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STARGATE COMMAND PROGRAM PROJECT PHOENIX

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CONFIDENTIAL

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MWM



A Living RPG Series presented by Wyvern Gaming

Ecology

Side Mission

Introduction: "They're like locust on steroids; nothing on this planet can kill them. All these worlds linked together by the gate system, it's a wonder this hasn't happened before."

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

by Lee Alley



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 4, "2010"* 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 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

Other Phoenix teams have encountered unusually sized locusts that have laid waste to these worlds. It has been determined this gate address could be the location of the outbreaks.

The team will be sent through the stargate to human culture resembling Earth 1930's. The stargate is located in an encased room.

The Aschen are an advanced human species who use biological weapons and technology to defeat their enemies, often by stealth and deceit.

The Ethloninans distrust the PCs at first, thinking they are Aschen. Ethloninans inform the PCs about their troubles. An Aschen named Kloreem became their savior from a worldwide famine. Using his advanced knowledge Kloreem solved their food crisis and became a hero. But Kloreem showed his true colors and released a swarm of mutated locusts to destroy all of Ethlos.

To combat the locust plague the Ethloninans have developed a potent pesticide they will spray from their fleet of dirigibles. They are fully aware this pesticide will damage the ecosystem but feel they do not have an alternative and must act quickly.

An Ethloninan scientist, Dr. Liira, who had worked with Kloreem, has a less destructive plan to stop the locusts. All she needs is access to Kloreem's hidden scientific notes.

Kloreem has refused to talk to the Ethloninan police; perhaps the SG team can get the information out of him and save the planet before it is overrun by locusts.

BACKGROUND

Approximately 2 years ago a single human arrived through the stargate named Kloreem. He was from an advanced race called the Aschen. Kloreem saved the Ethloninans from famine by genetically modifying their crops.

Kloreem had in fact helped the Ethloninans only to use their crops to feed his insect creations he released to this world via the stargate. The locusts multiplied rapidly and laying waste to Ethlos.

Kloreem is considered an outcast by the Aschen Confederacy due to his unpredictable and aggressive

nature. He has knowledge of the stargate network the other Aschen do not. Kloreem's primary scientific interest is entomology. He has mutated dozens of native species of insects to fuel his maniacal plans with his ultimate goal to destroy the Aschen Confederacy or anyone that gets in his way. Kloreem's most notable creation is the infestation fly from Svoriin, designated BP6-3Q1.

Ethlos culture, fashion and architecture are similar to the 1930's. Men and women both wear high waisted wide leg pants. Zippers have not been invented yet so most clothing have detailed and extravagant buttons. Ethloninans of the working class wear denim overalls, with button up collared striped shirts in a variety of colors but mostly earth tones. The upper-class wear more colorful clothes made out of nylon, a new invention on Ethlos. Soldiers wear a high collared, navy blue uniform made out of wool; with yellow patches on their shoulders to signify.

ACT 1: ON THE BRINK

GM NEED TO KNOW INFORMATION

A M.A.L.P has already gone through the stargate to P3B-103, Ethlos, showing a secured room before being dowsed with a pesticide from the ceiling. No indications of a DHD in the room, it is located on the other side of door and it is functioning.

Commander Greer is in charge of security of the stargate. She is very cautious of anything that comes through the stargate fearful it could be more locusts. But once the PCs show themselves to not be Aschen she will ask for their help.

GEARING UP

Prep-1 and the PCs will be issued hazmat suits. Equipment to manually dial back has already been sent through to P3B-103.

WHAT THE PCs MAY DO

Travel through the stargate, examine the secured room, and observe the plight of the Ethloninan world.

THE PROBLEM – The room on the other side of the stargate is closed off.

RESOLUTION – Convince Commander Greer the SG team are not Aschen.

ENCOUNTER 1: EMBARCATION

General Loyer is waiting for the PCs in the Gate Room, after they have been ordered to grab their gear and don the hazmat suits. The stargate has been activated, awaiting the PCs to set through.

QUICK BRIEFING

As you enter the gate room, General Loyer is standing at the base of the ramp. Light from the active event horizon illuminates the room. "Several other Phoenix teams have encountered some big bugs, locusts to be exact, on different off-worlds."

Loyer motions to the active Stargate, "We've determined this address **could** be the outbreak location. M.A.L.P. scans indicate an enclosed room on the other side of the stargate but with a door at the far end. Chemicals rained down from the ceiling as soon as the M.A.L.P. entered. We've determined it is a highly potent pesticide." He motions with one hand to the players, "Thus the hazmat suits."

"We believe this room was built around the stargate to protect their world. There is no DHD present. Your mission is to make communication with this culture and stop a possible plague from spreading throughout the Gate Network. If you are unable to locate a DHD, you will have to manually dial back. All the equipment necessary has already gone through the stargate."

"You have a go Phoenix team."

RESOLUTION

The players may speak with General Loyer more about the situation. If they request additional equipment, he will have it brought to them but will encourage the team to act quickly. **Go to Encounter 2.**

ENCOUNTER 2: ANYONE HOME?

The PCs arrive in a large square room with brick walls, metal floor, metal ceiling with hanging light bulbs, and a metal door. Pesticide immediately rains down on the team just as it did on the M.A.L.P. This lasts for only a matter of seconds and the room is then clear of the poison. The players are completely protected while wearing their hazmat suits. Several metal sheets are placed within the brick walls about a floor

higher than the ground. These metal sheets have viewing slits. There is no sign of a DHD. The door appears to be the only exit but it is locked from the other side.

- **Investigation DC 10:** There is a drain in the center of the room that contains the wings of a large insect.
- **Nature or Science DC 12:** The wings of the insect are from a very large locust.

A loudspeaker above the door turns on with a hiss. Attached to the speaker is a rudimentary looking video camera that slowly pivots downward towards the players. A feminine but stern voice simply asks, "Are you Aschen?"

- **Persuasion DC 10:** Team members successfully convince Commander Greer, the voice from the speaker, to open the door.
 - **Failure:** Greer will still open the door but have her soldiers weapons trained on the team.

Another **Persuasion DC 10** can be made. If failed again Greer will still speak with the team but not allow them to inspect the DHD at this time.

RESOLUTION

Speaking to Commander Greer is the only way to proceed. While the walls of the room are not invulnerable, attacking or destroying them will only escalate the situation the Ethloninans.

ENCOUNTER 3: TOUR OF ETHLOS

On the other side of the door is a room that resembles an active war room with dozens of humans moving about. The technology level of the equipment appears to be similar to early 20th century Earth's. Located to one side of this room is the DHD.

A woman with fair skin and blonde hair done up in a tight bun but with some long strands falling down, stands in the doorway.

"I am Commander Greer of the Ethloninan Army, please follow me."

If the players wish to inspect the DHD they must convince Commander Greer with a **Persuasion DC 12**. The DHD is fully functioning. They are not permitted to use the DHD to dial back to Phoenix base just yet.

TO THE MEETING ROOM

Commander Greer along with two armed guards leads the team out of the facility holding the stargate to an above ground meeting room but still within the same large building. Here the PCs can view the planet, Ethlos, through a large window. The city buildings are mostly made of brick. Many sizes of dirigibles hang above the city. Black smoke can be seen far off in the outskirts of the city. Below on the city streets people are sweeping up hundreds of dead large locus to be collected by trucks. There are city police handing out gas masks to a crowd of people, but their supply runs out, angering the citizens.

BIG BUGS

Suddenly a locust roughly the size of a domesticated cat slams into the reinforced window the PCs are near. The insect dies on impact and nearly smashes through the glass.

RESOLUTION

After convincing Commander Greer that the PCs are not a threat and may be able to assist them; the players are lead into a room to gain more information about how to help the Ethloninans.

ACT 2: HOW CAN WE HELP?

GM NEED TO KNOW INFORMATION

The goal of this act for the players to understand what happened on Ethlos and how they can stop the locust swarms as safely as possible.

GEARING UP

The players have the same equipment as in ACT 1. There is a chance to dial back to Phoenix base to requests further equipment.

WHAT THE PCs MAY DO

They are to gain enough information from Commander Greer and Dr. Liira. Interrogate the captured Aschen Kloreem to the location of his secret lab and notes on the fungus. Assist Dr. Liira with the creation of the fungus to destroy the locus with or without Kloreem scientific notes.

THE PROBLEM — Dr. Liira was Kloreem's assistant. She is aware of a fungus solution that could quickly eradicate the locust. She is unable to make the fungus as quickly acting as needed to save Ethlos. The key to the fungus is hidden in Kloreem's secret laboratory.

RESOLUTION — The team can interrogate Kloreem for the location for his lab and password to access it. Assist Liira with or without the fungus notes. Find the hidden lab and bypass the security with or without getting the info out of Kloreem.

ENCOUNTER 1: THE DELEMA

Commander Greer opens a door to a meeting room leading the players inside. Nervously pacing back and forth by a conference table is Dr. Liira. The soldiers remain outside the door.

WHAT IS HAPPENING

Commander Greer begins, "Now that we are in a more private setting I would like to formally ask you for your assistance as you appear to come from a more advanced culture than our own. Our planet Ethlos is being overrun by plagues of locusts; this is the last city that stands. Would you be willing and able to help us?"

"I have asked our foremost scientist Dr. Liira to fill you in on the details and to answer any of your questions."

With an excited tone Dr. Liira, a woman with a dark complexion and a soft, kind face blurts out, "Thank you Commander Greer. It is breathtaking to meet you all. What planet are you all from? How long have you been using the Stargate?"

Before you can answer, Greer slams her palm on the table, interrupting the barrage of questions from Dr. Liira.

Dr. Liira sheepishly continues, "Sorry, anyway, while the military's plan to eradicate the locusts with pesticides is a our current one I think it is too little too late. You see, I was once Kloreem's assistant, and I have been working on an alternate control method to use against the locusts."

ANSWERS

- The locusts came through the stargate from an unknown world by an Aschen named Kloreem.
- Kloreem arrived 2 years ago to Ethlos from the stargate. With his vast knowledge he helped the Ethloninan with advancements in their technology, most notably increasing their crop yields.

- Klorem suddenly turned on the Ethloninans 3 months ago and remotely opened the Stargate to unleash the locusts to this world.
- Klorem has been jailed but is unwilling to help.
- The Ethloninans don't know how to use the stargate.
- The black smoke is from fires were deliberately set at the city limits to keep the giant locust at bay.
- The airships are being loaded with pesticides to spray on the locusts but this will cause irreparable damage to the Ethlos ecosystem. Also, the pesticide will take weeks to kill the locust. By that time it may be too late for Ethlos.
- Gas masks are being distributed for safety measures if the wind changes direction back into the city. They are evacuating the populating to the center of the city.

DR. LIIRA HAS A PLAN

Liira was Klorem's assistant; she has been working on a fungus that will grow in the locust, producing a toxin killing only them. Birds and lizards that eat the treated locusts suffer no side effects. However, the time from spraying to the locusts dying is weeks. Which means the fungus is more appropriate for prevention than controlling outbreaks. Dr. Liira is insistent that if she was able to find Klorem's hidden laboratory or with the PCs help, she could make the fungus far more effective and kill the locust immediately.

EVACUATE THROUGH THE STARGATE?

If the players are willing to help they will be allowed to use the DHD. Commander Greer is very cautious as she doesn't wish any of the locusts to escape through the stargate to invade another planet, but agrees. She will handle the evacuation of her civilians and protection of the stargate.

If the PCs dial back to Phoenix site they can request additional equipment. General Loyer will approve the evacuation but to a Zeta site; a planet with no civilization but breathable atmosphere.

GM NOTE: You do not need to roleplay this section. This will insure the episode keeps moving.

SPLIT THE PARTY

The party may split at this point.

One group may go interrogate Klorem for the

location of this hidden laboratory to assist with the effectiveness of the fungus. **Go to Encounter 2: Start Talking!**

The other group may stay with Dr. Liira and assist her with the fungus. The PCs could also learn more information about Klorem. **Go to Encounter 3: Let's do Science!**

Klorem is being held in the same building the PCs and stargate are currently in. At any point the players can use their radios to communicate with each other or join/leave the groups.

JUST PRIOR TO ENCOUNTERS 2 & 3

The Tension Die (TD) has been increased to D8. To indicate this, periodically describe how the locusts are getting closer to the center to the city as some have gotten through the smokescreen in these encounters. Civilians are entering the building for safety, warning sirens going off in the distance, etc.

RESOLUTION

Once the players a better understanding of the situation on Ethlos and have a game plan, move on to the next encounters.

ENCOUNTER 2: START TALKING!

The Tension Die (TD) is a D8 for this Encounter.

As you enter a brightly lit, plain looking interrogation room your gaze almost passes over a mundane looking human. They are sitting on a chair, their hands handcuffed to a sturdy table.

Klorem speaks with little to no emotion, keeping his face expressionless, "It is so nice of Commander Greer to bring me company. What can I do for you fine individuals?"

Ethloninan soldiers will guide the PCs to the interviewing room with a two-way mirror to interrogate Klorem. He cannot be released into SG custody, but will face the Ethloninan justice system.

This is an **Interrogation Encounter**, for full Interrogation rules, *see the Core Rule book page 142.*

INTERROGATION STATS

Klorem has a Threshold of 3TD. He is also proficient in Investigation.

ROLEPLAYING KLOREM

Just like most other Aschen, Klorem has a very bland

personality. He is extremely intelligent, perceptive, and has a superiority complex. Klorem may attempt to strike a deal with the PCs to be released into their custody for the info. As the interrogation proceeds Klorem will struggle to contain his violent temper, hidden behind his blank expression.

MAIN ANSWERS

While the players may ask Klorem many things, their main objective should be the location of this hidden lab and then the security password. Each requires a successful round of interrogation.

OTHER ANSWERS

- Klorem is an outcast from the Aschen Confederation. He wishes revenge on them by using the locusts to attack their agrarian worlds.
- He helped the Ethloninan's crops only so his locusts could grow and multiply. To then be sent to the Aschen Confederation.
- Klorem has been creating all types of insects on multiple worlds. He was responsible for the infestation fly from BP6-3Q1. (*SG-1 Season 2, Episode 10, "Bane"*)
- He had a remote control that can dial any of his world's DHD to unleash his insects but the device has been destroyed during his capture.
- Klorem created the fungus formula if his locusts ever got out of his control. Dr. Liira only knows half of the formula.

RESOLUTION

It may be possible to continue to interrogate Klorem and gain further information, but the main objective is retrieving the location of his hidden lab. Once this is accomplished Klorem will act defeated, resigned to his fate.

ENCOUNTER 3: LET'S DO SCIENCE!

The Tension Die (TD) is a D8 for this Encounter.

Dr. Liira will take the PCs to her laboratory. She is close to completing the fungus to eradicate the locusts but having the scientific notes hidden in Klorem's hidden lab would speed up the process.

This is an **R&D Encounter**, for full R&D rules, *see the Core Rule book page 144.*

R&D STATS

The tech level to create the fungus is **TL 2**, will take **12 Hours** to complete, at a DC of 12. Intervals are every 2 Hours, so it will require 6 successful Science checks.

If the players have successfully located Klorem's notes all checks are made with **Advantage** and also add **TD**.

R&D SETBACK

A setback can be introduced by a swarm of locusts slamming into the building knocking down scientific equipment during the R&D to add tension to the scene. This will cause one Science check to be made with **Disadvantage**.

LOOKING FOR THE HIDDEN LABORATORY

Players may also search for Klorem's lab. Dr. Liira is certain it is located as an off-shoot of the main laboratory, but she has been unable to find it. Or wait for the PCs to get the location and password during the interrogation. Then no check is needed.

- **Investigation DC 20:** A hidden door is located on a wall but there is a security key pad.
- **Engineering DC 26:** Is required to bypass the password. Entering random numbers will not work. The door is not trapped.

INSIDE KLOREM'S LABORATORY

Inside the small room no larger than a closet is a desk with papers, files, and books piled up on one another. A notebook is sitting on a wooden chair; these are the hand written notes for Klorem's fungal solution.

- **Investigation DC 14:** If players search through the pile of clutter with a successful, they discover seven gate addresses that each contains other of Klorem's insect experiments. Including the infestation fly from BP6-3Q1. (*SG-1 Season 2, Episode 10, "Bane"*)

Along one of the walls is a shelf contains a wide variety of insects in jars filled preserved in rubbing alcohol. With a successful Nature or Science DC 16, one of the jars stands out than the rest. It contains a deceased infestation fly from BP6-3Q1. A large flying insect with a ferocious looking stinger as a tail.

RESOLUTION

Once the team has successfully created the fungus solution it is placed in a cylindrical container by Dr. Liira. The solution must then be attached to a dirigible to distribute the fungus to the swarms of locust.

ACT 3: AIRSHIP DOWN!

GM NEED TO KNOW INFORMATION

While the team has created the effective fungus to stop the locust; swarms of them have entered the city. Causing chaos and destruction in their wake. Another dirigible that has canisters of toxic pesticide has been knocked out of the sky by locusts. The airship has crashed into the build containing the PCs, stargate, and Ethloninans.

GEARING UP

No change in gear. Keep track of who is caring the fungus cylinder.

WHAT THE PCs MAY DO

Split the party if needed. Get the fungus to the roof of the building that has a dirigible tethered there. Use the dirigible to fly up and distribute the fungal solution as a gas to the locusts below. Help the Ethloninans that are under attack from the swarms. Stop a pesticide gas leak.

Just prior to Encounter 1 the team may reform the group if they had split the party earlier.

THE PROBLEM — Swarms of locusts have invaded the building making it difficult to move and act. They have also inadvertently created a pesticide gas leak, poisoning the civilians inside the building.

RESOLUTION — Attack or avoided the locusts. Stop the pesticide gas leak. Use the airship to spray the fungus on the swarms and stop the locusts once and for all.

ENCOUNTER 1: FIGHT OR FLIGHT?

Once the fungus solution has been finished, a wave of locust swarm into the city. A large dirigible is knocked out of the sky by a swarm and crashes into the building. The PCs may assist in helping survivors evacuate the area of the crash before the pesticide tanks rupture; while the other PCs need to get to the roof to spread the fungus via a dirigible that is located there.

SPLIT THE PARTY AGAIN?

Roll for initiative. If the party is split, use the same initiative, switching back from scene to scene for **Encounters 2, 3, and the 4.**

HOW TO HANDE THE SWARM

The locusts invade the building. They don't directly attack the PCs but act as environmental hazard, as they fly into everything around them. Any skill check rolled by the players is done with disadvantage unless a player has attacked and defeated a locust in that round; essentially clearing the way for the PCs to act unobstructed.

RESOLUTION

Keep the action and the players moving. Stopping to attack the locusts isn't an option, they will be overrun. One PC group must get to the roof to spread the fungal solution in **Encounter 2**. The other PC group to help evacuate the civilians from the crashed dirigible in **Encounter 3**.

ENCOUNTER 2: TO THE ROOF!

A player must protect the cylinder container full of the fungus as the windows explode with locusts. They must make their way to the roof of the building which has a, fly over the city, and release the fungus. Dr. Liira can accompany them and act as the pilot if necessary.

OBSTACLES

Once these players have overcome a few obstacles, move onto **Encounter 4**.

- Attacking the locusts. **AC 10. Hit Points 12.**
- Locusts knocking the players caring the fungus container. **Saving Throw Dexterity DC 10**, not rolled with disadvantage. If failed the container falls to the ground and takes TD of D8 damage. The container has 20 total hit points.
- Locusts blocking the stairwell to reach the rooftop. Defeating the locusts can get you past this obstacle or a successful **Athletics or Acrobatics DC 12**.
- Assisting an Ethloninan that is covered with locusts.

RESOLUTION

The PCs can get onboard the airship with Dr. Liira, pilot it, and/or protect it from locusts as it takes off the ground into the air; continues in **Encounter 4**.

ENCOUNTER 3: WHAT A MESS

With the civilians moving into the center of the city for safety, there is a large number for them in the building. The dirigible crashing has injured and trapped a several people. Commander Greer can assist attacking the locus if necessary.

OBSTACLES

- Attacking the locusts. **AC 10. Hit Points 12.**
- The dirigible has a large canister of pesticide attached to it and it is leaking gas. An **Engineering DC 16** is needed to stop the leak.
- A person has inhaled some pesticide, **Medicine DC 14** to cure them.
- A person is trapped underneath some rubble. **Athletics DC 14** to free them.
- Assisting an Ethloninan that is covered with locusts.

RESOLUTION

After assisting the Ethloninan civilians these PCs watch as the airship carrying the solution floats skyward. Players will be reunited with the others in the Conclusion section.

ENCOUNTER 4: TIME TO FLY

Still in initiative.

Once this group of PCs makes it to the roof, they see a group of soldiers protecting the dirigible with shotguns from the swarms of locusts.

Dr. Liira attaches the cylinder containing the fungus solution to the dirigible and is ready to take off. Once the dirigible has gained enough of an altitude a button push from the cockpit is all that is needed to release the fungus to the swarms below.

- **Group Pilot DC 14** is needed to gain enough of an altitude over the city to be effective.

To add tension to this encounter before the last skill check that is needed to succeed, have a swarm of locusts collide in to the dirigible. This will cause the PCs and NPC to fall down on **Saving Throw Dexterity DC 12**, causing them to do the skill check on the next round.

RESOLUTION

Based on the PCs actions, read one of the following out loud to the players.

CONCLUSION

SUCCESS:

With the Phoenix's help, Ethlos will be rid of the locus plague for good and form a strong new ally. Klorem did not escape during the chaos and will stay to face the Ethlos justice system. Dr. Liira will give the team all of Klorem's scientific notes.

FAILURE:

The team managed to use the Stargate to escape Ethlos to a Zeta site. A few civilians escaped as well but Commander Greer and her soldiers remained to insure no locusts escaped through the Stargate. The fates of Dr. Liira and Klorem are unknown.

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 making it off Etholos
- 1 MP is earned for ridding Etholos of the locus plague

LIVING SERIES UNLOCKS

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

- If the PC earned 2 MP from this mission they may gain the Tool Proficiency Feat as though they spent MP to do so.

Character rewards will be noted and reported via StargateTheRPG.com After Action Report after play. Notify the player that they must have a registered character via 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.

This includes Registering your Character at StargateTheRPG.com > Play > Characters

Gatmasters, 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 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 Gatmaster can go to 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 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

Klorem [CR 8] Medium humanoid (Scientist 9)					
Armor Class: 17 Hit Points: 50 Speed: 6m					
STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	22(+6)	15(+2)	8(-1)
Proficiency Modifier: +4 Skills: Culture +6, Investigation +10, Nature +10, Science +10, Engineering +10 Saves: Intelligence +10, Wisdom +6					
Feats (OMP): A Moment's Thought, Biologist, Social Sciences Gear: None					
Appearance & Personality Traits: Klorem is an average looking middle aged white male with straight, thinning brown hair parted on the left. He rarely breaks eye contact and appears to be scheming behind his small grey eyes.					

Dr. Jasmine Liira [CR 2] Medium humanoid (Scientist 3)					
Armor Class: 11 Hit Points: 23 Speed: 6m					
STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	9(-1)	16(+3)	10(+0)	14(+1)
Proficiency Modifier: +2 Skills: Culture +4, Investigation +5, Nature +5, Science +5, Pilot +3 Saves: Intelligence +5, Wisdom +4					
Feats (OMP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study Discoveries (OMP): Hyper-Focus, Chemist Gear: None					
Appearance & Personality Traits: Liira is a 30-something year old woman with dark skin. She wears a well-groomed white laboratory coat and an optimistic smile across her face.					

Commander Greer [CR 8] Medium humanoid (Soldier 8)					
Armor Class: 20 Hit Points: 71 Speed: 6m					
STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	9(-1)	10(+0)	10(+0)
Proficiency Modifier: +3 Skills: Athletics +5, Intimidation +3, Pilot +6 Saves: Strength +5, Constitution +5					
Feats (32MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority Deadly Shot, Critical Focus (Longarm), Hip Fire, Rapid Shot, Rapid Reload, Weapon Specialization x2 Tactics (OMP): Overwatchers, Rush Gear: Longarm, Tactical Armor					
Longarm +8 to hit, range 100m/1800m, one target, Hit: 19 (4d6+5) piercing damage, critical (19-20)					
Martial Arts +5 to hit, range 1m, one target, Hit: 11 (2d8+2) bludgeoning damage					
Appearance & Personality Traits: Commander Greer, as she insists everyone addressing her, is a middle aged blonde woman wearing her hair in a tight bun. Her face is stern but tired. This reflects the stressful position of protecting the city she had been placed in.					

CREDITS

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