



DOGS OF HADES

Ramblings

One Sheet



Ramblings Of An Old Traitor

Background

Welcome to the [Garden of Athena](#), a Savage realm of [Suzerain](#). More than 'Spartans in space' this is a setting of inter-planetary politics and double-dealing in the style of Frank Herbert's *Dune*.

This scenario takes place in the polis of Gortyna – one of the traitorous Athenian city states that sided with the enemy during the Sakalid War. For more than fifty years now the place has been occupied by forces from Methone.

As a GM you should emphasize the fact that nobody really likes the way things are, neither the Gortynians, nor the Methonians who are wasting blood and money on a hopeless situation. Sadly you should be able to get inspiration for the 'military occupation' feel of Gortyna from the real world.

Summary

Six hoplites have been killed while patrolling the dangerous streets of Gortyna. As the PCs investigate they learn the motive to the murder runs back fifty years to the time of the treachery during the Sakalid War and has to do with a supposedly hidden treasure.

Hooks

The PCs could be asked by Polemarchos (field marshal) Arsenios, the current Methonian military commander, to look into the murders. Not that Arsenios really cares about finding the murderers, but he feels it would look good for him to do something.

Alternatively one of the PCs could be related to one of the killed hoplites, or have relations with the phalanx the young men were from.

Since there are no 'detective units' in Athenian police, and especially not in a militarily occupied polis like Gortyna, having civilian people looking into criminal cases is quite common. If the PCs are appointed by the Polemarchos to do the investigation, they'll naturally have a little more legal leverage, but to all intents and purposes they're acting on their own.

Scene 1: The Facts So Far

Whoever requests the aid of the PCs will probably also give them the few facts they already have:

- The six hoplites were Agis, Bane, Hermes, Hesperos, Kyrillos and Nikolos. Nikolos were the Ouragos (corporal) and considered a bright man with a good future in the military.
- Four died from strangulation, two from multiple wounds energy lances and Hades Blade cuts.
- They were found in full armor and with personal valuables still on them.

If the PCs ask to see the bodies they'll be led to a morgue where the casualties are waiting to be shipped home to Methone. They'll be told that the hoplites' personal effects are still in the barracks.

Scene 2: Scene Of The Crime

If the PCs investigate the alley where the corpses were found they might learn a few things. It's hard to get information out of the neighbors - many won't help Methonians with anything – but with some good roleplaying the PCs will learn the following:

The six hoplites met with about a dozen men in the alley. The neighbors recognized some of these men as local gangsters. After a while they seem to have gotten into a fight and the gangsters ran off.

Scene 3: Personal Effects

The personal effects of the six hoplites still lie in the barracks of their phalanx. As is the military custom, their bunks are still kept for them until they have been shipped home or sent to the afterworld, so nothing has been touched.

If the PCs look through all their belongings they'll soon find some strange papers and notes that seem out of place among the possessions of common hoplites: Blueprints of the original Gortyna Acropolis from before the Sakalid War, old guard schedules for the forces stationed at the old Acropolis, several copies of the official lists of plunder and reparations the Alliance forces removed from Gortyna upon its defeat, and a fifty year old lists of names from the Gortyna Royal Guards with all but one name crossed out: Cyril. Next to the name is an address with a question mark.

So, while the PCs might not put all the pieces together, here is the complete story for your eyes only, Mr. GM:

Nikolos and his men one day overheard a drunken old man talk about a hidden gold treasure that the last king of Gortyna supposedly hid just before he tried to flee in the face of defeat. Supposedly it was part of the bribe that he'd gotten to betray the Athenian Alliance to side with the Sakalids. After a little more investigation, Nikolos realized there might be something about it. Certainly there seemed to have been surprisingly little gold left after the fall of Gortyna and the Royal Guard did seem to be oddly deployed in the final stages of the battle for the Acropolis.

Only a handful of Royal Guard survived the battle, and they all disappeared into anonymity. In order to track them down Nikolos needed local help. He couldn't trust the rebel forces, so instead he turned to the crime lords for help.

For the longest time the search seemed a wild goose chase. All the Royal Guards who'd survived the battle had long since died as old men. Then the hoplites found Cyril, the last surviving member of the Royal Guard. And when Nikolos questioned him, he revealed that the rumor of the treasure was true.

Unfortunately for Nikolos his former allies within the Gortyna's underworld had no intention of sharing the treasure. So Nikolos and his men were lured to a night meeting to discuss how to get the gold from under the nose of Polemarchos Arsenios... and were slaughtered instead.

Scene 4: Once A Soldier

If the PCs hurry to the address marked next to Cyril's name, they'll get there in time to intercept the old man as he's being interrogated by the gangsters. If they take too much time in your opinion, then the gangsters will already have left for the Acropolis, dragging the old man with them.

Cyril's home is an abandoned bakery in a lower class neighborhood. He's been living alone for the last dozen years, ever since his last living relative died. Only local charity and an iron will keep him alive.

If the PCs arrive in time, they'll find old Cyril being brutally interrogated by a dozen gangsters (or more if the PCs come with backup). The naked old man is screaming, blood all over his aging body, but it's clear that he is giving the interrogators more trouble than they'd expected. He seems to be living an old nightmare and is doggedly refusing to reveal anything other than his name and rank: "Tetrarch Cyril, 3rd Royal Phalanx! That's all you'll get, bastards!"

Once the gangsters see the PCs they try to retreat into the city using Cyril as a hostage. They have no doubt the PCs are out to get the treasure. Cyril will be screaming for the PCs to kill him rather than let "the cursed enemy use me against my own polis!"

If forced to fight, the gangsters will use all types of dirty tricks to get an advantage, but they aren't fanatical and will try to run if they feel they can't win.

Once the PCs get Cyril to safety he'll go into something like shock, shaking and rambling:

"It was beauty, see! Just beauty. So much beauty it drove you crazy! You know? Beauty can do that! But it made sense, right? Only no one else understood. And the Spartans... Those murderers of beauty... The Sakalid... She was beautiful. So beautiful. How could they kill her?"

After a while of this he seems to snap out of it and calm down. With a heavy but very clear voice he suddenly says: "But I guess you're here for the gold? Let's go then..."

Scene 5: The Treasure

Cyril will lead either the PCs or the gangsters (depending who got away with him) to the secret cache hidden in the ruins of the old Acropolis.

The cache is underground and cleverly disguised, but Cyril has no trouble remembering the way. When they arrive at an elegant but well-hidden door, Cyril opens the mechanical locks with incredible ease (considering it has been fifty years since he was last there).

Inside the cache is a massive amount of gold bars. Several tons, enough wealth to make all the PCs very, very rich men. Each bar has the mark of the Sakalid Empire on it.

Make it clear to the PCs that this is the Sakalid gold that according to some rumors was used to bribe the will of the Gortyna king and his men.

As soon as the first PC touches a bar of gold tell him that a chill runs down his spine and his Pulse points immediately halve. If a PC picks up a bar of gold, his Pulse is immediately reduced to 1 and remains at 1 for as long as he carries the gold.

Whether this is a real curse or just in the minds of the characters is up to you.

Aftermath

Cyril won't try to stop the PCs from taking the gold, but he won't accept any himself, only shaking his head sadly.

If you feel generous the PCs might get away with smuggling the gold out, making them very wealthy indeed (there's gold worth hundreds of million of drachmas), or you could have Polemarchos Arsenios show up and claim the gold in the name of Methone and its king (leaving the PCs with only a few thousand drachmas in finder's fee). If they get away with all the loot, there are likely to be a lot of people hunting after the characters based on rumors from Gortyna....

Gortyna Gangsters

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Streetwise d8, Throwing d8

Pace 6 Parry 6 Toughness 7 Pulse 10 Charisma -2

Hindrances: Greedy, Mean

Edges: Brawny

Gear: Hades Blade Knife (**Ranges:** 3/6/12, **Damage:** Str+d4+2, AP4), Polis Lance (**Damage:** 2d8, AP 2, -1 to Notice if hidden).

Credits

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For more about Aegis Shields, Hoplites and Divine Aid (among other things), check out the [Dogs of Hades](#) book!