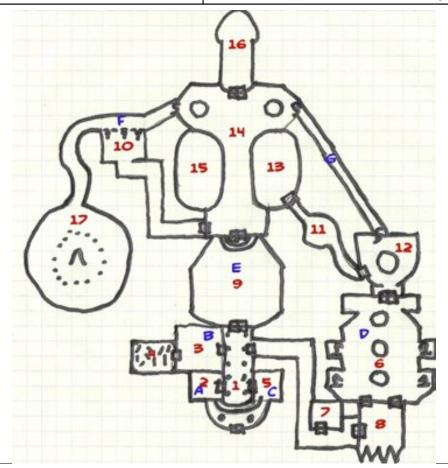
Chapel of Priapus

General Info: The chapel is located inside a hill or mountain. The phallic northern chamber protrudes from the hillside; it looks even less subtle from the outside, so PCs should enter from the south. Marble construction. Doors are wooden and unlocked, but often stuck. No lighting, but frequent torchholders. Classical architecture.



Leaend

S - Secret Door

New Monsters

Naamah: Succubi undergoing a millennium-long purgatory before becoming angels. Currently neutral and ornery. Depowered; similar to a Dryad. Naamah turn to stone for 1d6 minutes when they try to consummate a seduction. Father Mushroom: A pixie with a large mushroom cap. Likes to surreptitiously cast spells on adventurers trying to solve the non-puzzle in room 10, making them think that

there is some hidden pattern. **Priapic Gargoyle:** As regular animated statue, but with natural reach weapon.

Priapic Vine: As permanent Entangle spell, but intelligent and prone to invading any orifice that presents itself. Those with vines in mouth cannot speak audibly (or cast spells). Woe unto the loincloth-clad barbarian.

Treasures:

A Skeleton yields damaged full plate, 122 gp, 1000 cp, and +1 greatsword *Oat-Sower* (cursed: user always fails to save against charms of succubi, nymphs, etc)

B At bottom of pool, 382 gp, 1200 sp, 2000 cp.

- **C** Scythe of Priapus; ineffective as a weapon, but permits holder to turn plants and farm pests as a cleric of his level turns undead. Clerics of Priapus may use as holy symbol.
- **D** Skeleton yields leather, torch, hinged 10' pole, 1000 gp in currency.
- E 5 gems in stake are worth total of 1200 gp.
- F Father Mushroom uses Pipes of Sounding.
- **G** Elf skeleton wears Amulet of Priapus, 2 scrolls with phallic rollers. One describes Naamah, 1 describes function of room 16. Scroll is worth 600 gp as relic.

Room Key

- 1. Glass ladder leads 10' up north wall to elevated passage. When weight is placed on second-to-top rung, all rungs fall away on hidden hinges (causing climbers to fall). Iron bar springs out of wall behind ladder, extending straight out 4' above ground. Climber crotches himself on pole, incapacitating him.
- 2. Mural of tree extending up into clouds. Purification font strangely low, about 3' off ground. Skeleton of dwarf adventurer in full plate (dented all over).
- 3. Walkway bisects room-spanning pool of water. Wrap-around bas-relief depicts, from northwest to southwest: purple worm, couatl, bulette, ravid, thoqqua, snakes, fleeing human woman. Light leaks through stone western door inscribed: "Be Thou Forever Upright".
- **4.** Whole room mirrored, even floor. Freestanding mirrors fill room. Magically lit. One who looks into any mirror grows infatuated with first physically compatible character whose reflection he sees. Similar to Charm Person, includes growing desire for physical consummation. Each day, cumulative 10% chance character cannot sleep, enters rage in tense situations. Countered by Remove Curse or similar, 50% chance to end if infatuation is consummated.
- **5.** Rune circle on the ground contains a riddle: "Some give them unbidden/When first they rise, they're hidden /They're buried in low places/Or left untended till they fall". The answer, "Erections," causes Treasure C to appear in rune circle.
- **6.** Three circular altars. Alcoves hold sculpted dragon heads (no arms or wings visible in these busts, crests are exceptionally prominent). Halfling-sized skeleton in leather armor; equipped as thief. Torch lies by its side. Jeweled statue of satyr. Runes scribed on statue's base contain spell, *Death of 1,000 Peckers* (summons swarm of woodpeckers to attack). Spell triggered by tampering with statue. May be added to spellbook if deciphered.
- 7 Bedroom with circular bed in middle, scattered chairs. Tapestries on wall depict acts appropriate to fertility god (except that some of them can't result in conception, barring poor aim). Alcove holds idol similar to Buddha, but predictably ithyphallic.
- 8 Alcoves contain 4 Naamah. Will attempt to force PCs to pleasure them using magic, bribery, intimidation, even force. May escalate into violence.
- **9** Chill air. Crude pine box in center of room. Within is skeleton clothed in rags with stake in chest. None of this is magical just an adventurer's way of hiding treasure. A stack of small but beautiful gems are hidden within stake, which is secretly hollow.
- **10** Dotted line is a wall, mostly real, with small gaps covered by illusory wall. Real sections hold leering, large-nosed faces staring into room. Each has painted tongue: blue, red and yellow. Faces detect as magical, but are not. Father Mushroom's lair is behind wall. He hears intruders in this room, torments them surreptitiously as they try to solve "puzzle." Father Mushroom knows about illusory wall, can see through it to target spells.
- 11 Latrine. Locked cabinet on the wall is inscribed: "Let the Blade of the Righteous Pierce Deep and Fear Not". Within it are 2d6 lambskin condoms.
- 12 Blue mosaic dance floor. Tapestries depict dancing. Standing instruments on room's perimeter, among them piano (secretly connected to two easily-overlooked holes in north wall). Beneath loose tile in mosaic is keyring with two straight rod keys, 1 forked key that can enter both holes at once. Forked key is a tuning fork. When it is sounding same note as piano, plugging it into the holes causes section of wall to fold down, revealing corridor to room 14.
- 13 Bas-relief depicts Priapus feeding the masses (giant cucumbers). 7' tall gargoyle crouches, sporting 5' erection; engraved on chest is: "O Priapus, May You Bless Our Bounty". Plain altar stands before statue. If prayer is spoken, any vegetable, fruit or grain on altar will double in size.
- 14 Inscription: "Only the Fruit of the Harvest or the Blood of the Donkey Shall Open This Passage." Westward is pit full of ash, tapestry of fruits and vegetables. Eastward, a similar pit but with bones in it & a tapestry of donkey fleeing Priapus. North doors magically locked, will open for burnt sacrifice of produce or of donkey. Doors may be beaten down, perhaps fooled by skilled characters. Violent or failed attempt to open doors animate Priapic Gargoyles in rooms 20 & 22. They battle intruding character & any who attack them.
- 15 Bas-relief depicts Priapus in sylvan wood, beating a donkey to death with his penis. 7' tall gargoyle crouches, sporting 5' erection; engraved on chest is: "O Priapus, Smite the Braying Ass". Whoever touches altar while prayer is intoned falls prey to phallus-themed accident next time he/she speaks.

 16 Upward-sloping cylindrical corridor ends in window-lined chamber. Large open hole at north end of the chamber overlooks kingdom below. "X" chalked on floor halfway through the room. Anyone who wears Amulet of Priapus, reads inscribed prayer in this room triggers energy field that fills chamber from north to south. Field launches living things through hole; the farther south in chamber, the farther being is launched. Beings standing on X land safely in sacred pool far away. Beings farther north drop out of hole, take minor falling damage; beings farther south launched over pool, take major falling damage.

17 Path leads up to garden on surface. Obelisk at center; Inscription ("Male or Female, Disrupt the Peace, and you Will Learn Of Priapus's Vines") is grown over. Violence here triggers attack by Priapic Vines. 2 Satyrs try to provoke PCs into attacking as prank. Will not seriously harm those who can take a joke.