  |
| 5.  |                |  |
| 6.  |                |  |
| 7.  |                |  |
| 8.  |                |  |
| 9.  |                |  |
| 10. |                |  |
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| 12. |                |  |
| 13. |                |  |
| 14. |                |  |
| 15. |                |  |
| 16. |                |  |
| 17. |                |  |
| 18. | ·              |  |
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|     |                |  |
| 20  |                |  |
|     |                |  |
| 22  |                |  |
| 23  | B. WEAPON      |  |
| -   | A A A T F DIAL |  |

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