

One Toe In The Water

A Stargate SG-1 Mission for 1st-level characters

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The *Stargate SG-1* Roleplaying Game

This summer, Alderac Entertainment Group proudly presents the officially licensed *Stargate SG-1* roleplaying game. Powered by the extremely popular *Spycraft* d20 game engine, this 400-page full-color hardbound release is only the first of many products set in the *Stargate SG-1* universe, including a dedicated book for each season of the TV show, expanding each episode with new material and broadening the scope of the show's continuity to become the ultimate roleplaying experience.

AEG's aggressive website support for this new product line includes a series of promotional missions to round out your home campaigns. The following introductory mission is intended to draw a new low-level team of characters into the *Stargate* universe. You may use this mission either with characters of your own design or the sample characters provided on the Alderac *Stargate SG-1* RPG website (visit www.alderac.com for details).

One Toe in the Water is set within the bottom-most sublevels of the Cheyenne Mountain Complex, in the *Stargate* Command itself. The premise is simple – a mysterious ailment afflicts a recently returned SG Team as weird occurrences pop up all over the SGC. Is this a prelude to an invasion, or simply a case of contamination? With the base locked down, it's up to you and your teammates to discover the causes and remedy the situation before it explodes out of control.

Special Note: This adventure was written during development of the *Stargate SG-1* RPG. Some of its features may not entirely match the finished game release.

Warning: Further material is for the Gamemaster only.

GM Introduction

A returning SG team (SG-10, or some other team *not* the PCs) has unwittingly brought back a curious alien from P3X-457. It begins exploring the base and its systems, causing malfunctions and weird occurrences (automatic doors opening and closing, lights blinking on and off, an elevator going rogue, etc.) Further, it causes arguments and other emotional flares among the personnel, due to a scent it generates.

The arriving SG team has already been primed by the scent while off-world, and soon succumbs to allergic shock. They go into comas and are put into isolation. The medical staff can treat the symptoms, but the cause is a mystery for now. It could be mistaken for a contaminant until the "sprite's" activities are discovered, and the rest of the base is affected. The creature is small, and appears to be a stringy plant. It is looking for a new food supply, as it and its fellow beings are suffering from malnutrition, and most have gone into a form of hibernation. Since they are essentially helpless, this has triggered an additional defense mechanism: the scents. If their diet is supplemented, the planet will be safe (or at least safer) to explore, and the local resources can be exploited.

The mission ostensibly takes place during Season Six of the show, though it can fit in different time periods with a few changes. For instance, take care with the numbering of the SG teams if you run the adventure during the first couple of seasons. Also, certain equipment such as TERs might not be available yet. Finally, in some places we assume that the players are acting as an SG team, but there is no reason they couldn't play other base personnel instead. The Gamemaster should keep these things in mind while preparing the mission, and make the necessary adjustments.

Also, since *Toe* is a mixture of scripted and freeform events, the GM must be flexible, as the players are likely to jump out of order unexpectedly. While the mission is written as a series of scenes, starting with an opening teaser and leading up towards the climax of the big hunt, don't feel constrained to follow that format. Just make sure that you are familiar with the entire mission, so you can stay on top of things.

You can choose to emphasize different aspects of the storyline, depending on the type of mission you want. Play up the humorous aspects with the food fights and the various glitches that the creature causes for a fun romp, or go for

the terror of the unknown as your team participates in a bug hunt of the most dangerous kind as they protect their home base from invasion. Either way, have a good time!

Alternatively, you may wish to add the twist by changing the underpinnings of the mission. At one point the clues seem to point to the possible involvement of a Goa'uld, though this assumption proves false. It would be easy enough to make that the correct reasoning after all, without otherwise changing the events that unfold. Given her predilection for using invisibility and genetic manipulation, Nirrti would be the perfect choice to include. In this eventuality, the sprites of P3X-457 are the results of her experimentation on the local flora, possibly part of a plan against the Tau'ri that she initiated before her death. In this case, you may wish to expand the off-world attacks incurred by the SGC during this mission, as described in *Gremlins* during Scene 3.

One final note – since this mission involves a fight for the very integrity of Stargate Command, the PCs should have access to all of the resources available on base, regardless of their usual allowances. For the purposes of this mission, there's no need to worry about resource points.

Serial Synopsis

One Toe in the Water follows the standard *Stargate SG-1* adventure format, and is divided into an introduction and four scenes.

Introduction and Gearing Up: The situation begins as an SG team returns from P3X-457 and quickly breaks down into anarchy as one man fires on his CO. The PCs' team, on base preparing for another mission, responds to the alarms just as the shooting begins. As such, their equipment is initially limited.

Scene 1: Standoff. The team must come up with a plan to resolve the situation in the Gate Room. It soon becomes apparent that there is something medically wrong with the victims. The search for the cause begins.

Scene 2: A Medical Nightmare. The team is placed in charge of the investigation to locate the source of the strange behavior beginning to crop up. Their search takes them back to P3X-457, and also entails a series of unexplained events on base.

Scene 3: Containment. As the team helps keep the situation contained, evidence begins to mount that some kind of creature is loose on the base.

Scene 4: Contact. The search is underway for the creature, but what will the team do when they find it? Will it be investigated, or simply destroyed? The resolution may involve a return trip to the planet to aid all the creatures, as their plight is uncovered.

Introduction

Your team was on its way to be briefed on its upcoming mission, a simple reconnaissance of a new world. It's just like dozens of others that you've performed over your career with the SGC, though each one has had its own challenges as well as its own rewards. That planned briefing is put on hold, however, when the alarms rang out.

The usual flurry of activity began in the Gate Room as the Stargate came to life. Armed troops were already taking up positions as the curt announcement came over the intercom, "Off-world Activation!" The alarm klaxons did little to drown out the sudden clap of thunder as the incoming wormhole was established. Then a noticeably relieved voice from the intercom continued, "SG-10 GDO signal received. Opening the iris. Stand by." The soldiers on guard didn't relax until they saw the four figures of SG-10 step through the gate at a casual pace. The tension ratcheted back up, though, once the team's conversation became audible.

"Don't just ignore me!" came Lt. Colville's voice the moment he appeared.

"Then say something intelligent!" retorted his commander, Captain Moore.

“You said we’d consider another sweep of the foothills.”

“I did consider it, but it wasn’t necessary.”

“Seyler agrees with me,” the soldier continued, grabbing his CO’s sleeve.

“And when Hammond puts you and Seyler in charge, then I’ll pay attention. Now drop it, Colville!” Moore shook off Colville’s arm, and the two tussled for a moment until the CO broke away and strode down the ramp. “You’re on report, lieutenant!”

“Don’t turn your back on me!” Colville raised his sidearm, “I said, don’t ignore me!” He fired a shot into his commander’s back, and spun to face the guards, now leveling their weapons at him. “Don’t any of you ignore me!”

The two remaining members of SG-10 raised their weapons as well, swinging them widely about, holding the guards as well as Colville back as Moore lay bleeding.

Gearing Up

The PCs are initially responding to the gate activation alarm and are near the embarkation area when the shooting takes place. They are unarmed and have only carry personal gear during the opening scene, though they may gear up immediately after the standoff in the Gate Room.

Given the nature of this mission, and the fact that most of it takes place on site at the SGC, the PCs have access to any piece of equipment normally found on base, but have limited ability to bring in more material once the mission starts. They are able to replenish their equipment throughout the mission, however, up to the limits described within the individual sections.

Scene 1: Standoff

Team Description

It was mid-morning when the alert sounded. You and your teammates were in the SGC preparing for your next off-world mission, scheduled for tomorrow. Then the unscheduled inbound wormhole called the whole base to attention. You rushed forward amid the other responding guards when the first shot rang out from the embarkation room. The word came quickly down the hall – armed standoff!

GM Description

The situation in the Gate Room is deteriorating as the introduction teaser indicates. An SG team (SG-10, or another team of the GM’s choosing) returns from an initial survey of P3X-457 in a state of high agitation. The team members at first verbally, and then physically, abuse each other, culminating in the shooting of the CO of the unit by one of his own men. This leads to a standoff between the three other team members and the Gate Room guards.

The PCs, responding to the gate activation alarm, are likely near the embarkation area when the shooting takes place. Since they’re not scheduled to go off-world, they are unarmed and have only personal gear on them for this scene, though they can commandeer a sidearm or M-16 from additional guards responding to the situation, should they choose. The Control Room holds two zat guns, which require one full action to recover.

The SG-10 is behaving very oddly – overreacting, actually, to every potential perceived slight while negotiating with General Hammond in the Control Room. In their highly agitated, paranoid states, the only thing keeping them from shooting is that they can’t seem to choose between the available targets; they train their weapons first on one guard, then another, then their teammates, and then back again to a guard, and so on. The PCs must soon break the stalemate and keep it from turning deadly.

If the PCs keep the team members talking, SG-10 begins to succumb to the effects of the pheromone attack that provoked their outburst – 1d3+1 rounds after the PCs become involved in the standoff, one team member collapses and begins convulsing. This causes the two remaining SG-10 members to focus on each other exclusively, taking the safeties off of their weapons. They fire on each other at their initiative counts during the following round if action is not taken to draw their attentions away. The round after that, a second team member collapses, and his last companion begins convulsing severely, triggering a random shot or two as he loses bodily control. These stray shots fly into the ceiling, harming no one within the Gate Room.

Aftermath

The medical teams quickly move in to treat the wounded, and assess the conditions of the collapsed SG members. The wounded CO is rushed to the Infirmary, followed shortly by his fellows. The initial examinations are inconclusive, so the medics must perform tests before any sort of diagnosis can be made. Anyone shot is rushed into surgery, while the others are taken into the Isolation Lab to minimize potential exposure to the rest of the base. Any PCs coming in close contact with the unconscious SG team must undergo a quick examination and are then allowed to go. General Hammond suspends additional off-world activity – as well as all leave off base – until the medical report comes in, so the characters have some time to kill.

Events

If the PCs spend time reviewing SG-10's mission briefing to P3X-457, they discover that the gate was located in a sparsely wooded area near the foothills of a large mountain range. The immediate vicinity featured a variety of fairly unusual geological features and no sign of civilization, so SG-10 was assigned to go in and do a quick sweep for indigenous life. Given the geography, the SGC believed that heavy metal and mineral deposits might be found nearby.

If the GM prefers, one or more of the characters could have been present in the Control Room preparing for their own mission when SG-10 reported in. If so, he could receive the appropriate info in the form of a flashback and interact with SG-10 and the other personnel in the Control Room as the scene plays out, though not much more information should be revealed at this point.

The mission appeared to be going well after SG-10's arrival on P3X-457 earlier that day. They dialed back a few hours later to report that they had discovered no signs of intelligent life – no animal life at all, in fact. The area seemed to be recovering from a drought – many of the newer trees were stunted, and fields of dead vegetation lay scattered about the area. There seemed to be plenty of water from the mountain runoff now, though. SG-10 planned to take soil samples and return in a few hours. They exhibited no signs of anxiety or belligerence during the conversation at all.

If one of the PCs succeeds with a Search check (DC 15), they find that SG-10 did return with a number of samples, which can be found in the Isolation Lab along with the unconscious teammates. Successful tests performed on the rocks – requiring a successful Knowledge (Geology) or education check (DC 15) reveals standard minerals for this type of region, as well as trace amounts of naquadah and signs of (apparently dead) microbial life. If the Knowledge (Geology) or education check results in a critical success, the PC determines that the naquadah and microbe trace levels have increased by several thousand percent during the current drought.

Troubleshooting

The greatest potential for trouble lies in the opening rounds of this scene. Timing is important to get the information about the developing crisis out in the open. End it too soon, and the medical problems might not be exposed immediately. Too late, and the potential exists for substantial bloodshed. So the GM should not be afraid to advance the effects of the alien contagion on the incoming team to accommodate the needs of the scene. Likewise, if the players are doing well with their role-played conversations, give them the time to develop those more fully before hitting them with the next scene.

If the scene progresses without all of the information you want out in the open, draw out the routine examinations afterwards so that the “infection” gets noticed while they are still in the Infirmary. Perhaps one of the doctors shining that penlight into their eyes can suggest the team look into SG-10’s mission profile if it doesn’t otherwise occur to them.

Development

Diffusing the situation in the Gate Room is the primary development of this Scene. The other events can occur later in the mission if the characters skip them here.

Scene 2: A Medical Nightmare

Team Description

About an hour after the incident in the Gate Room, General Hammond calls your team into the Briefing Room. Dr. Fraiser, recently out of surgery, joins you for an update.

GM Description

If they haven’t already reviewed the material, Hammond gives them an overview of SG-10’s mission as related above. He then continues, speaking specifically to the PCs’ team.

“Until this incident is resolved, I’m suspending your off-world mission for a more important one. Neither Lt. Colville nor any of his companions have any recorded disciplinary problems. On the contrary, as you know, SG team members possess uniformly exemplary records. However, at this point, without some extraordinary explanation to excuse their behavior, they will very likely face a court-martial. Dr. Fraiser will speak to the potential medical causes of their strange behavior, but until some conclusive evidence to that effect is discovered I need you to pursue other avenues. Consider this a fact-finding mission looking for any potential out-of-the ordinary causes. These are good men. Find something.”

Dr. Fraiser reports that Moore is doing fine, luckily, and might even regain consciousness soon. Or he would, if he didn’t also display the same physical symptoms that the others have: swollen air passages, excess mucus buildup, and constricted blood vessels, among others. They are reacting as if in the throes of an extreme allergic reaction, though her team has been unable to isolate the cause. There appears to be no contamination on their clothing or equipment, so she believes that it may have been an airborne allergen on the planet. As to whether their aggressive behavior could be yet another symptom, she doesn’t have enough data to say one way or another.

If the characters already discovered the microbes from the samples, she immediately perks up. She’ll need to check them, of course, but even dead they could trigger a reaction of some kind. Until she can run the tests she won’t rule anything out.

“Otherwise,” she continues, “we might be dealing with some kind of infection. I’m afraid I’m going to have to insist that the base remain on lockdown for the moment, extending to all non-emergency off-world returns until we know more. Fortunately, the wormhole’s event horizon acts as a natural filter, keeping airborne contaminants from passing through. So unless our boys brought it back with them, we should be safe.”

Complications: At that moment the gate alarm sounds and the briefing pauses as Hammond and Fraiser look through the observation window overlooking the Stargate. There's a long pause, as the technicians in the control room finally get the alarm switched off, but it takes some time. They have no explanation for the false alarm. A successful Mechanics check (DC 12) indicates a power surge in one circuit triggered the activation alarm, but that the system now appears to be nominal. A second Mechanics check (DC 18) indicates that the surge first registered on the instruments shortly after SG-10's arrival.

The bright blue flash of a zat discharge from the Gate Room draws everyone's attention away from the problem. General Hammond strides to the intercom and, as the zat-wielding guard stuns several of his fellows, orders, "Stand down, Airman. What's going on down there?"

The man holsters the weapon and walks over to the wall unit to reply. "Two men suddenly broke into a fight, sir. And a third was egging them on; he clicked off the safety of his weapon and was preparing to fire. I zatted them as you ordered. They were acting just like the others."

Escalation: In the wake of this second incident, the General orders all regular weapons locked down and secured for the duration to avoid any repeats of this type of breakdown. Zats are exempted for now, and made available to the MPs to keep order on base. Dr. Fraiser takes the zatted guards back to the Infirmary for tests and what treatment she can give them, while the General takes the team back up to the Briefing Room for a new mission.

"Ladies and gentlemen," Hammond begins, "I don't have to tell you how serious this situation is. From this point on we are totally cut off until the medical team comes up with something. I want you to help out in any way that you can. You're taking point in this operation, and are authorized to use any and all reasonable means to find a resolution to our current predicament. I will be in my office, coordinating the quarantine procedures with topside, and then I'll assemble a skeleton staff to proceed to the secondary control room. Should things become untenable down here, we can hopefully maintain control of the facility for as long as possible without spreading the contamination. If you or the doctors require any special equipment, I can arrange for it to be sent down from the surface. Good luck."

Threats

The Problem

The cause of the all the fuss is a small, fragile-looking alien that hitched a ride with the returning SG team. Why wasn't it noticed? For one thing, it weighs hardly anything, and is literally pencil-thin, with six spindly limbs that fold out from its short torso. When fully retracted, the alien measures barely a foot long. But more importantly, it has the uncanny ability to camouflage itself against any background, making it virtually invisible. In its normal state, it's a sickly pale yellow walking stick, not dissimilar in appearance to the insect of the same name.

The Problem's Problem

This "sprite" is the caretaker for dozens of similar plant-creatures on P3X-457, but it has a problem. They are all suffering from the effects of malnutrition, a condition that started during the recent drought but has not abated now that the water has returned. The sun is bright, the soil apparently rich with minerals, and the water plentiful, but they continue to wither away. These creatures possess an intelligence level comparable to dolphins, and cannot understand the cause of this suffering. It has gotten so bad that most of them have retreated into a form of hibernation to survive. One of those fields of dead vegetation described by SG-10 consists of this creature's family; still alive, but just barely. As caretaker, it needs to discover a new food supply and deliver the others to it, if possible. So it remains active as the others sleep, roaming the area for better fields to lie in. (*For the caretaker's statistics, see the end of this adventure.*)

Along comes SG-10, looking well-fed and watered. Surely they must know where to find some plant food. Hitching a ride back to the SGC, it now searches diligently for sustenance within the base. The PCs are likely uncover a trail of tipped-over coffee cups, missing bagels, and the like before the mystery is solved. Using its ability to remain unseen, the caretaker follows the team closely, and tags along on a backpack as they come home through the Stargate.

The chaos in the SGC was caused by this creature's defense mechanisms. As added protection during their hibernation phase, the species emits a toxic pheromone that causes severe anxiety, irritation, and rage among exposed mammalian life. Prolonged exposure eventually kills, though often the effects cause those exposed to kill each other first. That generally keeps the predators from discovering their fields, and hopefully provides a ready food source for the caretaker to survive on until the crisis has passed. Mechanically, the creature's toxin is considered a poison with the following statistics.

Poison	Type	Onset Time	Initial Damage	Secondary Damage
Pheromone Toxin	Contact poison DC 15	1d4 hours	1d6 Wis	2d6 Wis

When a character's Wisdom reaches 0, he doesn't die immediately, but rather falls into a coma, after which he must succeed with a Fortitude save (DC 15) once each hour or die. Taking broad spectrum allergy treatments and antihistamines negates the Wisdom loss and keeps a character from passing out or dying, but doesn't negate the scent's other negative side effects. The GM is encouraged to make Will saves (DC 20) at critical moments to determine whether on-site personnel do anything they later regret.

Jaffa are not affected by the scent; their symbiotes neutralizes it.

The creature uses sharp probes on two of its limbs to draw sustenance from the bodies of the dead killed in this manner. If the bodies aren't quite dead, those probes can also introduce a concentrated quantity of the toxin to finish them off (this concentrated version of the poison has a DC of 20, an onset time of 1 hour, and inflicts an additional 2d6 Wis damage in addition to the damage described above). The creature doesn't hunt this way; it serves only as a defense mechanism of the last resort.

The troubles of these creatures stem from a combination of the dry winter and the recent naquadah-heavy runoff from the mountains. Already vulnerable from their enforced starvation, they absorbed the naquadah along with the water, and it became incorporated into their bodies. As a result, absorbing nutrition from their normal processing of food has become nearly impossible – their whole life cycle has been disrupted until the naquadah content of the water and soil levels out and they can flush the material from their systems.

The Contagion

From this point on in the mission, the PCs are susceptible to the alien pheromone. When a character suffers 1 or more points of temporary Wisdom damage, the player must begin making Will saves, once every 15 minutes, each with a DC of 15. If any of these Will saves results in a failure, the character must begin acting in a belligerent manner. This effect can be played in a variety of ways, depending on the GM and the players involved. The GM may simply explain the situation, and allow the players to come up with their own paranoid overreactions. Alternatively, the GM may wish to embellish his or her descriptions, giving infected characters a skewed view of the world. For example, instead of seeing a soldier holding the door open, tell the player that the soldier rushes forward, weapon raised, in an attempt to cut her off from the door and beat her through it. Since it's unlikely that all PCs will succumb at the same time, a combination methods may work best. Keep this second method in mind, however, as it may give you an idea of how the affected NPCs may react to the players' actions as well.

Given the possibilities for the rampant spread of this contagion, the team may wish to confine everyone to their quarters on site and keep them isolated. While a good idea in theory, the confined spaces only accelerate the symptoms as the paranoia and rage grow along with the concentration of the pheromone pumped in through the air system. It takes no more than half an hour for some personnel to ignore confinement orders and begin wandering the base (probably picking fights along the way). Cutting off the air supply isn't an option for long, and makes it practically impossible for those so confined to relax.

Events

Field Trip!

If the players don't think of it themselves, Dr. Fraiser asks them to accompany a medical team back to P3X-457 to take additional samples and hopefully locate the source of the contamination. Hammond authorizes the visit, and Fraiser insists on full biohazard gear for the team, just in case. Though she is hard at work on her patients, she can brief them if necessary on the type of flora to examine and additional samples to take (air, water, radiation checks, etc.).

Note: While the team wears one of the ten available bio-suits, they're immune to the pheromone's effects. If the team has been making their own Fortitude saves, the GM may continue to call for them, to keep up appearances.

Conditions on the planet appear just as SG-10 reported. Stunted plant life is scattered around, indicating the recent passing of a long drought, but the area otherwise has a nice, temperate climate, beginning to blossom into spring. The trees and other plants that most resemble familiar species from Earth seem to be thriving on the mountain, but several unfamiliar alien plants appear much worse for wear.

These 1-2 foot tall reed-like plants are the patches of dead vegetation mentioned in the report. While they appear dead, an analysis of respiration gases (oxygen vs. carbon dioxide) around them indicates life at a very low rate. Perhaps this was triggered by the drought, though if so, why does it continue now? Following the doctor's orders, the team probably wants to bring back a sample of the dehydrated plant. The reed comes right out of the ground with a gentle tug, with practically no resistance; it doesn't even need to be cut to be harvested.

A number of insect species abound in the region, but higher forms of life seem to be missing. The carcasses of a few squirrel-like creatures lie near the edge of the forested area. They appear to have torn each other's throats out with tooth and claw. A successful Spot check (DC 12) reveals signs of small, pinprick holes in the dead animals, and a Knowledge (Forensics) or education check (DC 15) indicates that these were made post-mortem.

A second successful Spot check (DC 15) reveals the presence of regular marks in the surrounding soil – tracks of a tiny, unfamiliar bipedal creature. They apparently approached the dead squirrels cautiously, moved around the carcasses, and then vanished into the forest. Other animal corpses can be found here and there, with similar marks surrounding them.

Upon returning to the SGC, if it is still early in the game (and not many of the events listed in this section have happened) the players soon notice that they seem to be more coherent than the SG staff they encounter. Even though they have visited the source of the "infection," the symptoms progress at the SGC at a faster rate, which could indicate the need to go to self-contained air as a preventive measure.

If the team's visit occurs later during the mission, they notice some of the gate guards and Control Room personnel wearing breathing masks (*if they weren't already – see Recovery*). They can get air cylinder replacements and stay in their suits while helping to test the samples they retrieved, or switch to masks as well for other duties.

While they were away, further glitches have occurred around the base, like the false gate alarm (*see Gremlins*).

Troubleshooting

One potential sore point is if the team starts slaughtering the hibernating sprites by violently extracting them. If this occurs, ask the character to make an education check (DC 5) to remind them that a complete specimen is much more valuable than a mere cutting.

If the characters do kill a hibernating spite and return it to the base, the caretaker is drawn to the "corpse" and spirits it away, much as it might have done otherwise on its own. This adds a new event to Scene 3 after *Messy Hall*, where the characters may discover the dead plant hidden in a corner, with books and other paper torn up to make a covering for it, and a small pile of mashed potatoes left nearby. (To preserve any later events that require two live creatures, simply a third simply arrives as another stowaway when the *Field Trip* personnel return home.)

If the players decide not to investigate the planet at all, despite Dr. Fraiser's recommendations, then proceed with the events of Scene 3 while a medical team picked by Dr. Fraiser makes the off-world discoveries during this scene.

Remember to enforce the effects of the pheromone on the team until such time as it becomes apparent that wearing some sort of breathing apparatus is beneficial.

Development

The trip to P3X-457 garners a lot of valuable information that helps tie together loose ends. The major clue towards the unchecked airborne nature of the contaminant could result from the team's experience in the bio-suits, which should compound the additional discoveries made in the next scene. Depending on how *Field Trip* progresses, the team has the potential to bring back additional alien life forms to the base. The scene also features the beginnings of the malfunctions on base due to the presence of the first alien.

Scene 3: Containment

Team Description

As the search for the cause and a solution continues, the base personnel have become increasingly unstable. The information retrieved from P3X-457 could hold the key, but will there be time to discover it before the erratic behavior of the SGC staff explode out of control?

GM Description

The following encounters can be run in just about any order, depending on how your players want to approach the problem. In general, the events should lead them to the conclusion that this isn't just a medical problem – somehow an alien has come back through the Stargate unnoticed. This discovery, and the search it prompts, takes the team into the final phase of the mission. Don't tip your hand too soon, and keep things like the food fight and the awakening of the second visitor for later if needed.

While the clues are scattered, don't hesitate to combine them into a single über-occurrence if the team is having a tough time. In that case, you may need to throw out additional bones similar to *I've Got A Feeling* (see below). Alternatively, the team might be really on the ball, and come up with some of these ideas before General Hammond and Dr. Fraiser. If so, don't be afraid to let them advance the timetable, just escalate the proceeding events.

The alien sprite should be out of sight for most of this act. It scurries along out of sight, retracting to fit in and under places, while sniffing, tasting, touching, and otherwise looking for anything it can use to save its people. It twists and taps buttons, monitor screens, and even electrical outlets, causing some of the troubles listed below. The large concentration of naquadah in its body allows it to inflict a lot of "damage" with little effort. The alien acts like a small yet powerful capacitor, draining energy and releasing it in small explosive bursts.

What We Did on Our Field Trip

The soil and water samples all show varying signs of naquadah. A successful Search check (DC 15) indicates that the heavier concentrations are found in the water taken closer to the foothills. Gas chromatograph readings of the air samples reveal signs of a complex organic compound. The same compound can now be found in the air systems of the SGC, where chemical scrubbers are unable to neutralize it. Interestingly, if an aerial drone is used, air samples taken at higher altitudes do not contain the same compounds – whatever is producing them clearly lies in the valley near the Stargate.

If any of the animal corpses were brought back, they are found to contain traces of the compound within the pin-like wounds. If that's the cause of the base's erratic behavior, though, it must be capable of producing those effects in minute quantities. Now that Dr. Fraiser's team has more than just a trace sample, they can begin work on some kind of antidote.

If a plant (or two) is brought back for study, something strange occurs. Between the time it is brought on base and when the examination begins, the plant disappears! The container used to transport it contains high concentrations of these organic compounds, but no trace of the plant itself is found. If the plant was placed somewhere under surveillance (for example, in the Isolation Lab), a review of the video log shows that it seemingly faded away from sight. If the PCs think to slow down the video playback, a successful Spot check (DC 15) reveals a blur of motion after the plant has completely faded from sight, as if something small is moving just out of the camera's recording spectrum. With a successful Computers check (DC 20), a PC may use mathematical modeling to determine that the blur is about 3 feet tall, or about three times the missing plant's size. This is a clue to the alien species' different states (active vs. hibernation) – see *Glimpses for more detail*.

Finally, any character possessing (or who has at any time possessed) a Goa'uld symbiote, is sensitive to the naquadah within the creatures' biochemistry. Such characters sense a faint "presence" that quickly dissipates (*see I've Got A Feeling for details*).

Threats

For the most part, the threats in this scene are limited to base personnel overcome by the pheromone attack. Not all of them are violent, however, as noted within the *Messy Hall* event. Affected base personnel individuals fall deeper and deeper into paranoia as the scene progresses, however, and the GM should mix their increasingly erratic behavior in and around the events described to raise the stakes throughout.

For a generic base guard and technician statistics, see the end of the adventure.

Events

Use the following events throughout this scene to spice up the action and keep things lively.

Gremlins

This event is actually a series of smaller incidents the GM can use to sprinkle into the lulls between character actions and reactions, or as supplemental scenes to get across a point or two about a particular clue. Events of this nature could also be used to track down the creature once the actual hunt begins. As these incidents relate to a "close encounter" with the alien, NPCs at these scenes should appear in various stages of distress, from agitation to unconsciousness.

As mentioned earlier, the creature's body is laced with naquadah, which provides for some interesting side effects when the creature interacts with the base equipment. The inadvertent activation of the Gate Alarm was one such incident. Feel free to throw more of these alarms at the players, both before and after going off-world for their *Field Trip* to work on the problem. Truly cruel GMs might even throw in a real off-world attack after a few of these false alarms cause the players – and no doubt the SGC staff – to become complacent. If so, it should be nothing more elaborate than an attempt by the Goa'uld or others to catch them with their iris down. Try to limit the scope of the attack to something manageable, however. Make it just enough of a scare to remind them that the problems at the SGC don't necessarily happen in a vacuum. It might even confuse the infection issue, and keep them guessing (is this just a prelude to an attack?)

Elevator Go Up! Elevator Go Down!

With the base lockdown, the elevators are restricted to the lower levels, with one reserved for shuttling supplies down from the surface. Along with the other glitches, the elevators have been opening, closing, and moving from floor to floor without any apparent riders. At one point alarms go off for one of the restricted elevators, indicating that someone has attempted to override the lockout and ride it to the surface. Attempts to redirect the elevator from either of the control rooms fails until the power is cut to the car and shaft. After this, the care is stuck in place until a short in the calling system is located on sublevel 28, in the up/down panel. This break can be repaired with a little effort, but until it is, the car remains caught between Sublevels 25 and 26 and accessible only by climbing down from the door on sublevel 25. This requires a successful Climb check (DC 10). Once opened, the car is empty.

Lights Out!

Power surges cause flickering lights and outright loss of illumination to a variety of rooms on base. Similarly the compound suffers a rash of computers rebooting, and sparking connection wires due to a power spike. The monitors in Dr. Jackson's old office spontaneously explode during a particularly extreme example. One of the worst surges occurs during the women's shift in the gym/locker room, causing a complete blackout. To make matters worse, tempers flare when the women caught there during the outage accuse the men in the vicinity of pulling the lights to chase them out. This starts a fistfight which spreads into the adjoining areas if not addressed quickly.

Hello? HELLO?!

The power surges spread to the communications system, disrupting contact both internally within the SGC (amongst the intercoms and some internal monitors) and with the surface (by video and audio phone). Restoring functional communications becomes a vital task.

Without the ability to communicate, the topside forces act as if the base has been overrun by alien forces and try to minimize any potential threats. They cut off supplies and after 12 hours even the power, requiring the base to fall back on internal sources for lighting and life support.

Messy Hall

Not all of the rising tension on base results in the use of deadly force, or even violence. To emphasize some of the potentially humorous aspects of the situation, have the team present in the mess when a food fight starts. If they choose not to investigate or intervene, the fight escalates, and moves out of the Mess and into the hallways, as soldiers chase one another flinging ladles full of mashed potatoes and cubes of blue jello (while singing the Air Force anthem – the gelatin's released as they reach the “wild blue yonder” part of the song).

It all starts innocently enough when one soldier accidentally bumps into another in the chow line, resulting in a dropped tray and the clatter of broken dishes. Things turn ugly as the wounded party, rage building from the ubiquitous snickers and clapping, reaches for a handful of peas and carrots. Within moments everything – including the stereotypical cream pie – finds itself airborne within the confines of the Mess, as more and more personnel join in to relieve the stress that's been building since the lockdown began.

Once a little order is restored, it may be tempting to just chalk it all up to blowing off steam. Maybe it is, but it doesn't excuse the actions of those involved. Or is there more to it? Any PC succeeding with a Spot check (DC 15) notices strange marks found in and among the various food “samples” on the floor, chairs, and tables. If tests are performed on the sampled food, a successful Knowledge (Chemistry) check (DC 10) turns up heavy traces of the same alien organic compound found earlier during the mission. Of course, should anyone decide to taste any of those “samples,” they suffer the effects of exposure to the compound.

Some of the marks – small two-to-four-inch lines – seemingly lead towards and away from the splotches. These look very similar to the marks found around the dead animals on P3X-457. The tracks are clear enough to be followed between some of the spots, and with a successful Track check (DC 15), deeper into the base, where they then taper off into nothing.

Circular indentations on most of the food indicate that most of it has been sampled in the same manner. In most cases, the “porridge” appears to have been either too hot or too cold, but the mashed potatoes were apparently just right. Wherever mashed potatoes are found, they contain multiple samples of the strange marks.

What's so special about the mashed potatoes? One way to approach that question is to gather a few samples, run some chemical tests, and see what turns up. This requires that one of the PCs succeed with a Knowledge (Chemistry) check or turn the potatoes in to Dr. Fraiser or another on-site specialist. The team could just ask the cook, which requires no skill check.

Either method reveals the same basic information. As the cook sheepishly admits, his “famously fresh” mashed potatoes are actually made from dried flakes mixed with a generous portion of standard base water. He’s been doing that for a few years now, ever since he ran out of the distilled water he uses for practically everything else. The flakes turned out especially fluffy and smooth and since everyone seemed to think he had switched to real potatoes, he’s been preparing them that way ever since. (He doesn’t normally use base water, because of the bitter, tangy flavor it acquires from the mineral content within the pipes.)

I’ve Got a Feeling

Since the creature has such a high percentage of naquadah in its body, any members of the team who hosts a Goa’uld symbiote, or has hosted one in the past, may detect it as it passes within a 2 squares of them. Once the hunt for something invisible begins, this might lend credence to the idea that the base’s troubles stem from an invisible Goa’uld, such as Nirrti.

GMs should use these “feelings” to create a sense of foreboding and to foreshadow the eventual discovery of the sprite. If the character attempts to discover the source, however, the creature’s camouflage ability most likely confounds them. In these early encounters, before the presence of the alien is confirmed, this feeling gives no bonus to find the creature. Later, once the team knows for sure that the base has been invaded, the “naquadah nausea” may be used to help track down the beast. As such, any investigating character hosting a symbiote or possessing the Naquadah Sense feat gains a +2 circumstance bonus with Search and Spot checks made to find the alien.

Recovery

Whether it occurs because of the off-world trip, or simply as a result of observing the men in isolation, the key to retarding the progress of the anger illness is a bottled air supply. The sealed system in the SGC is obviously contaminated, and the various scrubbers and filters compromised, but those on a completely isolated source of air don’t just maintain their status, they actually improve. Those unconscious or within comas remain so for the time being, but their signs of allergic reaction subside and do not recur.

Besides the full bio-suits mentioned earlier, the base has a dozen fire-fighting breathing masks and tanks on hand. More may be ordered if communications to the surface remain open, but it takes a little time for them to be sent down in any quantity. The bio-suits offer better protection, but are slightly restrictive, inflicting a Maximum Dexterity Bonus of +3 and an Armor Check Penalty of -2. The fire-fighting air bottles are less restrictive to movement, but leave the wearer vulnerable to the alien’s pinprick defense.

The base also contains 30 recharge bottles (usable with both masks and suits), each of which lasts 1 hour. They can’t be recharged down below because the air is contaminated, though an enterprising character could rig something up to the isolation lab’s built-in supply with a successful Mechanics check (DC 20). That same built-in supply has access points at a variety of places around the base, such as the infirmary, the labs, and the control rooms. The bio-suits can directly attach air lines to these points as well, saving their internal supplies, though they further limit users to the immediate room while doing so. For those working among the patients or with the soil samples, it’s a godsend.

Within 1d4 hours after receiving clean air, along with the necessary broad-spectrum anti-allergen medicines, the affected personnel – including SG-10 – begin to wake up. They are embarrassed and apologetic over their behavior, and Colville displays profound remorse for opening fire. He visibly sighs in relief when he hears that his CO will pull through.

SG-10 can confirm a lot of the information already suspected (or alternatively, could relay it here for the first time). They suspected that the water on the planet contained dissolved naquadah due to readings from the streams and the nearby soil. So they scouted, took their samples and reported in. Later, they found the animal carcasses as they ranged out from the Stargate. Soon thereafter, the first arguments broke out. A quick survey through the beginnings of the foothills revealed additional signs of the precious material, and part of the team wanted to follow up with a more extensive survey.

Moore, perhaps suspecting the growing problem, cut the mission short and ordered everyone back to base. As they reached the edge of the forest, the heated discussion turned into outright verbal fights. In retrospect, the men also realize that the physical symptoms that eventually led to their collapse initially began at this point. They were just too angry at each other at the time to notice. It was as if their rational side was being suppressed while their rage emerged – a dangerous, potentially deadly, combination.

With this information, and the additional surveys conducted during the *Field Trip*, the SGC can determine that the worst effects seem concentrated around that peculiar field of dead plants near the forest. If this prompts another return trip to P3X-457 for a closer look, the field now appears empty of the plants and covered in those strange “root prints” which lead into the forest. The tracks then scatter one on top of the other, apparently in an attempt to confuse any trackers. Searching the forest reveals nothing in the near term, and while additional air samples reveal a much higher concentration of the organic compound, trying to use this as a tracer meets with no success. Once again, it’s as if the plants can simply vanish from view.

Troubleshooting

The main concern for the GM in this section is revealing evidence of the alien too quickly. Fortunately he or she has a whole base full of convenient distractions to call on if things are advancing faster than desired. If the team’s progress threatens to dump the rest of your planned events, in walks an airman with an ax! Or a band of Jaffa make an attack on the Stargate, but this time with a gloating radio transmission that implies that they know what’s happening in the base. Don’t penalize those ahead of the game, of course, but to give yourself enough time to adjust to their pace so that everyone has an enjoyable time.

Development

This scene hinges around the gradual realization that not only the contagion came back with SG-10, but its carrier did as well. In the process, the team should uncover the means to fight off the symptoms of the scent attack, though it needn’t occur until the next scene, so long as the PCs are functional. Problems similar to those in this scene should crop up again in Scene 4 if the PCs have not yet realized how to stop the infection.

Scene 4: Contact

Team Description

The hunt begins, but is it to the death? Or do we bring ‘em back alive?

GM Description

By now the team should realize that they have one or more aliens loose on base. Given the facts so far, and the apparent disappearance of their sample(s), they might assume that the alien is actually invisible, or able to become invisible. If so, extreme measures could be required to locate it, including the use of available alien abilities and technologies.

To See The Invisible... Man?

Harking back to other invisible menaces, the team may decide to try TERs (Transphase Eradication Rods), the weapons used to hunt the Reetou and other threats. These energy rifles have built-in scan beams to uncover an out-of-phase cloaked individual and render them vulnerable to attack. There are two TER units available on base. A PC is aware of this with a successful education check (DC 20). Alternately, it can be mentioned as part of a review of previous encounters with invisible creatures (including the Nox, the Goa’uld Nirrti, and even Cargo Vessels with that capability).

While the alien plants aren't technically invisible, and the scanning beams won't directly reveal them, they do have a visible effect. The highly energized beams interact with the naquadah present in the sprites' bodies to cause a momentary degradation of their camouflage. During the round that one of the sprites is directly exposed to a TER beam, and during the three following rounds, all those looking in the alien's direction gain a +5 circumstance bonus with Spot checks made to notice them.

Goggles

Standard night vision goggles won't penetrate the alien's natural chameleon ability, but the grainy green contrast it produces does grant add a +1 circumstance bonus with Spot checks made to notice them.

Infrared (IR) goggles, on the other hand, negate the camouflage effect entirely. Unfortunately, the creature's heat signature is very small, so a successful Spot check (DC 15) is still required to notice the aliens. After the first successful check using IR goggles, however, the character gets used to what to look for and automatically spots the creature within his line of sight from that point forward when using the IR goggles.

The SGC currently contains two dozen pairs of night vision goggles, and three pairs of IR goggles.

Glimpses

Computer analysis of recorded video from the Gate Room during SG-10's arrival reveals some interesting and potentially telltale traces of the creature. While not visible to the naked eye, an enhanced and extremely slow playback reveals a blur of motion emanating from the Lt. Colville's backpack, which later streaks out of the frame towards the corridor. This may suggest to the PCs that the condition isn't strictly invisibility, but more likely an advanced form of chameleon-like cloaking (an inspiration check may help, if the PCs don't put this together for themselves).

Though the creature itself is still unseen on the video, mathematical measurements of the blur's size approximates that it's about 4 feet tall, which is about 3 feet taller than the plants. If these findings are compared with the video mentioned earlier (of the vanishing plant that was recovered by the *Field Trip* team), the PCs determine that this creature is somewhat larger – the blur here is clearly at least a foot taller. This could indicate that the first intruder may be something special, since it's larger than the others. The Alpha Male hunter/protector? Or maybe a mother shepherding her children? In any case this may lead to some ideas for how to deal with the creatures other than simply killing them.

Attempts to track the creature this way, with enhanced video, in real-time, are problematic at best. Unless the PCs choose one particular area to monitor, there just isn't enough power available to simultaneously work on video from all of the cameras in the mountain. Similarly, trying to track its past movements this way, while probably ultimately successful, requires days of processing time and hours pouring over video.

However, a PC making a successful Computers check (DC 20) may rig a real-time monitor that can spot the creature within one location. This check requires 2 hours. Thereafter, anyone observing the location's video feed notices the creature with a successful Surveillance check (DC 10).

Given what's known about the creatures, it may be possible to tempt them into a trap. The bait could be as simple as a heaping mound of mashed potatoes...

I've Got a Feeling... Reprise

Characters sensitive to naquadah may use it to track the creature. The range is very short (2 squares), but a sweep of the base using this method still requires less time than the TERs. And indeed, this method can easily achieve some early successes (though without follow-up successful Search or Spot checks, the trail is easily lost). Worse, if there is now more than one creature on base, the intruders quickly deduce that the PCs can "see" them and attempt to confuse the trail by tag teaming a series of reverses and double-backs, thereafter pitting their Hide skills against the PCs' Search or Spot skills in a series of opposed checks.

Exotic Approaches

Pheromone Sensor: Once the SGC isolates the organic compound causing the symptoms, they can develop a method to neutralize it. The PCs might hit upon the notion of modifying the base's chemical scrubbers to distribute this sensor (if not, an NPC does the same at a point determined by the GM). This method renders the mountain's air supply safe within 1d10+2 hours.

Canny characters might hit upon a way of *detecting* large concentrations of the airborne compound as well. With 1 hour's work, and a successful Electronics check (DC 20), a PC generates something similar to a litmus test – a square of reactive material in a glass beaker that changes color when engulfed in a cloud of the compound, indicating the presence of one of the creatures. While not very directional, this device may be used as a crude “monster compass,” granting a +2 circumstance bonus to Search checks made to find the creatures.

Motion Detector: PCs who have seen a few movies may try to track the beasties by motion. Setting up static motion detectors at key locations throughout the base and then monitoring them from the Control Room could work, but it restricts all base personnel from moving around the monitored areas lest they set the sensors off. Should the GM wish to foil this effort, however, all that's required is the presence of one rodent with poor timing...

If, on the other hand, the PCs plan to use some sort of handheld devices to sweep the base for the creatures' motion, they're in for some problems. Besides the aforementioned rat possibilities, any sort of portable sensor is most likely be sensitive enough to register the airflow needed to supply the base with oxygen. For such a search to succeed, the ventilation system must probably be shut off, a condition that can't be maintained for more than an hour or so. On the plus side, such a tactic would keep infected personnel from getting any worse for the duration that it's non-functional.

Motion detectors grant a +2 circumstance bonus to Search checks made to find the creatures.

Naquadah Detector: If the PCs attempt to use standard-issue naquadah detectors to locate the intruding aliens, they find that the Stargate swamps all other signals at broad range. The sensors must be reduced in range for the search to be effective, requiring the effort to a corridor-by-corridor sweep. At short (30-ft.) range, naquadah detectors grant a +4 circumstance bonus to Search checks made to find the creatures.

Threats

Assuming the PCs now know what they're up against, the greatest threat during the final encounter are the sprites. Statistics for these creatures are located at the end of the adventure.

Events

Once the team locates their uninvited guests, they may proceed in a few different ways.

Stay on Target

Once the creature is spotted, the encounter most likely becomes either a battle or a chase scene. Foresighted players may mark the creature with spray paint or even oil, allowing a casual visual tracking from that point on. Such a tactic works, and particularly clever players might think to use this in an automated ambush, hooking some kind of spray to the motion detectors.

Shoot to Kill

While the aliens are not very robust, their small stature makes them difficult to hit. Further, the threat of stray shots streaking portions of the base may keep this from deteriorating into a straight firefight (one sided as it would be).

Zat'nik'tels are nearly as effective against these creatures as they are against normal sized targets. Indeed, the naquadah in the creatures' systems works against them, though it does help by absorbing part of the blast. Instead of

completely stunning a sprite, a zat gun's first hit simply negates its camouflage ability for 2d4 rounds. A second shot appears to kill them, causing them to collapse and fold their limbs up into the protective configuration in which they were found on their planet. In reality, however, the blow just stuns them into their hibernation mode, from which they awaken 1d4 rounds later. If not carefully watched, or quickly placed into an appropriate container, this may allow a creature to make an effective escape and start the chase anew. A third shot disintegrates the creature, as usual.

If cornered, and visible, the caretaker sprite attempts to protect any others without regard to itself. It unfurls its feeding probes, using them to inject its concentrated toxin into attackers. If the caretaker creature is injured, other intruders in the area appear lost and unsure of what to do, eventually seeking out water to bring to the caretaker. If any of the creatures are stunned into hibernation, the others attempt to lead the attacker away to give its fellow sprite time to recover. If one is killed, the others go to it in an almost mournful fashion regardless of the consequences to themselves.

Solutions

If at least one of the creatures is captured alive, answers come quickly. Some chemical sleuth work – combined with an MRI scan and a successful Knowledge (Botany) check (DC 15) – reveals that the presence of naquadah in their system is not only unusual, but is acting as a slow poison. The heavy metals normally present in their bodies have been gradually replaced with naquadah, which prevented the normal absorption of nutrients. The more these things drink the naquadah-laced water on their homeworld, the more severe the problem becomes. They could eat and eat in that condition and still starve.

Thankfully, the SGC possesses the means to reverse the process. With a successful Knowledge (Chemistry) check (DC 12), the PCs can whip up a solution of minerals that eventually purges the naquadah from the creatures' systems. If placed in or near a bath of this mixture, the sprites quickly recover from their hibernation state and begin absorbing it via root and probe. The creatures know instinctively what their bodies need. They must ingest the solution for days, if not weeks, however, before the cure is complete.

Once it becomes apparent to the creatures that these strange beings are their benefactors, the caretaker warily, but unmistakably exhibit displays of friendship. In so doing, it begins to emit a different odor – one perceptible to humans and not unlike the deep musty scent of a forest immediately after rain has fallen. Though there is no way of determining this other than with experience, this is the creatures' way of expressing gratitude and happiness. This new odor has no harmful side effects.

The caretaker then attempts to request more of this miraculous brew for his charges. It does so by having its fellow creatures assume the same hibernation stance it assumed while in the field, then scoops water with its probes and sprays it over its hibernating fellows, dribbling water on their roots. It continues variations of this until it receives some sort of acknowledgment, such as a nearby human miming watering the plant in its stead.

As a fairly unique species, the creatures generate great interest at the SGC. There's also the potential of developing some type of weapon based on the pheromone. With a great deal of work, it may even be possible to understand their scent "language." Ultimately, however, the sprites are simply happy to become silent friends with the humans who come to mine the metal.

Mining the naquadah is possible without causing further harm to the creature colony. In fact, it would lessen the chances of another crisis. The harvest must be carefully orchestrated, however, to keep from temporarily releasing additional naquadah into the environment. And to be on the safe side, the medicinal solution should be made available to the creatures throughout the harvest.

Troubleshooting

If the team makes short work of the aliens, then the wrap up could be pretty quick and anticlimactic. Assuming there's anything left upon which to perform an autopsy, the team eventually reaches many of the same conclusions

described earlier in this scene. From that information, it might be possible to devise treatments for the remaining aliens on P3X-457 and get them back to feeding normally once the naquadah precipitate in the water is reduced.

Alternatively, a wider recon of the planet reveals that this particular problem doesn't affect the sprites living farther from the immediate area. The affected colony could potentially be relocated to a safer region.

Or they could simply be left to die out, which tests indicate will happen within the year.

Rewards

Keep track of the agents' accomplishments throughout this serial and reward them with the following XP at its end.

All XP rewards have an associate letter ("A", "B", "C", etc.), indicating their difficulty and benefit within a 'mini-tree' of XP rewards. Though the agents might complete multiple objectives within a tree, they only ever earn the XP for the highest letter of any tree for which they qualify.

Example: When an agent completes a "C"-class objective, he earns the "C"-class reward *only*. He may not also gain the XP reward for any other lettered objective in the same mini-tree (in this case, he may not also earn the rewards for either the "A"-class objective or the "B"-class objective.

Scene 1

- A. Resolving the situation with bloodshed: 50 XP per character.
- B. Resolving the situation without bloodshed: 100 XP per character.
- A. Reviewing SG-10's mission log: 50 XP per character.
- B. Discovering the naquadah and microbe traces within SG-10's soil samples: 75 XP per character.

Scene 2

- A. Linking the gate alarm to SG-10's arrival: 25 XP per character.
- A. Discovering the sprite colony on P3X-457: 25 XP per character.
- B. Discovering the mutilated animal carcasses: 50 XP per character.
- C. Discovering the sprite tracks near the animal carcasses: 75 XP per character.
- A. Less than 1/2 the team survives the scene without falling victim to the contagion: 25 XP per character.
- B. More than 1/2 the team survives the scene without falling victim to the contagion: 50 XP per character.

Scene 3

- A. Discovering the source of the naquadah on P3X-457: 75 XP per character.
- A. Discovering the significance of the mashed potatoes (though not necessarily an explanation for this significance): 75 XP per character.
- A. Discovering the sprite tracks in the mess hall: 75 XP per character.
- A. Determining that the contagion is airborne: 100 XP per character.

A. Determining that an invisible alien has invaded the SGC: 100 XP per character.

A. Less than 1/2 the team survives the scene without falling victim to the contagion: 50 XP per character.

B. More than 1/2 the team survives the scene without falling victim to the contagion: 75 XP per character.

Scene 4

A. Killing one or more sprites: 0 XP per character.

B. Capturing one or more sprites: 100 XP per character.

A. Developing a medicinal mineral solution to heal the sprite colony: 200 XP per character.

A. Less than 1/2 the team survives the scene without falling victim to the contagion: 50 XP per character.

B. More than 1/2 the team survives the scene without falling victim to the contagion: 100 XP per character.

Statistics

Scene 1: Standoff

Lieutenant Colville (SG-10)

Lt. James Colville is SG-10's heavy weapons expert. In addition to providing support with heavy equipment like rocket and grenade launchers as well as a variety of confiscated Goa'uld weapons, Lt. Colville acts as the team's primary assault coordinator and source of automatic weapons fire. Lt. Colville is highly skilled in suppressing enemy resistance both on the ground and in the air.

Lt. Colville, 3rd-level soldier: Specialty: Air Force Officer. CR 3. SZ M; w/vp 32/15; Init +4 (+3 class, +1 Dex); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: FN P90 +4 (dmg 1d10+1, recoil 0, accuracy -1, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BG, RG, IN 1× day/night sight) / Beretta Model 92FS +4 (dmg 1d10+1, recoil 12, error 1-2, threat 20, range 25 ft.) / flash-bang grenade +4 (dmg Special, error 1-4) / smoke grenade +4 (dmg special, error 1-4); Face 1 square; Reach 1 square; SA None; SQ accurate, DR 1/-; SV Fort +4, Ref +2, Will +4; Str 14, Dex 12, Con 15, Int 10, Wis 12, Cha 12; Skills: Bureaucracy +2, Climb +5, Demolitions +4, Intimidate +4, Jump +5, Pilot +4, Spot +5, Tumble +4. Feats: Armor Group Proficiency (Light, Medium, Heavy), Cool Under Fire, Grenade Basics, Machine Gun Basics, Point Blank Shot, Rocket Basics, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: Weapons, weather-proof sea bag, 2 sets standard BDUs (black), combat boots, baseball cap (black), load bearing equipment, flashlight, GDO.

Lieutenant Seyler (SG-10)

Lt. Darren Seyler is the only member of SG-10 not drawn from the Air Force. Originally a decorated member of the Marine Force Reconnaissance Special Forces unit, Lt. Seyler was chosen for his skills as a first-contact specialist. In addition to his extensive knowledge of cultures and languages, he is a keen marksman and survival expert, allowing him to operate as an advanced scout as well as a go-between for different cultures.

Lt. Seyler, 3rd-level scout: Specialty: Marine Force Reconnaissance. CR 3. SZ M; w/vp 29/13; Init +5 (+3 class, +2 Dex); Spd 30 ft.; Def 13 (+1 class, +2 Dex); Atk: H&K PSG-1 +5 (dmg 4d4+2, recoil 0, error 1, threat 18-20, range 175 ft., qualities and mods DP, RG, WL; IN adjustable tripod) / Beretta Model 92FS +4 (dmg 1d10+1, recoil 12, error 1-2, threat 20, range 25 ft.); Face 1 square; Reach 1 square; SA None; SQ rough living +2, stalker, trailblazer; SV Fort +4, Ref +4, Will +2; Str 13, Dex 15, Con 13, Int 12, Wis 12, Cha 10; Skills: Balance +4, Climb +3, Concentration +5, Cultures +5, Gather Information +4, Hide +4, Jump +3, Languages +4, Listen +5, Spot +5, Surveillance +2, Survival +5, Swim +4, Tumble +4. Feats: Armor Group Proficiency (Light, Medium, Heavy), Cool

Under Fire, Point Blank Shot, Weapon Focus (PSG-1), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle). Gear: Weapons, weather-proof sea bag, 2 sets standard BDUs (black), combat boots, baseball cap (black), load bearing equipment, flashlight, GDO.

Chief Warrant Officer Heinig (SG-10)

CWO Richard Heinig is SG-10's technical consultant and advisor. Though a low-ranking commissioned officer, Heinig is a capable technician and is able to operate in many capacities, from repairman and researcher to combat support and commander. A well-rounded member of the SGC, CWO is typically reliable and steadfast.

CWO Heinig, 2nd-level pointman/1st-level scientist: Specialty: Air Force Officer. CR 3. SZ M; w/vp 22/12; Init +3 (+1 class, +2 Dex); Spd 30 ft.; Def 14 (+2 class, +2 Dex); Atk: FN P90 +2 (dmg 1d10+1, recoil 0, accuracy -1, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BG, RG, IN 1× day/night sight) / Beretta Model 92FS +2 (dmg 1d10+1, recoil 12, error 1-2, threat 20, range 25 ft.); Face 1 square; Reach 1 square; SA None; SQ assistance (1/2 time), generous, learned, professor, versatility (Cultures, Computers, Electronics, Languages, Mechanics, Spot); SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 13; Skills: Bureaucracy +2, Cultures +4, Computers +7, Concentration +5, Electronics +8, First Aid +6, Knowledge (Astrophysics) +8, Languages +5, Listen +6, Mechanics +7, Pilot +3, Search +5, Sense Motive +4, Spot +4. Feats: Armor Group Proficiency (Light, Medium), Grease Monkey, Grenade Basics, Point Blank Shot, Scholarly, Weapon Group Proficiency (Handgun, Melee, Rifle). Gear: Weapons, weather-proof sea bag, 2 sets standard BDUs (black), combat boots, baseball cap (black), load bearing equipment, flashlight, GDO.

Scene 2: A Medical Nightmare through Scene 4: Contact

Base Personnel

Use the following generic statistic blocks for all base personnel, adjusting upward for named characters as needed.

Cheyenne Mountain Guard, 4th-level SGC marine: CR 3. SZ M; w/vp 33/12; Init +4 (+2 class, +2 Dex); Spd 30 ft.; Def 14 (+2 class, +2 Dex); Atk: M16-A3 +7 (dmg 4d4, recoil 0, error 1-2, threat 20, range 125 ft., qualities and mods no strafe) / Beretta Model 92FS +6 (dmg 1d10+1, recoil 12, error 1-2, threat 20, range 25 ft.); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +4, Ref +3, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 10; Skills: Balance +4, Demolitions +2, Intimidate +3, Jump +3, Sense Motive +3, Spot +3, Survival +3. Feats: Armor Group Proficiency (Light, Medium, Heavy), Iron Will, Weapon Focus (M16-A3), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: Weapons, standard BDUs (green).

Cheyenne Mountain Technician, 4th-level professional: CR 3. SZ M; w/vp 33/12; Init +4 (+3 class, +1 Dex); Spd 30 ft.; Def 13 (+2 class, +1 Dex); Atk: Beretta Model 92FS +3 (dmg 1d10+1, recoil 12, error 1-2, threat 20, range 25 ft.); Face 1 square; Reach 1 square; SA None; SQ specialty (Computers, Electronics); SV Fort +4, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 14, Wis 13, Cha 10; Skills: Computers +9, Concentration +3, Craft (Machining) +7, Diplomacy +2, Drive +3, Electronics +9, Hobby (Tinkering) +6, Mechanics +4, Profession (Repairman) +4, Profession (Technician) +6, Spot +3. Feats: Armor Group Proficiency (Light), Ordinary Past, Weapon Group Proficiency (Handgun, Melee). Gear: Weapons, access key card, standard technician's uniform.

The Sprites

These creatures are not malicious but merely trying to survive. All the chaos at the SGC is caused by their attempts to locate suitable sustenance.

Sprite, SZ D; v/wp: None*/4; Init +0; Spd 10 ft.; Def 14 (+4 size); Atk: stinger +5 (1d4 damage, poison); Face 1 square; Reach 1 square; SA None; SQ camouflage, pheromone, poison; SV Fort +1, Ref +4, Will +1; Str 4, Dex 16, Con 4, Int 6, Wis 12, Cha 6; Skills: Hide +7, Move Silently +7, Search +2, Spot +5.

* If a sprite suffers even 1 wound, it's instantly killed.

Special Qualities: All sprites possess the following special qualities.

Camouflage: Sprites naturally blend in with their environment. When dropped into a new environment, this process requires 1d3 rounds, after which the sprite gains a +15 circumstance bonus with all Hide checks made to remain out of visual view (*for a few exceptions, see Scene 2*). There is no duration for this effect – it remains in effect until the sprite lowers its guard or enters a new environment.

Pheromone: Sprites emit a natural pheromone that causes any mammalian life within their vicinity to become aggressive toward other mammals. This pheromone is released automatically (the sprite cannot control its release), and lingers within each square within 30 ft. of the sprite’s passing for 1d12 hours. Mechanically, the creature’s toxin is considered a poison with the following statistics.

Poison	Type	Onset Time	Initial Damage	Secondary Damage
Pheromone Toxin	Contact poison DC 15	1d4 hours	1d6 Wis	2d6 Wis

When a character’s Wisdom reaches 0, he doesn’t die immediately, but rather falls into a coma, after which he must succeed with a Fortitude save (DC 15) once each hour or die. Taking broad spectrum allergy treatments and antihistamines negates the Wisdom loss and keeps a character from passing out or dying, but doesn’t negate the scent’s other negative side effects. The GM is encouraged to make Will saves (DC 20) at critical moments to determine whether on-site personnel do anything they later regret.

Jaffa are not affected by the scent; their symbiotes neutralizes it.

Poison: The creature uses sharp probes on two of its limbs to draw sustenance from the bodies of the dead killed in this manner. If the bodies aren’t quite dead, those probes can also introduce a concentrated quantity of the toxin to finish them off (this concentrated version of the poison has a DC of 20, an onset time of 1 hour, and inflicts an additional 2d6 Wis damage in addition to the damage described above). The creature doesn’t hunt this way; it serves only as a defense mechanism of the last resort.