



DOGS OF HADES

Young Love Aphrodite

One Sheet



Young Love (Aphrodite's Version)

Summary

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. As an introduction to the setting, here's a tale we might all find familiar...

The young and handsome Parmenio, son of Demetrius (a rich and influential nobleman), has fallen in love with Zoë, the enchanting daughter of Hipparchus and Adara (an equally rich and influential family in Methone).

Unfortunately these two families are deadly rivals and a union of love between them won't be accepted by either. The PCs must help the desperate Parmenio kidnap his love from under her father's nose and get them married before their families can stop love from blooming!

Hooks

Perhaps one of the PCs is distantly related to either Parmenio or Zoë and has been asked by him or her to help them escape and get married. Alternatively the PCs could be asked to do it by Euthalia, a prominent priestess of Aphrodite (and from a lesser noble family that competes with both Parmenio's and Zoë's families), who *"just wants young love to prevail!"*

Scene 1: The Festival Of Family

Zoë's mother, the coldhearted vixen Adara, has made sure her daughter is kept under close guard ever since she discovered the affair between her and Parmenio. Parmenio, on the other hand, is still free to go about the polis. His father has simply reprimanded him for the unseemly affair, but hasn't grounded him.

The young man is planning to kidnap Zoë during a festival in honor of the family goddess Hera, but he's in dire need of help from the PCs.

Since Adara is high priestess of Hera, she has to be present during the big festival. What's more, she will need to bring her entire family, including young Zoë.

Star-Crossed Lovers?

Yes, it's Romeo and Juliet. But then Shakespeare stole the plot from the Greeks. We're just stealing it back.

Parmenio has a few ideas on the best time to strike:

- During the arrival to the Temple of Hera. There are hundreds of priestesses of Hera coming to the festival and they are all bringing their families. The logistical confusion is usually intense and it might be a good time to attempt a kidnapping. Of course, an important family like Adara and Hipparchus' will be bringing personal bodyguards with them.
- During the long ceremonial procession between the Temple of Hera and Temple of Zeus. The young girl will be walking free of her normal chaperones and guards. There will, however, be a big crowd on both sides so escaping might be difficult.
- During the Blessings of the Sanctity of Marriage in the open square in front of the Zeus temple. Zoë will be waiting along with all the other children of the priestesses in a special secluded enclosure. All the children are supposed to swarm out into the open at the end of the ceremony to symbolize the fruits of marriage. While there are a few temple servants and guards present, they won't be many. Getting away unseen, however, requires imagination as the only way in or out of the place leads right onto the temple square.
- Finally, during the return to the Temple of Hera. This last part of the festival is relatively casual, and after a long day of ceremony the guards might be less attentive.

While Parmenio is ready to do anything to get Zoë, he'll listen to the PCs and their suggestions. Whatever choice is agreed, give it a fair chance of working in favor of the young loves. We're soppy romantics like that.

Scene 2: Wedding Rituals

Once the PCs and Parmenio have kidnapped the lovely Zoë (however they achieve it) the next part of the plan is to get the two legally married before their parents can stop them. Unfortunately, getting married in Methone (and most other Athenian poleis) normally requires blessings from both sets of parents and a dowry to be paid. To get wed without the blessings of the parents requires some extra leg work and time:

Firstly, the couple must bathe in pure water (preferably from one of the temple baths of Ganymede or the River Nymphs) so they're clean in body and soul.

Secondly, the couple must visit the temple of the Fates and pray for divine blessings. A priest of the Fates must declare their lives intertwined by destiny.

Thirdly, the couple must sleep innocently together under gaze of the moon goddess Selene.

The following morning, the couple must go to a temple of Aphrodite to be blessed by the goddess of love by making an offering at her alter.

And finally, the couple must go to a temple of Athena where they can be legally wed if at least 3 free citizens of Methone can testify that they've gone through the whole process. A priest and a priestess of Athena will then bless the couple.

During all this the PCs run into more and more people searching for the young couple. Both Parmenio's and Zoë's families have dozens of people out looking for them. Mostly these people will simply be slaves and servants but there are also quite a few guards roaming the streets of Methone.

Have the PCs run into as much trouble as you see fit, and then, when it's dramatically appropriate, introduce the final opposition: a group of merciless bounty-hunters hired by Adara....

Scene 3: The Power Of Love

Just as the young couple are finishing up their complicated wedding rituals, Adara's hired thugs arrive to ruin everything. They'll have no moral problems with killing both the PCs and Parmenio, but will be very careful not to endanger or harm Zoë in any way.

To make the fight a little more interesting, here are a couple of ideas:

- If this battle takes place in a temple then the PCs will know that drawing blood is a bad idea since it'll offend the deity in question. Each time a PC Shakes or Wounds an opponent with a slashing or cutting weapon, have him roll a Spirit roll; if failed he is Shaken from the divine anger. Punching or bludgeoning someone is fine as long as no blood is spilled. That's the important bit.

- Temple guards will try to throw out both sides of the fight and they're not holding back. They won't interrupt the ceremony, however.

The bounty hunters will stop fighting immediately if the marriage ritual is fulfilled since they'll have failed and get no pay.

Aftermath

If the young couple manages to get married, the two rival families will be forced to talk or risk losing even more face. A couple of months later the PCs will be invited to an official wedding with all the glory worthy of such high society families.

The PCs will have gained a potentially powerful ally in Parmenio – who will one day inherit all his father's wealth plus a substantial part of Zoë's family's possessions. They'll also gain the blessing of Aphrodite and can each call on her Divine Aid once without paying Karma for it.

If the young couple doesn't get married, then things return more or less to normal, though the PCs might have picked up a new enemy in Adara, depending on their actions.



Parmenio, Son Of Demetrius

Attributes: Agility d6, Smarts d4, Strength d6, Spirit d4, Vigor d6

Skills: Fighting d8, Knowledge (Athenian Culture/Sports) d6, Riding d6, Stealth d6, Taunt d6

Pace 6 Parry 6 Toughness 5 Pulse 15 Charisma +2

Hindrances: Overconfident, Stubborn

Edges: Attractive

Gear: Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)



Zoë, Daughter Of Hipparchus

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Athenian Culture/Art) d6, Notice d6, Persuasion d6, Stealth d8

Pace 6 Parry 2 Toughness 5 Pulse 10 Charisma +2

Hindrances: Death Wish (marry Parmenio), Young

Edges: Attractive

Guards (both house guards and temple guards)

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

Skills: Fighting d8, Guts d6, Healing d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace 6 Parry 8(2) Toughness 11(6) Pulse 10

Hindrances: Loyal

Edges: Hoplite

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach 1), Medium Aegis Shield (+2 Parry, Aegis Force Shield), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

Adara's Bounty Hunters (at least 2 per PC)

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

Skills: Fighting d8, Guts d8, Intimidation d8, Investigation d8, Knowledge (Drugs) d8, Notice d8+2, Shooting d8, Streetwise d8, Throwing d8, Tracking d8

Pace 6 Parry 6 Toughness 11(5) Pulse 10

Hindrances: Greedy, Stubborn

Edges: Combat Reflexes, Quick Draw, Two Fisted

Gear: Polis Lance (**Damage:** 2d8, AP 2), Light Armor (+5 Armor, torso and legs), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Hades Blade Knife (**Ranges:** 3/6/12, **Damage:** Str+d4+2, AP 4), Rope (enough to tie up two teenagers), Cloth with an anesthetic drug (Vigor -2 or take 1 level of Fatigue each round until knocked out)

Credits

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