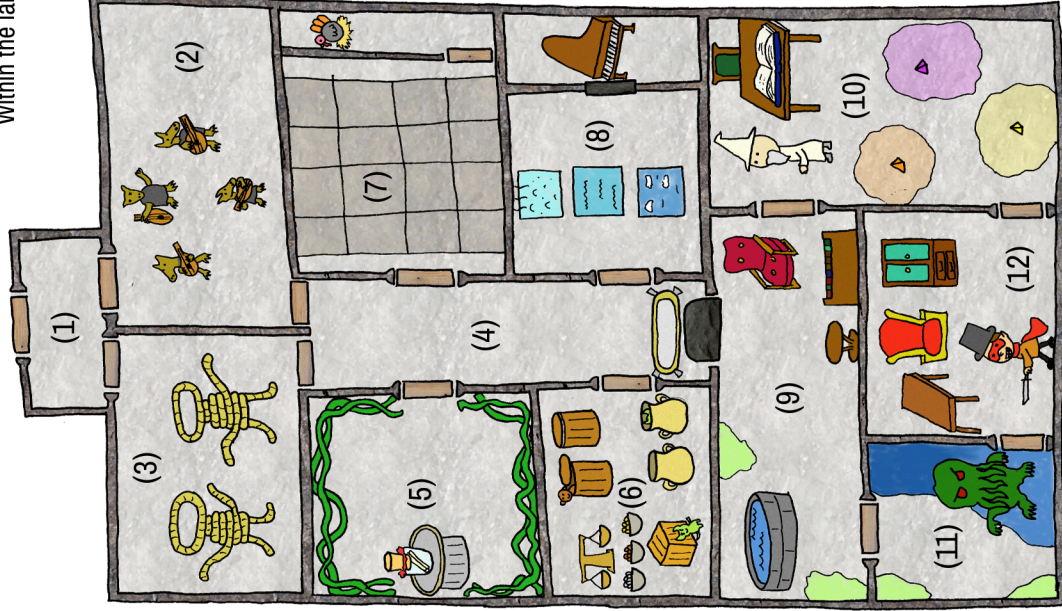


# THE LAIR OF THE PUN USHER

A villain by the name of The Pun Usher has been causing mischief in the nearby village. The party has been sent to his lair to track him down and put an end to his antics.

The doorway at the entrance to the lair is engraved with "Welcome to the Dungeon", but on closer inspection, it actually says "Welcome to the Pun-geon". Within the lair, each doorway is engraved with an inscription, which describes what lies in the room ahead (via a horrible pun).

## Entrance



Room	Door inscription	Contents
(1)	—	The entrance hall. The party reads the inscriptions on the doors and chooses to enter room 2 or 3
(2)	This room contains lots of loot	A troupe of kobold bards wielding <i>lutes</i> attacks the party
(3)	This room does not	2 rope golems attack the party, trying to tie <i>knobs</i> of rope around them.
(4)	—	A corridor providing access to rooms 5-8. The stone door at the end says "You need 3 keys to pass" It opens when 3 of the items from rooms 5-8 are placed on the pedestal: Deed to a key, monkey, turkey, piano key.
(5)	The answer is written on the ceiling	"GULLIBLE" is written on the ceiling (not helpful). Thorny vines cover all of the walls. At the back of the room, a jar is corked and sealed with wax, and sits on a pedestal. If the jar or seal is forcibly broken, the vines come to life and attack. The word "SESAME" is written in small letters on the wax <i>sealing</i> the jar, and if spoken aloud, the jar magically pops open. The jar contains a deed to a small tropical isle (a key).
(6)	Steel, Copper, and Gold	A cluttered room. At the back are three bowls containing steel, copper, and gold pieces, and a balance. While the party is messing with that, 2 gremlins and a monkey sneak up and <i>steal</i> their copper and gold
(7)	Follow the holy word	The floor is a 4x4 grid of tiles with words. The safe tiles are the things that diamond tankard, button tree, wand, fox, sword, sponge, wine, ocean, honeycomb, parchment, chalice, sieve, carrot, troll
(8)	You must face the deep freeze	There are 3 pools of water. 1) Boiling hot, with a single gold coin at the bottom. 2) Normal temperature, with a strip of runes engraved at the bottom of one wall. 3) Freezing cold, with a statue of a penguin at the bottom. If someone faces the <i>frieze</i> by standing at the bottom of pool 2, it activates a rune that opens the door. The door leads to a grand piano with one loose key that can be broken off
(9)	—	Another decision point. The near side of the room looks comfortable, with a bookcase, table and big chair. The far side is musty, and mold grows on the walls. A pool of water contains some flounder-like fish (soles). The party chooses to enter room 10 or 11
(10)	The White Wizard's study	A wizard in white robes sits in his study. He tells the party that in the other half of the room are some magic enchantments of his own design (3 traps: fireball, paralysis, summon hostile fire elementals). He offers to take a character's hand and guide them across the room. If a character touches the wizard, their power gets drained because he is a <i>wight</i> .
(11)	I will devour your souls	A tentacled eldritch beast guards the exit. If the beast is fed some <i>soles</i> (found in the previous room), it allows the party to pass.
(12)	—	The Pun Usher's quarters (Final encounter, see below)



**Final encounter with the Pun Usher:** The Pun Usher is glad to see his antics in town have drawn adventurers to his lair to experience his wonderful puns. He clearly is only in the villain business for the puns. The party may choose to fight him, or just persuade him to stop causing trouble.

He fights with a rapier, but deals additional mental damage by spouting bad puns during his attacks. When low on HP, he tries to escape via his enchanted armoire, which teleports him to parts unknown.

## Suggested puns for the Pun Usher's attacks:

- "I hope I'm getting my *point* across"
- "Let me take a *stab* at this"
- "I used to sing in taverns, but now I'm *barred*."
- "Your *rhyme* has run out! Better substitute basil."
- "I once fought a horde of glass vampires. It was *pane-staking*".