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## STARGATE COMMAND PROGRAM PROJECT PHOENIX

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# CONFIDENTIAL

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# Birthplace

Side Mission

**Introduction:** Travel back to Reese's homeworld to further explore what befell the colony and what the Replicators left behind.

A ninety-minute "episode" for level 1-4 characters of the  
Stargate SG-1 Roleplaying Game

by Bill Mundt



If you have first-time players, this can be read verbatim or paraphrased as you see fit.

## THE STARGATE PROGRAM

Earth's Stargate (SG) Program began when a Stargate was unearthed in Egypt in 1928. The device was brought to the United States in 1939 to keep it out of Nazi hands and was installed deep beneath Cheyenne Mountain in Colorado.

When it was discovered that there were grave threats in the Universe, in the form of the Goa'uld System Lords, the United States established Stargate Command, under the command of General Hammond. Nine teams, known as Stargate teams (SG 1-9) were initially created to travel through the Gate to assess threats, open negotiations with other civilizations and procure technology to defend Earth.

As the SG teams went on missions, contact was made with several intelligent races as well as distant Earth descendants, which were under the control or influence of the Goa'uld. These team visits were many times a spark that lit the freedom fighting spirits of those worlds.

## STARGATE PHOENIX

As more and more refugees from alien worlds began to rise up, a classified site, authorized by the President and headed up by General P.K. Loyer, was created. Its mission is to establish an off-world Stargate site called Phoenix Site, which brings together and trains the freedom fighting individuals from worlds oppressed by the Goa'uld System Lords.

Once trained, these highly functional SG teams are sent on missions with the defense of the Universe in mind.

"You recruits are members of the selection process to be placed on one of these teams."

### THIS GAME EPISODE

Encourage your players to watch Stargate SG-1 *Season 5, "Menace"* prior to playing this "episode" for a deeper immersive experience.

### PREPARING THE ADVENTURE PLAY

You are the Gamemaster (GM). The GM is a vital role and can be as much fun, if not more fun, as being a player. You control the story and the non-player characters (NPCs) that interact with the player's characters (PCs).

Before you run this episode as a GM for a group of players, you should do the following:

- Read through the episode.
- Highlight important items as reminders.
- Gather your notecards, a screen, dice, etc.
- The Stargate Roleplaying Game can be played as a theatre of the mind type game; however, some players enjoy playing on a tabletop with a battle mat and miniature characters. This is completely optional but helps some people picture the tactical nature of combat.
- Familiarize yourself with the Stargate Roleplaying Game rules.
- Ensure your players play legal Phoenix Living Series characters. (see [StargateTheRPG.com/about/SGP](http://StargateTheRPG.com/about/SGP) for more information)

### WHAT IS A SIDE MISSION?

Sometimes called "Bottle Episodes," Side Missions are episodes that you can drop into any game season at any point and it is completely self contained. The only assumption for timeline is that this episode takes place after Stargate SG-1 *Season 6 "Allegiance."*

Side Missions can be played at a home game or as part of the Living RPG Series "Phoenix Site."

### TENSION DIE

This episode has a Tension Die (TD) of **D6**, unless otherwise stated.

Be sure to let your players know this as many feats, equipment, and other player options use the (TD) to add to a roll. As a GM you will also use (TD) for Combatants and some damage elements.



## SUMMARY

The Phoenix Team explores Reese's homeworld months after SG-1 discovered her. They discover clues that will help the Asgard in their battle with the Replicators, and perhaps provide the key to their victory.

## BACKSTORY

Reese was designed and constructed using technology discovered in an Ancient facility unearthed on the planet, with a crude robotic body, the code from self-replicating nanites as her software, and a supply of the nanites for repair purposes. Her level of intellect quickly grew beyond what her Father predicted, and he used the lab to create a more-human body for his rapidly-more-human daughter. The rest of the city's people feared her, and wanted to destroy her, making her self-conscious and paranoid.

The Replicators were toys, originally designed and built by Reese, using her innate understanding of the Ancient nanite technology. To protect Reese from the mobs that she feared, she taught her Replicators to actively and deliberately attack the people who threatened her. After a critical mass of Replicators was created, Reese lost control of them; they began to run amok and replicate without limit. The new Replicators on the planet are Father's own creations, built to defend him against whoever stole Reese; he has only just begun to experiment with them, so they have not had an opportunity to develop into what his daughter created.

Once the Replicators had gone completely out of control, Father unleashed the Ancient nanites in a desperate bid to stop the reverse-engineered machines. While they were able to delay the expansion of the Replicators for some time, it was clearly a losing battle. To put a stop to the attack, Father set up the Ancient machines in his lab to construct another android body, and to transfer his consciousness into it, to take control of the Replicator horde himself. Unfortunately, the procedure took too long, and the other colonists were long dead, Reese asleep, and the Replicators missing before his new body awoke. He allowed Reese to stay offline while he worked to develop a means to control the Replicators.

## ACT 1: MENACE REDUX

### GM NEED TO KNOW INFORMATION

The characters are being sent on a routine planet revisit. These missions are done to check in on planets that had been previously explored by other SG teams to ensure nothing was missed.

The planet they are being sent to is P3S-517, homeworld of the Replicator-manufacturing android Reese. In the months since the SGC turned her body over to the Asgard, there have been few updates on the progress of their research, leading to concern that the dead android may not provide the silver bullet Earth had hoped for. The Phoenix Team is being deployed in the hopes that there is more knowledge about the Replicator threat to be discovered on the planet. That knowledge may come with help from Reese's Father, who has secretly uploaded his mind into an android body similar to that of his daughter, and now poses as a human.

### GEARING UP

PCs are issued 1-Prep mission gear. In addition, each PC has a Garage Door Opener (GDO) and their own Iris Deactivation Code (IDC). The team member with the highest Science (INT) skill is also provided a **Research Kit (Physics)**, equipped with sensors necessary for detecting radiation, energy fields, radio signals, and other electromagnetic disturbances, useful for locating and identifying advanced technology.

### WHAT THE PCs MAY DO

The team will visit the planet to investigate the laboratory where Reese was discovered to try and find more details regarding the creation of the Replicators, and a way to stop them once and for all.

Clues are discovered pointing to the existence of a secret vault hidden in the lab, guarded by Reese's father, who has uploaded his consciousness into an android body and is concerned for his missing daughter. Exploring the area around the lab reveals that the city is overrun by mostly-inactive, early-model Replicators, and undiscovered structures and devices composed entirely of nanites.

**THE PROBLEM** – The team must negotiate with Reese's father for access to the hidden vault and any secrets it might contain to the Replicators' weaknesses.

**RESOLUTION** – The team either succeeds in convincing Reese’s father to aid them, or fail and face him in combat, at least providing Phoenix Site and the Asgard with another Reese-type android for study.

## ENCOUNTER 1: MISSION BRIEFING

The “episode” begins in the briefing room at Phoenix Site, with General P.K. Loyer on hand to refresh the team’s memory regarding P3S-517, the Replicators, and the android Reese.

General Loyer is, as usual, already waiting for you in the briefing room, with dossiers arrayed around the table. “Good afternoon, team. This should be a fairly straightforward briefing for all of us today. You’re being deployed on a reconnaissance re-visit to a planet explored by the SGC last year, P3S-517,” The General pauses, opening his dossier and gesturing for all of you to follow suit...

The folder details a technologically advanced world, with photographs of complex, overgrown angular architecture and hand-drawn maps to a location identified as a laboratory.

“During their visit to the planet, SG-1 discovered an android built to resemble a young human woman, who called herself ‘Reese.’ During her time on Earth, she revealed herself to be a source, if not *the* source, of the Replicators -- mechanical life-forms driven ceaselessly to break down materials and re-combine them to make more of their own kind. They’re downright nasty things, and have proven to be a dire threat to the Asgard, one of the most powerful cultures we’ve ever come across,” he nods to the folder in front of him, “Fortunately, SG-1 didn’t encounter any active Replicators on the planet itself, only dead and inactive blocks.”

“Unfortunately, Reese was killed in an effort to protect the SGC before she could be enlisted to help protect the Asgard from the Replicator threat. Her body was turned over to the Asgard, with the hope that they could use her as a weapon against the Replicators in some way, but we haven’t heard anything about that endeavor since.

To that end, your mission is to investigate the laboratory where the android was discovered, and the area surrounding it, and bring back any materials or information that may help accelerate the Asgard’s battle with the Replicators.

## RESOLUTION

The team receives their equipment for the mission. The Stargate is dialed, the MALP confirms the area near the Stargate is secure and habitable, and the team is deployed.

## ENCOUNTER 2: FINDING THE DOOR

Stepping through the gate you see a dilapidated city that you can tell was once great, but is now falling in upon itself.

Using the notes from SG-1’s mission, tracking down the lab where Reese was located is a trivial task. With Reese no longer present, the space resembles a dusty and long-abandoned tomb, with the empty slab-like table where the android was discovered in the center. The walls are lined with support pillars of bright metal, with four narrower pillars forming an arch-like embellishment at the back of the room, behind the slab.

- **Perception or Investigation DC 18:** The PC discovers that there is a break in the layer of dust coating the wall in the “archway,” revealing the outline of a disused hidden door.
- **Passive Perception:** If the team does not investigate the archway, or fails the above check, call attention to it as a likely place to search for the PC with the highest Perception.

Once the hidden door has been identified, or if the team is inspired to sweep the area with the Research Kit (Physics), the team can investigate further.

- **Engineering or Investigation DC 10:** Discovers the locking mechanism that operates the door.

The **Science** checks about the mechanism or the power signature are made with Advantage by a team member using the Research Kit (Physics).

- **Science DC 15:** After locating the locking mechanism, success on this check determines that the door is keyed to a particular energy signature that the team cannot reproduce; a transmitter will need to be located to unlock the door.
- **Science DC 20:** the PC identifies that the mechanism itself is made of nanites.

If the team attempts to breach the door by force using C4 or other means, call attention to the fact that they do not know the layout of the area on the other side,

and vital intelligence, technology, or artifacts could be damaged or destroyed by such an action.

## RESOLUTION

Once the mechanism has been discovered:

- **Science DC 10:** the team can attempt to track down a source of the distinctive energy signature. The equipment does detect a match, located somewhere within the abandoned city.

If the team chooses to return to the Stargate and check in with the SGP, General Loyer thanks them for the preliminary report and directs them to continue into the city and find the source of the energy signature.

If the team attempts to blow open the hidden door or otherwise breach it with violence, they will destroy the data stored on the computers inside the small computer closet. If they check in to report the incident, General Loyer orders the team to continue searching the area around the lab and try to track down any signs of advanced technology that might be useful, but scolds them for their recklessness.

## ENCOUNTER 3: FINDING THE POWER SIGNATURE

As the team follows the power signature you see a literal concrete jungle in front of you. There are tall skyscrapers that have fallen in upon themselves, sink holes pitting the landscape, and an abundance of overgrowth between the team and its goal.

- **Science DC 10:** According to the signal strength you are about 5.5 km away from the source.

During each Journey Encounter, allow the PCs to come up with inventive ways to use other skills.

This is a Traversal Encounter, *see Chapter 10 of the core rulebook page 146.*

### QUICK GUIDE ON TRAVERSAL ENCOUNTER

To begin a journey, the GM simply shuffles the Journey deck, and reveals the top card. This represents the first challenge of the journey. Once the PCs have resolved that card's challenge (and possibly discarded some cards from the deck), the GM reveals the next card to resolve.

## NAVIGATING

As they PCs deal with the challenges, they may have a chance to discard cards from the top of the deck (face down without looking). These cards are called "Navigated" and they represent uneventful travel where the PCs success has made future travel either faster, safer, or otherwise nonthreatening. These cards are put into a discard pile of navigated cards (face down).

## GETTING LOST

If the team fails a challenge, they may get lost. This returns cards to the deck, thus making the journey take longer. The cards returned to the deck are always navigated cards from the discard pile. If there are not enough navigated cards to return to the Journey deck, then no additional cards are added.

## OVERCOMING AN ENCOUNTER

Once a card has been overcome (not simply navigated), success or failure, it is removed from the encounter, so it will not be a part of the Navigated discard pile. If there are no cards left in the Journey deck, the PCs have arrived at their destination.

## THE DECK FOR THIS JOURNEY

The GM assembles a Journey Deck before the encounter begins. For this mission, the Journey Deck consists of 11 Journey cards. Each Journey card represents an element of terrain, an encounter, or some other hazard that might appear during travel.

This encounter will break the 5.5 km journey into roughly equal segments, an encounter every 0.5 km.

- **3, 5, 8 Hearts:** Fallen skyscrapers, open sinkholes.
- **2, 4, 6 Clubs:** Overgrown areas of the city.
- **3, 6 Spades:** Intact roads.
- **4, 7 Diamonds:** Flooded sinkholes.
- **Black Queen Spade:** Replicator Hive. **(make sure this is the last card in the deck)**

Also, along the way if the PCs want to examine why the buildings are in such rapid decay:

- **Investigation DC 15:** Inspecting the ruined buildings and collapsed rubble reveals that at least some of the wreckage was brought on by acid damage to the structures.



## JOURNEY CARD ENCOUNTERS

### 3, 5, 8 HEARTS: ATHLETIC CHECKS

The city is falling in upon itself. The buildings have pitting and scarring that have caused a very treacherous journey through the rubble. Skyscrapers have fallen and sinkholes have opened up. You are going to have muscle your way through this.

- **Group Athletics DC 10+Card Number:** The team proceeds through the rubble:
  - **Success:** The team navigates through the broken streets and fallen skyscrapers. The team members overcome this Journey card. Discard one card from the Journey deck into the Navigated pile (or 1 TD cards if everyone succeeded) and one card for each natural 20.
  - **Failure:** The team follows the wrong path through the rubble and are exhausted. The team members overcome this Journey card, but return one navigated card back to the Journey deck (or 1 TD more cards if everyone failed). Additionally, each failing PC suffers **Disadvantage on the next Skill Check**.

### 2, 4, 6 CLUBS: SURVIVAL CHECKS

In this area vines and tall green stalks with sharp leaves make it difficult to keep a straight path to the power signature. You are going to have to trust your survival skills.

- **Group Survival DC 10+Card Number:** The team proceeds through the overgrowth:
  - **Success:** The team navigates through the overgrowth. The team members overcome this Journey card. Discard one card from the Journey deck into the Navigated pile (or 1 TD cards if everyone succeeded) and one card for each natural 20.
  - **Failure:** The team gets turned around in the overgrowth. The team members overcome this Journey card, but return one navigated card back to the Journey deck (or 1 TD more cards if everyone failed). Additionally, each failing PC suffers **2 TD slashing damage** from the foliage.

### 3, 6 SPADES: PERCEPTION CHECKS

Finally some open, intact roads, that allow you and your team to catch your breath and look around.

- **Group Perception DC 10+Card Number:** The team proceeds through the city:
  - **Success:** PC just catches sight of a small creature flying between rooftops across the street. It is too distant and quick to catch any detail, but life of some form is nearby. The team members overcome this Journey card. Discard one card from the Journey deck into the Navigated pile (or 1 TD cards if everyone succeeded) and one card for each natural 20.
  - **Failure:** The team sees nothing of importance. The team members overcome this Journey card. Nothing negative happens.

### 4, 7 DIAMONDS: NATURE CHECKS

The streets are collapsing. There are several flooded sinkholes, but there does appear to be a path through. You will have to rely on your skills of nature to know if you have secure foothold.

- **Group Nature DC 10+Card Number:** The team proceeds through the fragile streets:
  - **Success:** The team navigates through the collapsing sinkholes without falling in. The team members overcome this Journey card. Discard one card from the Journey deck into the Navigated pile (or 1 TD cards if everyone succeeded) and one card for each natural 20.
  - **Failure:** The street crumbles from under them and they fall into the sinkhole. The team members overcome this Journey card, but return one navigated card back to the Journey deck (or 1 TD more cards if everyone failed). Additionally, each PC suffers **2 TD bludgeoning damage** from the fall.

### BLACK QUEEN SPADE: REPLICATOR HIVE

Coming around another corner in the direction of the energy signature reveals a street crawling with medium sized groups of, metallic, hand-sized insects resembling large houseflies.



- **Engineering DC 15:** Built from chunkier and less uniformly shaped blocks, these give the impression of a less advanced version of the Replicators, an early stage in their evolution.

They don't seem to be immediately aggressive and appear to be ignoring the team entirely.

If the team turns around to try and find another route, they see another large swarm of the Replicator Flies crawling down the side of a building, perhaps the same one the flying creature darted to earlier, if it was spotted. The team is surrounded, and must either **Sneak Through** or **Fight Through**.

### SNEAK THROUGH

- **Group Stealth DC 15 (twice):**
  - **Success:** The team is able to carefully navigate the Replicators without issue. As the team reaches the end of the Replicator-infested area after the second check, proceed to **Resolution**.
  - **Failure:** A Replicator Fly shifts into the path of a PC's footstep without their notice, and is crushed with an electronic screech. Animal Handling DC 20 will calm the surrounding Flies and negate this failure once; if unsuccessful, proceed to **Fight Through**. A second Group Stealth failure cannot be negated.

### FIGHT THROUGH

**Replicator Fly Swarms** leap off the ground and the walls of nearby buildings, flying together as swarms attacking each PC. The swarms are, seemingly, endless -- there are always exactly enough swarms for each PC to have one attacking them, with a new swarm entering the fray on the next turn after any of them are destroyed.

Allow combat to continue for a maximum of **4 rounds**, or until any PCs are below half HP, whichever comes first; then proceed to **Resolution** at the beginning of the next round.

### RESOLUTION

A loud, high-pitched digital sound, not unlike a dial-up modem, splits the air. The Replicator Flies freeze in place for a moment, then perk up and swarm into the sky, leaving the area.

If the team Navigated around the encounter with the Replicator Flies:

A loud, high-pitched digital sound, not unlike a dial-up modem, splits the air. A moment later, the sky overhead is filled with flying, glittering insect-like shapes, swarming into the distance.

- **Survival DC 13:** (in either resolution): The sound originated from the same direction as the energy signature the team is tracking, and the swarm fled that direction.

## ENCOUNTER 4: GAIN THE KEY

The team finally approaches the apparent source of the energy signature. It is a large, almost unnaturally-smooth building of dull gray metal, cylindrical with a domed roof, sharply contrasting against the blocky, angular shapes of other buildings in the city, including those surrounding it. There is a single door on the side of the structure facing the team, and the domed rooftop is crawling with Replicator Flies.

- **Perception DC 15:** The Flies on the roof are grabbing at each others' blocks and re-configuring one another, resembling less-elegant versions of Replicator Spiders, the most common form.
- **Science DC 10:** The team is able to determine that the building is, itself, composed of nanites. This check is made at advantage by a PC using the Research Kit (Physics).

As you approach the door into the domed building, it slides open to reveal a small, dark room with another door at the far side.

Once the entire team has entered, the door behind them seals and melds seamlessly into the wall, and a stern, human voice echoes in the room:

"Hello. I am waiting for you in my lab, just beyond the next door. I believe there is a great deal for us to speak about."

As soon as a teammate makes a move to the inner door. Read the following:

The inner door slides open as you approach, revealing a large, cluttered laboratory, with the domed roof plainly visible overhead. Scientific equipment and alien technology is spread throughout the room, ranging from familiar microscopes and centrifuges to an odd wall-mounted device, computer consoles, and a table with an illuminated surface. A dark skinned man is waiting for you near the middle of the room.

- **Culture DC 13:** While much of the equipment looks to be native to the culture on this planet, several prominent pieces are clearly Ancient in design. The wall-mounted device in particular looks very similar to the Ancient Repository of Knowledge, the glowing table bears a line of Ancient text across its surface, and several computer consoles display Ancient symbols in the air.
- **Engineering DC 20:** All you know is that this appears to be some kind of Ancient technology beyond anything you've seen before.
- **Science DC 20:** ALL of the equipment, including the Ancient material, is composed of nanites. This check is made at advantage by a PC using the Research Kit (Physics).

Once the team has entered, the door behind them closes once again. If anyone tries to remain in the airlock, the walls begin to shift inward on them, ushering them through the door. The man turns to face them, his voice calm and stern.

"I have three questions for you, strangers. Where is my daughter? Who has taken her from me? What has become of Reese?"

- **Insight DC 12:** This man must be the person Reese called "Father." She claimed that he had died when her Replicators overran the colony.
- **Insight DC 15:** Despite his calm exterior, this man is wracked with grief and paranoia.

### CALMING FATHER

Trying to pacify Father is a difficult task, but the team will be trying to convince him to help them by providing them some means to stop the Replicators, but he is upset that his daughter is gone.

We are now in a Convince Encounter, *see Chapter 10 page 136 of the core rulebook*, with a **Threshold of 7 and DC 15**. Taking a **Mien (Charisma)** approach is at **Disadvantage** due to Father's paranoia about outsiders following Reese's disappearance; taking a **Sympathetic (Wisdom)** approach to try and comfort him is much more effective, with these checks made at **Advantage**.

**Roll Moxie.**

**After the first round** of the Convince Encounter, continue to **Calming Father (Continued)**.

### QUICK GUIDE ON CONVINCE ENCOUNTER

Convince encounters are where the players must influence an NPC to the course of action desired where roleplaying is encouraged.

A Convince Encounter is broken down into four phases.

**Phase 1:** The players that want to participate wager 1 Determination Point (DP). This cost increases each round by one. If a player does not have enough DP left, they cannot wager and thus may not attempt to convince the target. If no PC wagers, the Convince encounter ends in a failure.

Note: If a PC does not wager they may still participate using side-bar commentary once per round to give another PC of their choice a +1 to a check, after the result of the check is known.

**Phase 2:** Each PC describes the method they choose to convince the target. (Logic-Intelligence, Sympathy-Wisdom or Charm-Charisma).

**Phase 3:** Roll a Check using the attribute or skill associated with the PCs selected approach.

On a Failure the PCs DP wager is lost.

Critical Success (Natural 20 on the check) counts as 2 success in Phase 4.

Critical Failure (Natural 1 on the check) results in a failure and the Threshold being increased by +1.

**Phase 4:** The GM tallies the successes the PCs achieved in Phase 3 and adds it to any successes in previous rounds. If the number is higher than the Encounter Threshold, the encounter succeeds. The GM narrates the targets response upon success, need for more successes or failure.

If there are not enough successes, the encounter continues with a new Phase 1.

### CALMING FATHER (CONTINUED)

After the first round of the **Convince encounter**, Father will command a group of **Replicator Proto-Spiders** to attack through a newly-created openings in the nanite roof, with one Spider per party member.

Father seems to hear your arguments but he clearly isn't convinced. He says, "Let's see how you deal with my daughter's creations..." with that, and a gesture of one hand several holes open in the nanite ceiling, and

a flood of spiders come climbing down the down the walls with a distinctive tink-tink-tink of their footsteps.

### Roll Initiative.

**GM Note:** We are now in a Skirmish Combat inside of a Convince Encounter. The Convince continues as normal and the PCs and and Father continue debating during combat.

A PC that does damage to Father directly has Disadvantage on any Convince rolls and does not aid a +1 by not participating.

At this point you should bounce back and forth between Moxie and Initiative order. As in, allow the PC with the highest Initiative to go first, then the highest Moxie, then second highest Initiative, second highest Moxie, and so on... **Talking is a Free Action** and can be done outside of Initiative order but in this case it is organized via the Moxie order.

### TACTICS

During the combat, Father uses his bonus action to **Command Pets** for the Proto-Spiders to attack the team. The rest of his actions are spent using **Command Nanites** to grapple them in place.

### RESOLUTION

**Success:** If the team succeeds at the Convince Encounter or defeating him in combat by knocking him unconscious. **See Father Persuaded.**

**Failure:** If the team fails at the Convince Encounter he will fight to the death. If Father is ultimately killed in combat. **See Father Defeated**

### FATHER PERSUADED

If the team succeeds in convincing Father to cooperate with them or is knocked unconscious, he provides the team with the transmitter key -- made of nanites -- to access the secret vault in his old lab, Reese's tomb.

Here, take the transmitter key to the lab, maybe you can undo the damage she has done. I just ask one thing, return her body to me.

I will stay here and continue my research. Maybe I can find a way to stop these damned Replicators for good. They have done enough damage. I will contact you when or if I find a solution.

Father is emphatic about not leaving the lab. If forced to leave, he will further explain that if he is taken from

the lab he will cease to operate and that it is the Ancient machines in his lab that keep him going.

Assuming the the team agrees, they are able to return to the laboratory without incident. Opening the secret door reveals a small vault full of computer equipment, about two meters deep.

The team can attempt to decipher some of the data in the lab. With advantage with the Research Kit (Physics).

- **Science or Engineering DC 5:** The data on display appears to include notes on Reese's development, the Ancient nanites on which she was based, and decryption keys for her source code. This information is certainly of vital importance to the war effort. This needs to get to the Asgard immediately.
- **Science or Engineering DC 10:** The research in the lab has details on how to create robotic limbs.
  - **Medical DC 15:** Based on your understand it goes into more details about how to attach them to a real human body. This could be a huge leap forward in prosthetics for wounded soldiers.
- **Science or Engineering DC 15:** The research goes on to describe the process Father used to transfer his conscience into the Nanite body. This could be extremely valuable (or dangerous) information.

### FATHER DEFEATED

As with Reese, once Father has taken critical damage, the Replicators under his control fall to pieces, as do the nanites composing the lab and all its equipment. As the laboratory has no functioning doors at this time, the team risks being injured by the sheer mass of nanites and Replicator blocks falling toward them.

- **Dexterity Save DC 13:** to save against **2d6 bludgeoning damage**; if successful, they are able to escape by diving through gaps in the disintegrating walls, taking half damage.

After the lab has collapsed, the energy signature being broadcast from within goes dark. The key to unlocking the secret door in the laboratory is no longer present -- whether that was Father himself, or a piece of nanite technology in the collapsed building, is unclear.

If the team goes back to investigate the lab, the



locking mechanism itself has also collapsed into inert nanites making the door un-openable; another team will have to return to the planet with more involved gear to try and safely recover whatever may have been hidden within. But, at the very least, a second Reese-type android has been discovered, which may hold vital secrets to aid in the war against the Replicators.

## CONCLUSION

Mission success is determined if the team returns any of the data from Reese's lab or at least access.

The team is at a debriefing with General Loyer, allow them to report.

### SUCCESS:

General Loyer seems very excited of what you discovered and in the middle of the briefing gets on his computer to send an email. Very distracted while typing. You can see in the reflection in the window that he is quickly typing an email to General Hammond explaining what your team has found, but finally after a very awkward silence, he finally turns to the team with a goofy smile and a thumbs up. You think you might be getting on General Loyer's good side.

### FAILURE:

You have never seen General Loyer so defeated when you give him the news of the mission. His shoulders slump and finally says, "I guess we'll send an engineering team to see if we can open the lab. Thanks for bringing back another android for analysis. You are dismissed.

## REWARDS

As you play episodes you gain Mission Points (MPs). Once a character accumulates enough MPs, the character gains a Level.

Players typically gain three MPs per episode unless they do not succeed at a portion of the episode.

- 1 MP is earned for returning to Phoenix Site with new information about the replicator origins.
- 1 MP is earned for opening the lab and returning real actionable information on the replicators.

### LIVING SERIES UNLOCKS

In addition to Mission Points the characters also gained access to certain, previously locked items.

- If the PCs gained 2 MP from this mission, they gain the gratitude of the Asgard. At some point in the future you may call upon an Asgard for a favor.

Character rewards will be noted and reported via [StargateTheRPG.com](http://StargateTheRPG.com) After Action Report after play. Notify the player that they must have a registered character via [StargateTheRPG.com](http://StargateTheRPG.com). This is necessary so that future GMs see that you gained access these items and earned the Mission Points.

# AFTER ACTION REPORT

It is critical to the progress of the Phoenix Living RPG Series that you as a GM report the results of your episode. These results are compiled from all instances of this episode. The majority outcomes will be the Phoenix Series official story for the “season.”

## GM POINTS

You as a GM can potentially gain notoriety and special unlocks by the accumulation of GM Points. GM Points are earned by reporting After Action Reports. You gain a GM Point for each Player that was run through the episode.

## LEGAL PLAYER CHARACTERS

In order for a Player’s Character to be legal for the Phoenix Living Series play they must follow the guidelines as detailed at [StargateTheRPG.com/about/SGP](http://StargateTheRPG.com/about/SGP).

This includes Registering your Character at [StargateTheRPG.com](http://StargateTheRPG.com) > Play > Characters

Gamemasters, in order to get GM Points it is critical that you ensure your players have legal and registered character for Phoenix Living Series play.

## EPISODE RUNS

In order to report your After Action Report, you must have created or had created for you a Episode Run via the [StargateTheRPG.com](http://StargateTheRPG.com) website. This Episode Run will have a unique code that you can give to your players which will be in the form of a QR Code or Web Link.

Provide your players with this code so that they may add their character to the Episode Run.

After the Episode has been run, you as the Gamemaster can go to [StargateTheRPG.com](http://StargateTheRPG.com) > Play > Episodes. Find the Episode you ran and update the After Action Report.

## DEADLINE FOR AFTER ACTION REPORTS

If you are unable to report results immediately after the game has been played, please note down the major results and report them at a later time.

You have up to 1 week after the Episode Run has been scheduled to report the After Action Report.

Also, each episode has an amount of time that it can be reported in order to count towards the Phoenix Series storyline. This is typically 6 weeks after the initial release of the episode.

Don’t worry though, even if you report your After Action Report after this canon deadline, you as a GM will still get your GM Points.

## EPISODE RESULTS

The Phoenix Living RPG Series canon will be updated via forum post on the [StargateTheRPG.com](http://StargateTheRPG.com) website. This post will be in the Phoenix Site - A Living RPG Series topic and will be listed under the episode title and number.

These results will be written in the form of a narrative that takes into account the majority actions of the player’s characters that played the episode within the episode canon deadline.



# APPENDIX 1:

## LIFE FORMS / NPC STATS

<b>Replicator Fly Swarm</b> <b>[CR 5]</b> Medium Mechanical (Replicator)					
<b>Armor Class:</b> 15 <b>Hit Points:</b> 35 <b>Speed:</b> 8m Fly					
STR	DEX	CON	INT	WIS	CHA
4(-3)	18(+4)	10(+0)	14(+2)	14(+2)	1(-5)
<b>Proficiency Modifier:</b> +2 <b>Saves:</b> Dexterity +6, Wisdom +4					
<b>Adaptive:</b> Replicators always apply their Proficiency bonus to any skill check.  <b>Machine Immunities:</b> Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.  <b>Programmed:</b> This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion.  <b>Swarm:</b> A Replicator Swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature.  <b>Acid Spray:</b> At the end of its turn all enemies in the same space as the swarm suffer 8 (2d8) acid damage.					



# APPENDIX 1 (CONT.):

## LIFE FORMS / NPC STATS

Replicator Proto-Spider [CR 2] Tiny Mechanical (Replicator)					
<b>Armor Class:</b> 14 <b>Hit Points:</b> 25 <b>Speed:</b> 6m, Climb 6m					
STR	DEX	CON	INT	WIS	CHA
5(-3)	18(+4)	10(+0)	14(+2)	14(+2)	1(-5)
<b>Proficiency Modifier:</b> +2 <b>Saves:</b> Dexterity +6, Wisdom +4 <b>Adaptive:</b> Replicators always apply their Proficiency bonus to any skill check.  <b>Machine Immunities:</b> Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.  <b>Programmed:</b> This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion. <b>Acid Spray:</b> +6 to hit, reach 2m/5m, one target, Hit: 4 (1d8) acid damage.					

Father [CR 6] Medium Mechanical (Replicator)					
<b>Armor Class:</b> 16 <b>Hit Points:</b> 46 <b>Speed:</b> 6m					
STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	10(+0)	16(+3)	14(+2)	8(-1)
<b>Proficiency Modifier:</b> +3 <b>Skills:</b> Engineering +6, Science +6 <b>Adaptive:</b> Replicators always apply their Proficiency bonus to any skill check.  <b>Machine Immunities:</b> Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.  <b>Command Nanites:</b> - As an Action Father can command the Nanites to engulf a creature within 1m of a wall. Acrobatics or Athletics DC 15 or be Grappled, engulfing the target in nanites up to their neck.  <b>Command Pets:</b> As a Bonus Action Father can command ALL Spiders to move and attack  <b>Reaction:</b> Once per round, Father can form a wall of nanites in front of him to block a single ranged attack against him. This wall shatters after absorbing the attack.  Like Reese, Father experiences pain when Replicators are destroyed. As Father takes damage allow: <ul style="list-style-type: none"> <li><b>Insight DC 12:</b> it becomes clear to the team that he is an android like Reese.</li> </ul>					

# CREDITS

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