



Young Love Hera





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Young Love (lilazers Varston))

Summerry

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 hot-headed Parmenio, son of Demetrius (a rich and influential nobleman) has fallen in love with Zoë, the spoiled daughter of Hipparchus and Adara (an equally rich and influential family in Methone).

A marriage between the two young people is not possible, however, since that wouldn't serve the interests of either family. And normally this would be the end of it.

Unfortunately Parmenio, aided by vengeful slaves and incompetent servants, has managed to kidnap Zoë during a festival in the honor of the family goddess Hera. Hera isn't amused.

Obviously some sinister forces have taken an interest in their affair and the PCs must find the two young lovers before they cause the downfall of two honorable and important families.

The sinister force taking an interest is Euthalia, a high-priestess of Aphrodite (and from a family competing with both Zoë's and Parmenio's – not that the two teens realized this fact). The PCs will most likely not learn of Euthalia's involvement in this scenario. That's a way for you to extend the adventure if you'd like.

Hooks

Perhaps one of the PCs to be distantly related to either Parmenio or Zoë and has a personal interest in restoring the family's honor.

Alternatively, Zoë's mother Adara has contacted the PCs in hope of them saving her daughter's honor (and the family's along with it). Crying, she explains that if her daughter is in any way tainted in this affair, then she's likely to be forced to serve in a temple for the rest of her life.

Alternatively it could be Demetrius, Parmenio's father, who is pleading for help. He is well aware that it's his son who has caused this problem in the first place, and that blame will therefore fall on his family. If the PCs don't find Parmenio before he does *"something irreversible"*, then Demetrius will either have to force his own son into exile or risk the wrath of all the other noble families of Methone, perhaps even the king.

Scana 18 Tean Splitts

If the PCs spend a little time investigating the circumstances of Zoë's abduction it becomes clear that Parmenio did not act alone.

Witnesses will explain the girl was abducted during the Blessings of the Sanctity of Marriage. Adara, a high priestess of Hera, and Hipparchus were conducting the ceremony at the time. Zoë was waiting (along with all the other children of the priestesses of Hera) in a special hidden enclosure on one side of the temple. Only a few temple guards were there to guard the children, but it would still be more men than Parmenio could handle on his own. Some of the guards seem to have been drugged rather than killed.

If the PCs talk to some of the children, they'll explain that Parmenio was indeed helped out by black-clad men.

One of the children will also have heard Parmenio and Zoë talk about "getting married legally, then our parents can't do anything against us."

Scana 28 Wadding Rituals

Fortunately, 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.

This should buy the PCs some time to catch up with the youngsters. At some point Euthalia, who is monitoring events from the sidelines, will see the PCs tracking Parmenio and Zoë. When? That depends on how loudly the PCs conduct their search, but unless they're extremely clever, she'll find out when they get to the Aphrodite temple or earlier. As soon as she finds out about the PCs, Euthalia will begin to throw wrenches into the wheels of their investigation. She won't reveal herself, using a trusted servant to handle all the contacts.

Some obstacles she will attempt to make:

• Harlots attempting to seduce the PCs into wasting time with carnal activities. If asked who told them to contact the PCs, the ladies shrug and explain it was some dark-clad man.

• The local authorities are tipped off that the PCs have stolen something and have sent a bunch of guards to take the PCs in for questioning. They're not the brightest nor the most honorable, so bribing or good persuasion should get the PCs past them.

• A kid comes to the PCs claiming that he has seen Parmenio and Zoë running towards the harbor. If the PCs spend just a moment questioning the boy he'll reveal that some man told him to say it, and that he doesn't know Parmenio or Zoë at all, but otherwise the "Quick, mister! They went that way!" ploy might throw the PCs off the trail for a while.

Whenever you feel the PCs have searched long enough, they finally run into the young couple at the temple of Athena where they're just about to finish the final ritual making them husband and wife.

Stere Crossed Lovers?

Yes, it's Romeo and Juliet, but from the parents' point of view. If you want to play it the traditional way, helping young love blossom (you romantic sap), then we've written another One Sheet adventure for that too.

Scong 58 Desthuctive Love

As the PCs enter the temple they're met by the Pain Seekers, a religious cult that venerate Aphrodite's darker aspects. Euthalia often uses them for her dirty work.

Behind the Pain Seekers, at the altar of Athena, the young couple is kneeling, being blessed by a priest and priestess of Athena. Both priests have been handsomely paid by Euthalia and won't stop the ritual just because the PCs arrive... as a matter of fact they might speed it up a little.

• 10 rounds after the PCs enter, the priest and priestess of Athena will finish their blessings and Zoë and Parmenio will be legally wed.

• Spilling blood in a temple of Athena could be considered a serious offense, and the goddess might punish someone doing that. 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. The Pain Seekers and temple guard are not affected by this special rule since they're servants of the gods.

If the fight is too easy for the PCs, have temple guards arrive to join the fracas. Though they'll attack both sides almost equally, they will try to keep the PCs from interrupting the ceremony.

Altermeth

If the PCs manage to stop the foolish marriage without harming the young people, then they'll get the gratitude of both families, and potentially have made some important allies. In any case they will each receive a gift worth no less than 500 drachmas from either Demetrius or Hipparchus. Unbeknownst to them, however, they will also have gained an enemy in Euthalia. Neither Zoë nor Parmenio will reveal her role readily, but as we've noted there could be potential for future adventures hidden here.

If the PCs fail to stop the marriage, both youngsters will be disowned by their families and will be forced to live in the poorest parts of town. After they've starved for a while, Euthalia will offer both of them work in one of her brothels, smugly content in the misery she's caused both families.



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)



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) **Words:** Magnus Nygaard **Edits:** Miles M Kantir

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Euthalia's Pain Seekers (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, Legs), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Hades Blade Knife (**Ranges:** 3/6/12, **Damage:** Str+d4+2, AP 4)

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