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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

Mechanics

Side Mission

Introduction: "It's a beacon, it predates the Stargate by several million years-- and we activated it."

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."

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 **D8**, 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

After several failed dialing attempts and modifications to Phoenix's DHD the wormhole is successfully established to BP6-314. On the other side of the stargate is a vast tomb with a slowly rotating, diamond shaped object. It is emitting energy similar to a wormhole created by a startgate. The object is creating its own event horizon. The activation of the stargate to BP6-314 caused the stargate to malfunction. The wormhole cannot be disengaged.

The team must travel to BP6-314 and discover how to turn off the object and uncover its true function. All the while the entities on the other-side emit psychic attacks that anger and confuse anyone who studies it. Something as old as time is being drawn to the beacon. From a distant dark dimension.

The beacon may be called a glowing object, diamond shaped object, or prison throughout this adventure.

BACKGROUND

The highly advanced civilization of BP6-314 imprisoned powerful entities they called, "Old Ones", from another dimension who feed on psychic energy. The diamond shaped object is keeping these entities at a subspace prison.

Hundreds of thousands of years after the civilization of BP6-314 died off, a pair of Ancients scientists discovered the subspace prison. They put a stargate on BP6-314 and began to study it. But the more they understood the object the more influence the entities on the other-side had on the Ancients. The entities had spent eons waiting and planning their escape, slowing tearing at the walls of their subspace prison into our own, looking for any way to escape.

The entities' alien minds influenced the Ancients to free them but also drove them "mad". Before the Ancients could create and install another power source to keep the entities in their subspace prison, they killed each other in a bloodthirsty rage. The barrier walls of their prison have been weakening. The "Old Ones" have been biding their time, waiting for physic energy to feed on to help them break free.

Their patience has been rewarded as Phoenix's connection has given them everything they need to invade our universe once again.

IMPORTANT GM NOTE

This adventure includes elements of "Lovecraftian" or "cosmic horror". Attempt to keep the tone of the adventure no greater than PG-13 or TV-14. Also, be observant of your players if they begin to feel uncomfortable at any point.

There are also mental and psychic attacks the PCs will endure by performing Wisdom Saving Throws. Keep this light in ACT 1 and have the severity increase all the way through ACT 3. There will be examples in each ACT's "GM Need to Know Information".

Mental health disorders may be a touchy subject for some. In order to respect everyone it is advised GMs do not force players to act out a mental illness or take control of their PCs.

ACT 1: BURIED FOR ALL TIME

GM NEED TO KNOW INFORMATION

The glowing object is emanating an unknown energy that has affected Phoenix base's stargate. Its wormhole is unable to disengage BP6-314. The type of energy is intentionally not mentioned. It is past human knowledge and understanding.

Mental Attack Act 1

When a player fails a Wisdom Saving Throw describe how they cannot take their eyes off the glowing object, or lose track of time, or get a headache.

GEARING UP

The players begin with just their BDUs.

WHAT THE PCs MAY DO

The team is to observe the glowing object on BP6-314 but also come to realize it may be affecting their mental health

THE PROBLEM – After establishing a wormhole all attempts to disengage have failed.

RESOLUTION – Realize the glowing object is the cause of the problem and must be turned off if possible.

ENCOUNTER 1: THIRD TIME'S A CHARM

The "episode" begins with all of the PCs in the Phoenix control room. Onesh, a Tok'ra and lead Phoenix DHD researcher, is attempting a third time

to make a wormhole connection with BP6-314. He is very interested in BP6-314 as its address was buried in the Tau'ri computer files.

Once the 7th chevron locks into place the whole base begins to shake for a moment. An extraordinarily large unstable vortex, also known as the funnel, juts out into the gate room further than normal but then returns to a stable event horizon.

Players that are curious to why it was difficult to establish a wormhole:

- **Science DC 15:** With a success the PC determines BP6-314 suffered from stellar drift. The gate network computers had difficulty updating it.
- **Science DC 17:** the PC calculates there is also an exterior gravitational and/or electromagnetic force on BP6-314.

SEND A MALP

A M.A.L.P. is then sent through. The players are able to watch the live video playback on numerous monitors in the control room. The video shows an enormous cavern with icy pillars on each side. Snow covers the ground. At the end of the room is a cliff. Illuminating the room with an eerie blue glow, is the slowing spinning diamond shaped object. There are no signs of life.

- **Culture DC 15:** determine the cavern is actual a large hallway made from smoothly cut stone blocks, intricately placed.
- **Perception DC 12:** players notice the spinning diamond shaped object is gaining some speed and glowing more brightly.

THE OBJECT AWAKENS

Everyone in the control room observing the diamond shaped object must make a **Wisdom DC 10 Saving Throw**. Anyone that failed may have different symptoms. For examples *see 'Mental Attacks in ACT 1'*.

RESOLUTION

Once you keep the players in suspense on what this object could be doing to everyone's minds, continue to **Encounter 2**.

ENCOUNTER 2: SHUT IT DOWN!

General Loyer is most notably affected by the object. His mouth is agape as he touches a video monitor, caressing it.

It does not take much effort to snap General Loyer out of his minor trance.

General Loyer shivers for a moment and eerily says, "There's something oddly familiar about this object."

General Loyer will not respond to any inquires about what he just said.

Once General Loyer regains his senses he immediately orders to disconnect from the gate. Unfortunately this does not work. Next General Loyer orders for the main power of the base are cut. After a few moments the base is sent into darkness, and then the emergency lights kick on. But to no avail, the wormhole is still locked into place.

GROWING PROBLEM

"General, we have a problem," gate operator Heim says. There is a growing power surge coming back from the gate.

Science DC 14: The PC determines that in 24 hours gate system will completely overload and the wormhole will shoot through the planet.

- **Failure:** Onesh will step in and provide the same information.

With a very determined face, General Loyer turns to the team and says, "That's it, get in there team and shut that thing off, destroy it if you must!" After a moment, the General collects himself and says, "Steel your fortitude team, your sanity WILL be tested. If you don't turn that off, we likely won't be able to get you back and Phoenix Site will be destroyed."

IS IT SAFE?

The M.A.L.P. is still functioning. It determines there is no radiation being emitted from the object. It is safe for a Phoenix team to travel to BP6-314. A DHD is present and functioning. If the M.A.L.P. is moved closer to the glowing object its video camera cannot get any finer detail on the object.

RESOLUTION

The PCs must go to BP6-314 and find a way to turn off this foreboding object.

ACT 2: THE TOMB

GM NEED TO KNOW INFORMATION

The gate will remain open and have constant communication with Phoenix site even past the 38 minute mark.

More and more entities are gathering to the beacon from the “other-side”. While they cannot escape just yet their powerful alien minds are psychically attacking the PCs on BP6-314, causing headaches, confusion, aggression, and in some cases hallucinations. The closer to the beacon the worse the effects. Even personnel in Phoenix base are affected.

Destroying the glowing beacon will not work no matter the amount of damage it takes.

GEARING UP

The team is issued 1-Prep mission gear which includes Extended Climate Protection Clothing for the cold.

Mental Attack Act 2

When a player fails a Wisdom Saving Throw describe how they hear a far off cry, or see something move out of the corner of their eye, or feel if they are being watched, or be drawn to the glowing object.

WHAT THE PCs MAY DO

Inspect the frozen corridor and room that contains the glowing beacon. Communicate with Phoenix base. Ascertain the object’s function. Attempt to destroy the object.

THE PROBLEM — The mental attacks are becoming greater. After locating the Ancient’s power source device, the PCs see it is missing a second liquid naquadah vial. Also, it must be placed in a port in the floor near the glowing object but is underneath thick ice.

RESOLUTION — Locate the second liquid naquadah vial on the Ancient’s bodies. Uncover the port but not damage it.

ENCOUNTER 1: THE CORRIDOR

As you past through the stargate your boots sink into the crunchy snow. Ice and snow cover all surfaces of this vast compound. A row of thick pillars on the left and right support a stone ceiling. About 100 meters away is the spinning diamond shaped object peaking

over a cliff edge at the end of the corridor. Its blue glow and lack of noise in this structure is unnerving.

LOOK AROUND

The team can look around the structure before heading towards the diamond object.

- **Perception DC 10:** There are 3 archways on each side of the corridor. They are caved-in and impassable.
 - **Investigation DC 12:** determines that this corridor is possibly one of a much larger structure.
 - **Investigation DC 16:** the caved-in happened thousands of years ago and was deliberately set.
- **Culture DC 12:** There are no marking anywhere in the corridor. Its purpose is that of a tomb.

GETTING CLOSER

As the team gets closer to the object it comes into better view behind the cliff. It is in a larger part of the room that has opened up from the corridor to a dead end. The object is 12 meters tall, floating 1 meter above the ground. There is what appears to be a 10 meter icy cliff leading down to the floor the object is hovering over.

Looking at the object is difficult. Inside of it are non-Euclidean geometric shapes constantly moving and changing. It is rotating counter clock-wise and its speed is increasing.

All PCs must make a **Wisdom Saving Throw DC 12**. Anyone that failed may have different symptoms. For examples *see ‘Mental Attacks in ACT 2’*.

RESOLUTION

There isn’t much to explore in the corridor. Once the players have looked around, have them inspect the spinning object in **Encounter 2**.

ENCOUNTER 2: THE BEACON

Players with a **Passive Perception of 12** or greater notice a small red blinking light buried under the snow nearby the diamond object.

Athletics DC 12: Allows the PC to climbing down the cliff to the floor below.

When you reach the bottom you notice in the snow just underneath the rotating glowing object is a make-shift looking metal cylindrical device with wires sticking all-around the outside of it with a tapered plug on its bottom.

The device is **TL 4**. PCs that study the cylindrical device make:

- **Engineering or Investigation DC 12:** A small hatch opens at the top to reveal one liquid naquadah vial that powers it. There is an empty spot next to it; indicating a missing second liquid naquadah vial that is needed to fully power this device
- **Engineering or Science DC 18:** Determines the device's function. It is an efficient power source that can last for thousands of years, but in needs to plug into a port to activate.

GM Note: The cylindrical device resembles the Power Booster Device Jack 'O'Neill created when he had the Repository of Knowledge uploaded to his brain. *Stargate SG-1, Season 2, "The Fifth Race"*.

UNDER THE ICE

To locate the port for the Liquid Naquadah powered device to plug into, the players must make:

- **Investigation or Perception DC 12:** Underneath 10cm of snow is solid clear ice. 30cm stuck down in the ice is the port for the device to function. It appears the port is built into the floor of the room and will affect the glowing diamond.

To reach the port the players can chip away or try to melt the ice. However they attempt to reach the port it has **30 Hit Points**.

SEARCH THE SNOW

Looking around the room you discover two dead humanoid bodies mummified from the cold covered by a layer of snow. They are both wearing thin brown and tan colored outfits made from unknown, but advanced materials.

- **Medicine DC 12:** On further inspection it is obvious the two died at each other's hands. The first body is on top of the other with both hands around its neck. The other, with its back on the ground, has its right arm inside of the first's chest. In its left hand they are holding a full liquid naquadah vial.

- **Investigation DC 8:** The person that was choked to death has a sharp tool in its right hand.
- **Science DC 12:** shows the tool is made out of an unknown metal, has not oxidized, and is still razor sharp. It is of **TL 4**.
- **Investigation or Medicine DC 16:** Both bodies are near-human.

After the PCs had some time to investigate the bodies they can find a satchel on one of them that contains an Ancient's computer tablet. As soon as it is touched read the following out loud to the players.

A thin green laser light arches out of the tablet scanning everyone's face. Once scanned the laser shuts off and an audio file is played. A trembling voice can be heard, "I am Enros of the Lantean scientific team.....we...we have been observing the beacon for...I don't remember how long...but I believe it is a prison to keep THEM out. Out of our existence. Out of my head...(laugh). This prison, beacon, whatever was built by a civilization older than us. The prison is almost out of power. We...ummm... we created a booster to keep them.....they are feeding off of us...gaining strength. They are calling others...a beacon...from beyond. THEY have affected Laphih the most...I think...I think THEY are her. She is now THEM...she is going to stop me...or...or did I already succeed (laugh)?"

At the end of the audio file a word in an mysterious language appears for a moment before the last of the tablet's power fades and offers no more clues.

- **Culture DC 15:** Allows a PC to understand the mysterious language is Ancient for "Help".

Attempts to power up the Ancient's table will not work.

COMMUNICATION FROM PHOENIX BASE

At that moment you hear static over your tactical radio with the familiar voice of General Loyer. "Team, can we get a mission update? There are several members of base personnel that are suffering from intense headaches. We are rotating staff to insure operations can still function normally but things are becoming stressed."

The team can request Phoenix base for equipment but General Loyer will not send any other Phoenix teams unless absolutely necessary.

RESOLUTION

Don't move on to **Encounter 3** until the players have searched the area near the beacon and found all the clues.

ENCOUNTER 3: UNINVITED

As soon as the communication from General Loyer ends the diamond begins to move faster and glow more brightly.

All PCs must make a **Wisdom Saving Throw DC 12**. The player with the lowest roll will become possessed by an unknown entity, momentarily speaking through them.

With their eyes and mouth as wide as they can be opened with pain across their face; your teammate says in a multitude of voices including their own, "We are forever. We will escape our prison with the use of your minds. Our prison will become a beacon. Calling all of us to our salvation. We will invade your realm once again..."

The possessed PC is now out of the trance, fully aware what has happened to them. For dramatic affect, take the Player to the side and describe what they saw.

The PC learns that the diamond shaped object is a prison that another race older than the Ancients created. These entities come from another dimension and are using the team's psychic energy to escape!

RESOLUTION

It should be obvious to the team they must place the Ancient's power source into the port before the entities influence the PCs to help them escape.

Give some time for the players to formulate a plan and mull over what happened before going on to **ACT 3**.

ACT 3 RISE OF THE OLD ONE:

GM NEED TO KNOW INFORMATION

The beacon has gathered enough of psychic energy from the team and the connection is dropped from Phoenix base to BP6-314. The "Old Ones" will send out their minions to secure the realm outside of the prison in the form of slimy, tar colored tentacles.

Mental Attack Act 3

When a player fails a Wisdom Saving Throw they are much more potent than before. PCs may see convincing disturbing illusions of all senses. Insects crawling under their skin, or the stargate moving further away as they move closer to it, or Tar Tentacles reaching through the buried archways in the corridor, or smelling the perfume of a deceased loved one.

GEARING UP

The PCs have the same gear of the end of ACT 2.

WHAT THE PCs MAY DO

Activate the Ancient's device, survive the Tar Tentacles, and escape through the stargate to safety.

THE PROBLEM — The tentacles are attempting to stop the PCs from imprisoning them again.

RESOLUTION — Fight off the tentacles, activate the device for 6 full rounds.

ENCOUNTER 1: ALONE IN THE SNOW

Once the PCs move towards the port to plug in the Ancient's power source, read the following:

All of a sudden everyone's radios transmit a high pitched squeal and static. General Loyer can be heard shouting orders to defend the gate room, "The base has been overrun!" Screams and gunfire can be heard in the background and then the chilling transmission abruptly cuts off.

Players that attempt to communicate back are met with a monotone "Loyer" that informs the team that everything is fine at the base.

AT FULL POWER

The glowing object now spins at full speed, rotating so fast it no longer has a diamond outline. Blinding blue-white light floods the room.

Once this happens the stargate is disconnected.

RESOLUTION

The players should become nervous at this point, it is obvious the creatures on the "other-side" of the beacon want to stop the PCs. As the players move to plug in the Ancient's power source, move on to **Encounter 2**.

ENCOUNTER 2: TENTACLE ATTACK!

Before the players can attach the Ancient's power device into the port read the following out loud.

Silhouetted images of tentacles push up on the now brightly glowing beacon from the inside. Each time a dark black colored tentacle pushes on the barrier sparks fly into the room, until finally the alien limbs slither out onto the snow.

ROLL FOR INITIATIVE

The Old One is trying to escape (*see Life Forms / NPC Stats*). Beginning in the first round, for each PC there is 1 Tentacle. Add 1 additional Tentacle per PC each round after the first.

It will take 1 action for a player to plug in the power device to activate it. This will cause the beacon to slow down and come to a stop in 3 rounds.

Strength DC 10: If the device is plugged in a Tentacle will use its action to attempt to remove the power device from the port.

If the power device is removed it will take another PC's action to plug it back in to continue the round count down, it does not reset if removed.

For each consecutive round the device is plugged in, describe the diamond as slowing it's rotation. Until at the end of 3 consecutive rounds, read the following:

The diamond you now know as a prison for this beast start to rotate in the opposite direction and glow a whitish yellow.

In another 3 rounds the object becomes a prison again for the interdimensional entities. Every Tentacle that is outside of the prison takes 1d6 damage per round. If any are still outside of the prison at the end of the third round are cut off and wriggle in the snow.

GM Note: If the players are dispatching the Tentacles quickly have 2 per PC emerge from the beacon. Keep the scene exciting and challenging it is likely to overwhelm the players.

The failure rate for the this final encounter should be around 70%.

RESOLUTION

If the PCs are overwhelmed moved to the Conclusion:
Failure

If the PCs succeed, once the the power source re-activated the prison, move to **Encounter 3**.

ENCOUNTER 3: ESCAPE

Once the prison is at full power again it lifts straight up into the room, producing an energy ring on its outside. With a blast of hot air a slow moving shockwave fills the room and then corridor. The shockwave begins to melt the snow and ice. As it passes over the severed Tar Tentacles it looks as if they are sent back into the glowing prison.

DIAL THE GATE

The team is no longer in initiative. Have them move away from the shockwave. If they stay too long, indicated that it is becoming increasing hot. You may choose to give each PC 1d4 fire damage. Another motivation to leave is the PCs could become trapped in the prison if the slow moving shockwave reaches them.

RESOLUTION

Staying on BP6-314 is NOT an option. Anyone that stays behind will be killed. Based on the PCs actions, read one of the following out loud to the players.

CONCLUSION

SUCCESS:

You manage to escape through the stargate just as the edge of the shockwave hits the stargate. To your relief Phoenix Site is safe as you walk down the ramp of the gate room. General Loyer greets you with a smile that hides concern.

He turns to face the control room. "Block the address to BP6-314 out of the DHD computers. Some things are best to not understand or mess with."

FAILURE:

Tentacle after tentacle wrap around your body squeezing the breath out of your lungs, pulling you towards the beacon. The last thing you witness before losing consciousness is General Loyer's voice coming over your radio. "Phoenix team come in!!! Hang on we're sending reinforcements!!!" You ponder if this transmission is real or not before what seems like insanity finds you.

...fade to black.

You wake in your cot.

Everything seems normal.

Was it a dream?

As you casually ask around about BP6-314, no one knows what you are talking about. Teammates that you went on this mission with are just as fuzzy as you are. They remember going on a mission, but don't quite remember the details. That next evening you return to your bunk, accidentally stepping on something viscous. As you inspect further it is an inky, slimy ooze that trails under your bunk. Your heart begins to race, your mind begins to question what is reality. Then to your relief you discover the slime is just a spilled bowl of jello... or is it?

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 BP6-314
- 1 MP is earned for finding the ancient near-humans under the snow

LIVING SERIES UNLOCKS

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

- **Success:** If the PCs ultimately succeed they gain Advantage anytime they need to read the Atlantean language.
- **Failure:** If the PCs ultimately failed in the conclusion they gain the flaw of High Alert.

High Alert: You are always on high alert. You can't be surprised, but at the start of each skirmish combat encounter roll 1d20, on a 5 or lower you are Stunned for one round as you think you saw a tentacle out of the corner of your eye.

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

Old One [CR 20] Gargantuan monstrosity					
Armor Class: 12 Hit Points: 176 Speed: 0m - (grappled in prison)					
STR	DEX	CON	INT	WIS	CHA
22(+6)	8(-1)	15(+2)	22(+6)	15(+2)	3(-4)
Proficiency Modifier: +6 Saves: Intelligence +12, Wisdom +8					
Tar Tentacles: The Old One always has at least one (if not more GM discretion) tentacle per PC. Each tentacle has 10hp, once a tentacle reaches 0hp it dies.					
Multiattack: The old one may make 4 Attacks per round with a combination of Slam and Squeeze attacks.					
Slam. Melee Attack: +12 to hit, reach 15m, one target. Hit 9 (1d6+6) bludgeoning damage and the target is grappled (escape DC 14).					
Squeeze. Melee Attack: Automatic hit to grappled creatures. Hit 12 (3d8) bludgeoning damage.					
Nightmare: As a Reaction to damage, Wisdom Saving Throw DC 14. On failure suffer disadvantage on their next d20 roll, in addition, roll 1d4 and the PC has one of the following happen:					
<ol style="list-style-type: none">1. They get the sense that Insects crawling under their skin2. They have a vision of the Stargate moving further away as they move closer to it3. They have a vision of tentacles bursting though their chest4. The smell of the perfume of a deceased loved one permeates all around them					

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