

Since this adventure takes place in a mythic Greek setting, I recommend using The Mighty Sons of Risus as a starting place for character creation, modified for the intended theme of the adventure (think raunchy summer movie). Characters are 10 points with a hook and tail, although a detailed back story is not required as this is pretty much a one-shot adventure. Also, this game is intended to be run as a "PG-13" content adventure at a minimum. R or NC-17 for the comedic value alone is worth it if you are feeling at all adventurous. I also reference some movies that were inspirational to the creation of this adventure.

Τηε Θυεστ φορ Τεη Γολδεν Τηουγ

(The Quest for Teh Golden Thong)

It is very late on an early spring night. There is a slight chill in the spring air wafting through the shuttered windows. You are all drinking in Rydell's Kapeleia in Athens, and have been at it all night. The proprietors, Zuko and his wife Olsson have just announced last call when suddenly the small fire flares up as the door opens. An old man walks in, looks around and drops his cloak off his shoulders. He instantly transforms into a healthy, robust young man with long black curly hair. By the gods it is Zeus himself!

"Ho patrons!" He bellows, a quick glance around reveals that you are the only ones still conscious. "I have a task for you. My new girlfriend is nagging me for a valentines day gift, and only one gift will do for a beauty such as she- you must bring me Teh Golden Thong of Aphrodite! If you do me this favor, I will reward you all with some really 'phat lewt', or whatever it is you kids call it these days. Now if you will excuse me, I have business to attend to." And with that, he walks over to Olsson and scoops her up over his shoulder and goes into the back room from whence the sounds of lovemaking soon emanate.

Oddly, Zuko seems to have fallen asleep at the bar with a full pitcher of grog by his hand...

Adventure Paths

Temple of Zeus: The Nice Old Man Running the Temple (4) at the temple in Athens tells the party that the **Market**, **Temple of Aphrodite**, or **the Oracle** could have leads to TGT, and warn of the Agents of Xerxes (AoX) who are also looking for the golden prize.

Temple of Aphrodite: The party will be stopped at the front door by the Hot Priestesses of Aphrodite (Castle Anthrax from the Holy Grail) and will not be allowed to enter. They will be told that the head priestess Neckid Babelus knows of their nefarious plans and will not provide any assistance. If the party is defeated in battle with the HAP, they will be bound and taken to Neckid. If the party is victorious, they will eventually find Neckid in her private chambers. Neckid tell the party that **Princess Pe-na-lope** knows the location of TGT right away if defeated, or after locking the party in the pleasure dungeon for a period of time until they escape (if they want to anyway)...

HPA Grunt Squad:
Hot Priestesses of Aphrodite Grunt Squad (6)

Neckid Babelus
Sexy head priestess of Aphrodite (4), Aphrodite Wire-fu Combat Secrets (3), Marriage consular (3)

The Town Market: The market is teeming with people animals and all manner of stuff for sale. The party will find after asking around that there is one merchant Raoule (based on Ricky Gervais' character from Stardust) who will tell the party the location of a map in **Troy** that shows the last known location of TGT, and comment that this was a valuable piece of information because those blokes wanted it to as he ducks behind the counter and the AoX attack! If the party leaves any AoX alive, they only know that Xerxes is looking for TGT and that he is also working with Minotaur Bob from **the Labyrinth** for information as well, and that anyone else looking for TGT was to be payment for the info Minotaur Bob has. If the party is captured, they are brought to **the Labyrinth**.

Vanilla AoX Grunt Squad:
Agents of Xerxes Grunt Squad (5)

Chocolate AoX Grunt Squad:
Scary Bombs (5), Flashy Swords (3)

Neapolitan AoX Grunt Squad:
The IMMORTALS ~ohhhhh~ Stabby! Stabby! (7)

The Oracle: Will promise to give the information she has to those who seek it, but that there is a price. She them will attempt to use all her powers to capture and enslave the party for 1 year and a day to act as her servants and guards. If defeated she will beg for her life and in return will tell all she knows that there is a map in the gift shop **Troy**, a Minotaur in **the Labyrinth** and that there is a **Princess Pe-na-lope** in Argos that are all rumored to show the last known location of TGT.

Alexia the Oracle

Nubile young dancing girl who can tell the future (5), Trapper of men (or women) for her protection (4), Grape stained vintner (2)

Troy: There is a map on the wall in the gift shop in the city of Troy that mark **Sparta** as the last known location of TGT. Oh, but wait, Troy is under siege. Good luck getting in and out.

The Labyrinth: Minotaur Bob lives in his labyrinth on the edge of town. It takes a TN(11) to find the center before MB finds the party, and if trying to make a hasty retreat, it will take a TN(15) to escape without incident. Bob will be very friendly, invite the party to discuss TGT over a nice glass of wine, the wine being poisoned TN(13) to stay conscious. If all fall asleep they will wake up in a pot of hot water, if any save he will try and defeat them in combat, and add them to the pot, if defeated he will tell about **King Leonidas** knowing the location of TGT. If everyone is in the pot, they can attempt to talk their way out (Bob is very lonely and will try and strike up conversat as they are being cooked), or use some other means to escape. As long as he is alive after defeat, he will reveal the King Leo thing and show the party the way out.

Minotaur Bob

Lonely half man half bull Monster (5), Ewww Blood, RAWWWR! (3), Humans for Dinner (2)

Princess Pe-na-lope angered Hera and is chained to a rock just outside the city of Argos, waiting for The Kraken to eat her. Pe-na-lope will tell the party that **the Oracle** has since learned about the location of TGT, but that she doesn't know where it is.

Princess Pe-na-lope:
Pretty Princess chained to a rock (4), Tasty treat (3)

The Kraken:
Destroyer of cities and all that dwell within (10), Claw-Claw-Bite (4), Tail Slap (3)

300! **King Leonidas** of **Sparta** needs an assist to keeping Xerxes out of Greece. Leonidas will request that the party guard his flank and that if they succeed, he will reveal the location of TGT. The party will then face an att by the AoX (or feel free to stat up your own 300 inspired grunt squad). If the party fails to defeat the AoX, they will bring them before **the God King** himself! If the party successfully routs the AoX, Leonidas knows Xerxes is looking for TGT too if the party doesn't already know this. And he reveals that the Island of Corfu as the last known location of TGT.

The Sphinx: speaks in vague formulaic riddles ("To find what you seek you must seek what you find") knows about Captain Farmer and the Island of Corfu

Wes "The Sphinx" Studi

Master of Riddles (4), Formulaic Statements of confusion (3), Eater of the dumb (3)

The God King Challenge: Go visit Hannibal the King of Carthage and have him sign an alliance with the Persians. He will provide the part with the mummified heads of kings if they think it will help. A TN(12) (the heads provide a +1 to the roll) is required to persuade the king to join. Whether the party succeeds or fails Hannibal will ask if they want a lift back to Europe via elephant, or if they wouldn't mind following up on a lead that TGT was moved to the Island of Corfu, he would pay them well for such an item...

Island of Corfu: Has the TGT, Medea rules the island with an iron fist and TGT is one of her prized posesions. TGT is located in the Abandoned Temple of Athena just inland from the city of Corfu.

On the Docks: Fight with agents of Xerxes, booked passage with Captain Farmer or if captured brings them to The Sphinx

Captain Farmer: Captain of the good ship Obelisk is the only one willing to sail to Corfu and brave the dangers that a voyage to Corfu would entail.

On the Obelisk:

The ocean journey will require several stops on islands for food an water (aka Odysseus and Jason and the Argonauts) Harpies, Talos, Sirens, Titans, Cyclopes, Ceri, etc. Feel free to use your favorite Greek myth/story in place of or in addition to those below...

Harpy Grunt Squad:

Tear you limb from limb (3), pick you up and drop you in the ocean (3)

Siren Seduction Grunt Squad:

Songs that lure you to your death (5), Claws of eye removal (3)

Talos:

Crush the looters (6), Achilles heal (2)

Saroun the Cyclopes:

Giant wielding a giant club to smash those who would steal from him and his Island (6), Poor Depth Perception (2)

On the Island of Corfu: The city of Corfu on the island of Corfu is located on a peninsula off the mountainous Island interior. The shores are guarded by Stop Motion Skeletons. The city is ruled by Medea. All the townsfolk will say is "talk to the queen" as they shudder and walk away. The queen's palace is surrounded by stone statues of people, all of whom look slightly stooped as if expecting to be hit, and their faces range from sobbing to looks of shear terror. They are all covering their ears with their hands.

Medea The Medusa

Turn you to stone with her nagging (4), Mentally Unstable (3), That certain je ne sais quoi? (3)

Stop Motion Skeleton Grunt Squad:

Attack and kill! (4)

Hydra

Lots of heads to bite you with (4), More heads to bite you with (3), even more heads to bite you with (3)

The Abandoned Temple of Athena: TGT is guarded by the Mythical Howling Erinyes

Howling Erinyes

Tisiphone ("avenging murder")

Claws and fangs of fate (4), Shriill Howls of "ADULTERER!" (4)

Tisiphone will only attack individuals and those who defend them who have killed any named NPC's.

Megaera ("grudging")

Claws and fangs of fate (4), Shriill Howls of "REDRUM!" (4)

Megaera will only attack individuals and those who defend them that have slept with anyone in the adventure.

Alecto ("unceasing")

Claws and fangs of fate (4), Shriill Howls of "THIEF!" (4)

Alecto will attack the party for attempting to steal TGT.

The Return:

Feel free to run any monsters you missed on the way out, or just have them get back and be rewarded.

Typically Deus ex Machina is frowned upon in RPGs, but this is ancient Greece and the gods were notorious for getting involved, so feel free to toss your players a bone if needed. Two appropriate gods would be Athena and Hermes. If you really want to have fun, send Hera or her agents (Snakes, Amazons, crabs, etc.) after them...

Avatar of Hermes:

Deus ex Machina (5), Fast as fast may be, you'll never catch me (4), Good for what ails ya (4)

Hermes is available to help out any unlucky parties that might end up captured with little or no way out, or stalled with no idea of where to go, or that happen to wander deep into Persia looking to settle a score with Xerxes. He probably shouldn't show up more than once. Hermes appears as a young man with a broad-brimmed hat (or a winged cap), wearing travelers clothing and winged sandals, and carries the heralds staff.

Avatar of Athena:

Deus ex Machina (5), Reecealy good idea (4), Erinyes be gone (4)

As Hermes above, Athena is available to help out any unlucky parties that are really lost or stalled with no idea of where to go, she can also show up and call off the Erinyes if they get the better of the party. She probably shouldn't show up more than once. Athena appears as a woman dressed in long robes wearing a helmet and breastplate and with a serene, serious, somewhat aloof, and very masculine beauty about her.

Handy Links:

Heroes of Troy

<http://en.wikipedia.org/wiki/Iliad>

Argonauts

http://en.wikipedia.org/wiki/Jason#The_Quest_for_the_Golden_Fleece

The Mighty Sons of Risus

<http://www.obsidianportal.com/campaigns/the-mighty-sons-of-risus>

The Odyssey

<http://en.wikipedia.org/wiki/Odyssey>

Greek Mythology

http://en.wikipedia.org/wiki/Greek_mythology

King Xerxes

http://en.wikipedia.org/wiki/Xerxes_I_of_Persia