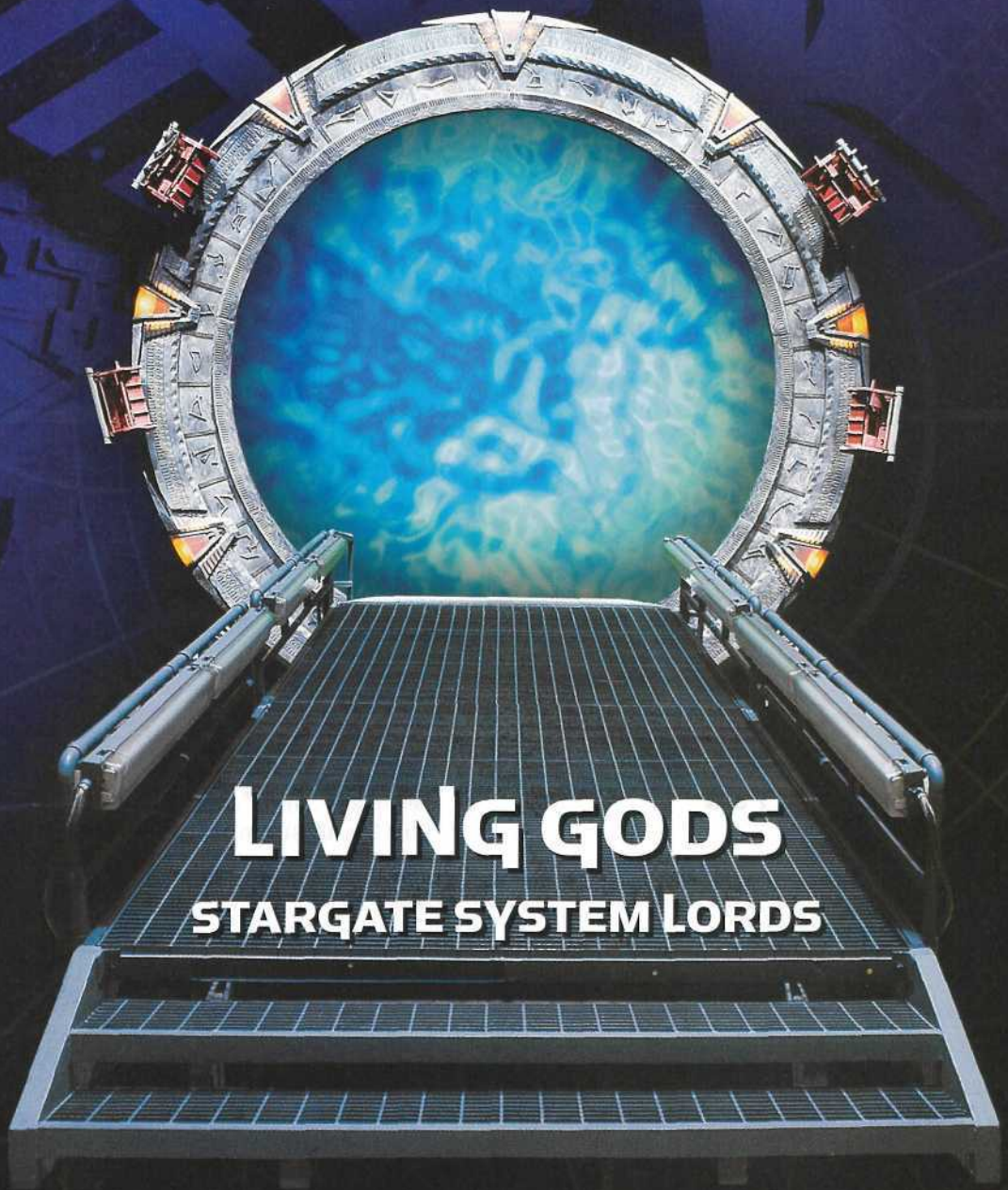
STARGATE SG·1™



LIVING GODS

STARGATE SYSTEM LORDS

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To Peter "Apophis" Williams and the rest of the bad, bold, and beautiful Goa'uld:

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Introduction

Their names echo through the ancient tales, sending shivers down the spine. Cronus. Apophis. Kali the Destroyer. Beings of power and cruelty, petty gods who lived only to destroy. For centuries we thought they were the stuff of legends – myths our ancestors told to keep the shadows at bay. But when the Stargate was uncovered from the sands of Giza, we learned otherwise. The ancient gods were all too real... and their evil threatened to swallow us whole.

They called themselves "Goa'ulds," alien parasites who hid themselves within possessed human hosts. Using advanced technology and artificial means of extending their lives, they masqueraded as deities to the primitive humans beneath their thrall. Their realms spread across the galaxy, built on kidnapped human slaves and using armies of Jaffa to keep entire worlds beneath their thumb. In their insatiable desire to dominate, they attacked everything they could, even turning on themselves in an endless game of Machiavellian one-upsmanship. The greatest among them were the System Lords: ruthless Goa'ulds who combined unearthly cunning with implacable military might. Possessing lifespans measure in millennia and conquering huge empires among the stars. False gods they may have been, but their power was anything but illusory.

Still, the means existed to thwart their schemes. Noble races like the Asgard successfully defeated the Goa'uld, lending their powerful technology to those who yearned for freedom. The secretive Tok'ra launched a fifth column within the System Lords' ranks, subverting their power structure from within. Even our ancient forefathers on Earth defied their evil: armed only with the most primitive weapons and a burning desire to be free, they overthrew their would-be rulers and buried the Stargate beneath the sands, ensuring that the Goa'uld could never return to trouble them.

The SGC aims to do them one better. In a few short years, they have struck deadly blows against the System Lords – blocking their plans, stymieing their ambitions, and sending more than a few "immortal gods" to an all-too-fallible end. With every victory, they grow bolder. Armed with unorthodox tactics and the latest in military hardware, they have taken the battle to the enemy, travelling through the unearthed Stargate to strike blow after blow against their foes. Their efforts have succeeded beyond anyone's wildest expectations and rid the galaxy of some of the vilest creatures to ever live.

But gods do not fall without a struggle. And with the System Lords, victory is never assured.

You hold in your hands the comprehensive sourcebook for the Goa'uld and their minions: the intergalactic bad guys of the *Stargate SG-1* TV show. This text is intended to provide your *Stargate* RPG players with a plethora of worthy villains – mythological gods returning to plague humanity once again – as well as giving key background information which expands and develops details from the show. Readers should probably familiarize themselves with Chapter Four of the *Stargate SG-1* core rulebook, which provides a detailed overview of the Goa'uld and their schemes. In addition, rules for creating Goa'uld characters can be found on pages 414-419 of the core book, and are augmented by materials found in this book.

The first chapter contains an overview of the three great Goa'uld Dynasties – a timeline charting their rise to power, their periods of dominance, and their recent struggles against the Tauri. It also includes information on the Goa'uld homeworld, on the primitive "pseudo-Goa'uld" found there, and on the savage Unas who served as their original hosts.

Chapter Two comprises the bulk of the book; it contains an alphabetical breakdown of nineteen of the most powerful System Lords in existence, from the unspeakable Anubis to the wily Yu. All of the major Goa'uld from the TV show – living and dead – are covered here, as well as a few new System Lords who have never been seen anywhere else. Each entry contains a history and personality of the Lord in question (including character statistics), breakdowns of his or her most prominent followers and other pertinent NPCs, and several planets under his or her sway. All of them have been designed to easily springboard into missions for your SG teams.

Chapter Three contains all of the new rules encompassed by the previous two chapters: new species, new specialties, new feats and equipment, and new classes with a distinct Goa'uld feel. All of the rules utilize the *Spycraft* d20 engine, and are fully compatible with other books in the *Spycraft* family.

Finally, a GM's Appendix provides new rules and guidelines for GMs wishing to play a System Lord, including role-playing tips, new Goa'uld-only prestige classes, and an innovative new "System Lord Construction" system allowing you to build an entire empire for your characters to tear down.

Earth has never faced a threat like the Goa'uld. Their lives stretch back to the dawn of history, and their ambition brings terror and destruction to all who stand in their way. The SGC is the first, best, and only line of defense against them, a thin line protecting this world from eternal slavery.

Do you have the courage to defy the gods?

Chapter One: Serpents of Fate

The Goa'uld represent one of the greatest adversaries that mankind will ever face. They spring from myths and legends, figures at once familiar and terrifying. Their evil is unprecedented. Their hatred without limit. Their patience beyond compression. Their thirst for power and dominance over all life – and each other – is without peer.

This is what it means to follow in the steps of a god.

Timeline of the Gods

The long lives of the Goa'uld and their near-perpetual existence in the shadows, coiled and ready to strike without a moment's notice, make it impossible to confine their essence in a few meager words. As gods, the System Lords have ruled for tens of thousands of years, their power only recently brought into check by an unprecedented combination of factors. As such, the Goa'uld have manipulated the events on thousands of worlds, and killed or enslaved trillions of inhabitants across countless solar systems. To put all of their deeds to words requires a chronicle of epic proportions. What follows is but an overview, a basic timeline of the gods.

Basic information on the Goa'uld – their physiology, temperament, and history – can be found in the *Stargate SG-1 core rulebook (see Chapter Four, pages 110-131)*. This chapter takes that information as a given, so readers should be ready to refer back to it.

Throughout this section a number of dates are given, all corresponding with the established calendar of the Tauri, as recognized by their current society. This is for convenience's sake. The age of the Goa'uld – and their history – in many cases transcends normal reckoning in human terms; instead of years, the Goa'uld measure millennia and lifetimes. The sources of these dates are compiled from extensive research, hidden records, and acknowledged history, as revealed by the Tok'ra and other alien species that have encountered the Goa'uld. As always, when dealing with such vast numbers – and the fallacy of both memories and legends – some discrepancies are bound to occur. The reader is forewarned.

Prelude to Greatness

Prior to the foundation of the First Goa'uld Dynasty – or even an established social structure – the Goa'uld took several millennia to develop into a species in their own right, overcoming the limitations of their serpent-like physical forms. During this same period life on Earth was slowly developing towards the rise of man.

Historians can easily make the claim that the pains of today rest at the feet of the Ancients; were it not for the Stargate on P3X-888 – the Goa'uld homeworld – and the ready supply of technology left behind in their wake, the Goa'uld would likely not have propagated as rapidly as they did. Limited in numbers and confined to their own planet, the Goa'uld could eventually evolve into a developed society, guided by morality and self-achievement rather than the hunger for conquest.

This prelude covers a significant period of time and many smaller events remain mere wrinkles in the tapestry of ages...

Over 50 million years ago: The Ancients evolve as a possible off-shoot of the human race, born from the planet Earth. They create numerous technological achievements, including the Stargates.

Over 10 million years ago: The Ancients inexplicably begin to disappear, their numbers dwindling at an alarming rate. Their eventual disposition is unknown, although it appears likely that they ascended to a new plane of existence. The human species "re-evolves," creating the seeds for humans – or Tauri – that will one day be discovered by the Goa'uld. The remnants of the technology of the Ancients stands unused, a silent tribute to their legacy.

On Earth, some of the last number of Ancients depart from the Lost City, leaving through the Antarctica Stargate which will eventually be buried by glacial flows.

100,000 years ago: On P3X-888, the later stages of evolutionary development appear for the Goa'uld, leading to sentience. Limited by their physical form, the larval creatures adopt a parasitic relationship with the other forms of indigenous life – including the Unas, the largest predator found on the planet.

On Earth, the first Homo sapiens appear. Their genetic makeup is devoid of any elements that mark them as related to the Ancients, aside from eventual physical similarities.

75,000 years ago: The primordial Goa'uld form the basis of a tribal civilization, blending with numerous creatures on P3X-888. The aboriginal Unas are easily enslaved by the intellectually superior parasites, turning the species into a slave race. Eventually nearly all Unas are blended.

73,000 years ago: A number of conflicts erupt among the primordial Goa'uld for what are a limited number of suitable Unas hosts. Goa'uld unwilling to blend with common creatures vie for access to the Unas, eventually escalating into bloody conflict with claws and early makeshift weapons. The Goa'uld population drops drastically.

66,000 years ago: The Unas population begins to thrive again. Unblended Unas are found in remote areas, wary of the parasites. Even in this state, the blended Unas are superior in every way, having developed a social structure, a functional language (ancient Goa'uld), and tool use. Larval numbers are artificially limited through cannibalism to control the population growth.

42,000 years ago: The Goa'uld rapidly form a thriving – albeit small – society, helped in fact by their genetic memory. The species' genetic memory accelerates their development at a geometric rate. In short order they discover the Stargate and begin the exploration of other worlds to hunt and seek new hosts. Their rapid development and cutting of evolutionary corners dooms the Goa'uld into a parasitic existence forever accustomed to taking what they desire, with no thought or concern for other species.

28,000 years ago: The discovery of worlds formerly controlled by the Ancients provides the Goa'uld with a rapid influx of technology. P3X-888 is entirely abandoned save as a breeding ground for Unas hosts, who still live in fear under the boot of their parasitical oppressors.

A Goa'uld leadership is formed from out of the early Unas tribal culture, lead by the Alpha Male, Atok. This leadership would give rise to the first recognized Goa'uld order, fueled by their impressive physical forms and near-magical technology appropriated from ruins of the Ancients.

The First Goa'uld Dynasty

Once the Goa'uld took their first steps beyond the confines of P3X-888, it was only a matter of time before their hunger spurred them on to greater conquests. Now armed with technology beyond their imagination, and with little understanding of the consequences of its use, these invaders were akin to children given powerful weapons.

Even in the early days, the Goa'uld demonstrated an alarming penchant for turning on one another. They could have easily wiped themselves out were it not for a few key Goa'uld figures that would rise to claim sovereignty over the others. It was this concentrated leadership that would give birth to the System Lords and, as their annals would describe it, the First Goa'uld Dynasty.

22,000 B.C.: Petty squabbling among the Goa'uld eventually gives way to a new leadership headed by Apep, physically superior to the son of Atok, who brutally kills the warlord in public fashion in full view of the other Goa'uld. Instead of claming the forces of Atok for his own, Apep divides them equally among the strongest and solicits their stewardship. To his underlords, Apep uses them to secure the peace, ensuring that no one among them becomes too powerful. Mutual destruction awaits any Goa'uld foolish enough to wage internal war again.

A Family Matter

Throughout this chapter, as well as this book, there are numerous references to Goa'uld brothers, sisters, fathers, and mothers – not to mention queens and kings – that are used to illustrate the relationship between the various System Lords. In reality, because of the biological makeup of the Goa'uld and their methods of reproduction *(see page 14 as well as pages 110-111 of the Stargate SG-1 core rulebook)*, these monikers are used for simplicity's sake. While Apophis and Heru-ur are not brothers in the traditional sense, they do share a kinship – even begrudging respect for one another – that denotes a level of intimacy. In fact, the extremely long lives of the Goa'uld and their limited numbers make all System Lords, by choice or not, members of a much larger extended family. Over several lifetimes of bickering, confrontation, and backstabbing, they have come to form this larger meta family unit that helps define their various roles. These roles are even more easily confused when one considers that the Goa'uld can change sexes, as well as hosts, as often as their whim dictates. Last century's brother may now, in fact, be a sister.

The transient nature of these relationships also defies establishing permanent relationships between the various System Lords. Once-bitter enemies may put aside their differences after a millennia to become wary allies. For all their power, even the fancy of a Goa'uld is too fickle to predict. Hence, while two System Lords may wage a century-long war and decimate millions of lives in the process, two thousand years later they can just as easily find each other opportune friends... for a time.



RA: GOD OF THE SUN

Apep decrees his underlords as his brothers and sisters in rulership, although he remains firmly in control. The underlords – Ra, Nut, Thoth, and their servants Osiris, Isis, and Bastet – pledge their loyalty and, for a time, a single united leadership rules the Goa'uld.

Thus united, the symbiotes sweep through the galaxy like a plague. Their numbers swell and the Unas are nearly wiped out – again too many larval Goa'uld are bred. In addition, the life of the Goa'uld is significantly lengthened, creating even more of a population problem. Apep continues the ancient practice of ritual cannibalism.

19,000 B.C.: A new Goa'uld rises rapidly through the ranks, his victories too numerous to count: Anubis. Pledging his support to Apep, he is brought into the fold of the underlords, and decreed Lord of the Dead for his ruthlessness. Ever mindful of keeping his enemies close to him, Apep remains wary of the fragile balance currently being maintained. Even amongst his children, Apep sees the greed in their eyes.

18,000 B.C.: With large portions of the Stargate network mapped, vast fleets at their disposal and no sign of the Ancients, the Goa'uld begin to carve up their spoils amongst themselves. Only a handful of alien species dare to stand against them; each one fails.

The Goa'uld Thoth is able to create the first rudimentary sarcophagus by reworking technology of the Ancients. The device is primitive and powerful, able to sustain an Unas host for several generations. The device, however, exerts a terrible toll on the larval form of the Goa'uld, making it dangerous to use. The sarcophagus introduces the mineral naquadah to the larva's bloodstream and the Goa'uld queens are unable to prevent its transference to future Goa'uld larva.

17,800 B.C.: Apep begins to falter as leader of the Goa'uld, his underlords becoming more and more daring. Tiamat is welcomed in, while others are cast out and destroyed. Apep begins to show signs of madness.

Anubis is found at Apep's side, becoming the ruler's most trusted advisor. His original sons and daughters, Ra among them, look on as Anubis is favored unlike no other. Great boons are given to the Lord of the Dead, seemingly for no reason.

17,500 B.C.: Anubis solicits from Apep the secret location of a great cache of Ancients weapons – so powerful that they were hidden from the other Goa'uld for fear that they would destroy themselves. Secretly Anubis learns the location by forcibly exposing Apep to Thoth's device, driving the Goa'uld further from sanity.

Determined to rule the Goa'uld and cast aside his "royal family," Anubis makes his bid for power, utilizing a "super weapon" which harnesses enormous amounts of power. Before the other Goa'uld, he forcibly removes Apep's symbiote and devours it, declaring himself Emperor. Betrayed, the other Goa'uld rally in Apep's name – the first and only noble deed by the species – and band their forces together to defeat Anubis.

The battle rages for only a hundred years, but entire star systems are destroyed and legions of Unas fall in the crossfire. The Goa'uld themselves are nearly decimated, but eventually defeat Anubis and destroy his forces. Captured, the Lord of the Dead is banished by the remaining symbiotes, trapped forever in torment... for now.

17,400 B.C.: Ra institutes himself as ruler of the Goa'uld, again taking on the leadership structure originally formed by Apep. For his part, Thoth is also banished, although his understudy, Telchak, remains. Bastet is rewarded for her help against Anubis. Osiris and Isis join the ranks of the Goa'uld underlords as well, and Anubis' super weapon is dismantled. Ra takes the six crystals that powered the device and divides them amongst the remaining loyal Goa'uld, knowing that his species' petty bickering will ensure that the weapon is never used again.

Thus ended the First Goa'uld Dynasty.

THE SECOND GOA'ULD DYNASTY

Where the First Dynasty may be summarized as the Goa'uld simply using the flat of their blade and overwhelming numbers, the Second Dynasty could be considered the period where they mastered the blade's edge. With larval numbers growing at a steady rate and the Unas of P3X-888 – their only suitable host thus far – in short supply, the symbiotes pushed the limits of the growth of their species.

While numerous worlds still existed for the Goa'uld to exploit, the short supply of hosts preoccupied the ruling Goa'uld of this period.

That is, until the discovery of the Tauri.

16,000 B.C.: His authority now firmly established, Ra appoints a new hierarchy of rulers to aid in the governing of the Goa'uld. By once again dividing the spoils of several millennia of conquest, Ra creates a cadre of System Lords. Membership to the body is by a vote of the existing members and affords many benefits, including access to Unas hosts in order to maintain armies. In this act, Ra creates the power structure that will serve the Goa'uld through to the present day, and anoints Egeria as his Queen. (He would take other queens, such as Hathor, during his long rule.)

Joining the ranks of the System Lords are Osiris, Isis, Tiamat, and Yu (a progressive ruler by Goa'uld standards). Minor underlords include Ba'al, Heru-ur, and Setesh.

14,000 B.C.: Naquadah, the foundation of both Ancients and Goa'uld technology is now discovered in small quantities. Ra petitions the System Lords for a new era of expansion and offers exclusive rights and access to Unas in exchange for naquadah shipments. Their attention diverted, the System Lords begin a race of exploration.

13,860 B.C.: The Goa'uld run afoul of the Asgard, a pacifistic species and one-time ally of the Ancients. Seeing the Goa'uld for what they truly are, the Asgard immediately declare themselves enemies of the System Lords. The Goa'uld relish the opportunity to once again flex their muscles, but it soon becomes apparent that the Asgard are more than a match for them. Begrudgingly, the System Lords withdraw to lick their wounds and plot anew. In response to the loss of the gate coordinates to the original Goa'uld homeworld, an outraged Ra once again calls for a stockpiling of naquadah resources and puts an end to the ritual cannibalism of larval Goa'uld.

9,932 B.C.: Their resources running low, the System Lords launch a daring attack against the Asgard and Furlings – two longstanding allies. The Goa'uld strike with surprise and land a crushing blow but in the years that follow, their enemies fight back with a vengeance. The Asgard deal the parasites several major setbacks, but do not press the attack, not fully realizing the danger that the Goa'uld pose to their galaxy and others. Even so, a number of skirmishes and bloody battles rage for the next several centuries.

9,177 B.C.: Ra, badly injured, flees Asgard pursuers into an alien system. There he finds a lush world inhabited by a large population of primitives that bow to his divinity. This world – Earth – contains a vast number of natives that are suitable for blending. Transferring his essence to a human host, Ra is infused with new vigor and life. He quickly determines that these humans provide a near-ideal host for the Goa'uld. Using a Stargate brought with him, Ra claims the world of the Tauri as his own.

In the following years the Tauri are quickly enslaved and the System Lords fight amongst each other for the right to claim slaves for their own. Ra institutes a ritual of stewardship, allowing each System Lord to visit the Tauri world and claim followers, who are then taken to a world of the Goa'uld's choice and used as breeding stock. In order to maximize the number of potential slaves, the powers of the Goa'uld overlords are expanded, placing them in charge of entire breeding worlds, such as Chulak. He also divides the Earth by strict geographical lines, ensuring that no Lord encroaches upon another's territory. A significant number of Goa'uld rise to power during this time and are chronicled in the mythology and history of the Tauri.

Ra takes some of his followers to the planet Abydos, a world rich in naquadah resources. There he uses the Tauri to mine the mineral and restore himself to dominance.

9,080 B.C.: The Goa'uld use the Tauri as a template to create the ultimate host, one that contains no risk of rejection. By this time the Tauri have been universally adopted as the host of choice. In order to increase the number of successful blendings, a special sub-species is genetically altered with the help of Nirrti and several others. These new hosts – the Jaffa – serve as incubators for Goa'uld larva. In order to ensure their loyalty, the parasite serves as the Jaffa's immune system and will die without the symbiote.

9,032 B.C.: Telchak perfects the original sarcophagus design created by Thoth for use on humans. The results are more effective than any could believe, providing near immortality to the System Lords. The negative side effects are lessened even further, making repeated use benign to a symbiote. Even the dead can be brought back to life. Telchak hides the original Ancients device on Earth but keeps his notes in the Book of Thoth.

***9,002 B.C.:** At the coaxing of Setesh (Seth), Osiris and Isis attempt to assassinate Ra; their efforts fail. Ra strips them of their status as System Lords and condemns them to an eternity of suffering. Both are forcibly removed from their hosts and placed in canopic jars. Setesh goes into hiding.

8,721 B.C.: The renegade Anubis returns at the head of a conquered army, promising to eliminate the Asgard in exchange for absolute loyalty. Furious, Ra assembles his own army and rallies several other System Lords to his cause. Most either use the opportunity to turn against Ra and join Anubis or stand on the sidelines, content to see who wins to pledge their support. In the end Anubis' return is crushed and he is again cast out of the ranks of the System Lords. But before Ra can successfully destroy his hated foe, Anubis makes his escape – with assistance from within – through a Stargate.

***8,716 B.C.:** Playing on Ra's distraction, the System Lord Sokar seizes control of the Earth, transforming it into a vision of hell. He makes clear his plans to depose Ra as supreme System Lord.

***8,712 B.C.:** A furious Ra routs Sokar's forces on Earth, restoring the status quo. Sokar flees to the stars, and though his power is diminished, he continues to battle against Ra and his followers – particularly Apophis.

***8,076 B.C.:** The Tauri at last learn the truth of their would-be rulers. In a moment when the System Lords are at their most complacent, they overthrow their Jaffa warriors, destroy several on-planet Goa'uld, and bury the Stargate. While the loss of the Tauri is a great affront to Ra, the continuing battle with the Asgard demands his attention again. With numerous breeding worlds throughout known space available to them, the Goa'uld are unconcerned with the Tauri and resolve to deal with the problem when it is convenient to do so. As time goes on, the Tauri are slowly forgotten. *(See sidebar on next page for more details.)*

It Happened *When?*

The exact date of the Tauri's rebellion against Ra is the subject of heated debate among the scientists at the SGC. At the core are two pieces of contradictory data: on the one hand, the dating of the stone covers which sealed the Giza Stargate – and the overthrow of the Goa'uld which accompanied it – and on the other, subsequent evidence pointing to a considerable Goa'uld presence on Earth for some time afterwards. If the Giza evidence is to be believed, the revolt took place at approximately 8,000 B.C. However, such a date precedes most forms of human civilization – including many which bore signs of direct Goa'uld influence as recently as 1,000 B.C. (and in some cases even later).

SGC authorities have been unable to resolve the issue, despite repeated debates and growing evidence supporting both sides. The only facts which remain indisputable are 1) the Goa'uld had a huge influence on ancient civilizations (and their corresponding mythologies) and 2) the revolt against the System Lords (and accompanying burial of the Stargate) effectively ended such influence, save for a few isolated incidents and "straggler" Goa'uld such as Hathor and Seth. (The presence of the Antarctic gate helps account for some of these subsequent anomalies.)

In game terms, this should not affect your campaign much. We have placed the burial of the Stargate at 8,076 B.C., but the GM should not feel bound by that date if it conflicts with other ideas. The revolt can take place any time up until approximately 1,000 B.C., at which time writing and other records indicate that the System Lords no longer held sway upon the planet. As usual, the key is having fun: the date should correspond to whatever helps you tell the best story.

***4,006 B.C.:** Apophis deals a decisive defeat to Sokar, stabilizing Ra's rule. Sokar survives, however, and begins slowly rebuilding his forces.

***1,036 B.C.:** Many SGC scientists place this as the approximate date of the Tauri's revolt against the System Lords, not 8,076 as other scientists maintain. See nearby sidebar for details.

1,002 B.C.: After witnessing the stagnation of the Goa'uld for several millennia and Ra's singular desire to see the Asgard destroyed, the Goa'uld Queen Egeria resolves to change the balance of power. To this end she introduces subtle changes into the genetic makeup of her larval symbiotes, instilling a sense of morality and splitting them off from the Goa'uld genetic memory. As a final affront she secretly names her new children the Tok'ra: "against Ra."

900 B.C.: Telchak's tomb on Earth, and secret hiding place of the restorative Ancients technology, creates the fabled Fountain of Youth, providing everlasting life to those that drink from it. The effects are quickly dismissed as fanciful myth by the Tauri.

332 B.C.: Hathor, one of the last remaining Goa'uld on Earth, is overthrown and sealed in a tomb for all eternity. However, her tomb is equipped with a sarcophagus and Hathor is able to survive until her revival, several millennia later.

37 B.C.: Two key worlds are lost to the Goa'uld and several key installations destroyed. At first the Asgard are suspected until it is revealed that number of rogue Goa'uld are responsible. Ra convenes an emergency Summit to deal with the situation. There Egeria reveals what has transpired. For her part she is condemned as the Traitor Queen and sentenced to eternal damnation on Pangar, a forgotten holding of Ra. The System Lords outline several new measures, including the control of Goa'uld queens and naquadah resources.

***These dates are subjective:** the events they describe take place as listed, but their exact placement is unclear, contingent upon conflicting evidence regarding the revolt on Earth.

After the revolt of the Tauri, the return of Anubis, and the betrayal of his Queen Egeria, rulership of the Goa'uld weighed heavily upon Ra. The System Lords were scattered and quarreling amongst themselves again, with despised enemies threatening to undo all that they had strived for. Those that sided with Anubis during his most recent coup were singled out by Ra and expelled from the ranks of the System Lords. Several others were lost either through banishment or destruction.

So ended the Second Goa'uld Dynasty.

The Third Goa'uld Dynasty

With the power base shifting again, the "Golden Age" of the Goa'uld found in the Second Dynasty seemed ready to fall apart at any moment. The lessons learned by Ra were difficult, and the nature of the Goa'uld was hard to overcome, even in the face of a single common enemy. Still maintaining the largest base of power, Ra sought to impose his will upon the new System Lords and regain the control that he once held over ten thousand years ago.

His plan might have succeeded, were it not for the return of one forgotten world and the uprising of an oppressed people against their false god.

12 B.C.: The new ranks of the System Lords are founded: Apophis, Ba'al, Bastet, Cronus, Kali, Morrigan, and Olukun, among others. Only Ra and Yu remain from the prior Dynasty, the two cornerstones that have helped keep the Goa'uld together.

63 A.D.: Following the continued success of the Tok'ra, the System Lords authorize the creation and training of the *ashrak* assassins. Rogue Goa'uld, considered expendable, are used to fill the ranks.

109 A.D.: Strengthened by new membership, the System Lords renew their assault against the Asgard and the Tok'ra. The battles are savage but for the first time, the System Lords make progress against the more advanced Asgard. Their other allies have all but disappeared and there are rumblings of some other threat that has emerged. In the end, a stalemate erupts.

257 A.D.: Fast on the heels of another setback, Ra instigates a new set of precepts, forcing the other System Lords to acquiesce. Formal terms are laid out for the appropriation of Goa'uld larva, Jaffa warriors, and the division of naquadah resources. The other symbiotes accept these mandates only because of the renewed threat of the Asgard. For a time, the Goa'uld must learn to work together or suffer the consequences.

Meanwhile the Tok'ra continue to spread from within, their plans seeded and long-term in nature. A number of Tok'ra place themselves close to the ruling body of the System Lords, many as trusted underlords. From here, they manipulate the subtle happenings of the Goa'uld in relative safety, helping sow mistrust and ire between rivals as it suits them. In this manner, the Tok'ra help ensure the continuation of the balance of power amongst all the System Lords.

467 A.D.: The first Goa'uld accidentally finds its way to Kheb – home of the Ancient Oma Desala – and is summarily destroyed. Several legions of Jaffa are sent in retaliation but never return. Kheb is declared off-limits to all Goa'uld and all Jaffa are required to memorize the address.

attack aimed at wiping out the Tauri. She then lays a trap in the form of a small girl, rigged as a bomb, in order to destroy the Tauri homeworld. In the end her plan is foiled.

Apophis takes it upon himself to end the threat of the Tauri who, in the short span of one year, have already caused significant trouble to the System Lords. Enlisting the aid of his son, Klorel, he launches an all-out assault against the Tauri from space but is defeated. Licking his wounds, Apophis returns back to Goa'uld-controlled space.

1998 A.D.: On Cimmeria, the System Lord Heru-ur attempts to subjugate a human species protected by the Asgard. The Tauri are able to make contact with the Asgard, who easily defeat the upstart Goa'uld. Heru-ur escapes to plot anew.

"You are not a GOD. You are a PARASITE within a child, and I DESPISE you." – Bra'tac

1995 A.D.: The Tauri successfully discover the workings of their Stargate. While primitive by Goa'uld standards, the Tauri still possess ruthless determination and ingenuity. A small team travels to the planet Abydos, stronghold of Ra, and leads a revolt against the Goa'uld – killing the false god, and dramatically shifting the base of power among the System Lords. The Goa'uld remain unsure what events led to Ra's death. Most assume that he was assassinated by another System Lord, and thus ignore both Abydos and Earth.

In the aftermath, the forces of Ra are swept up by his opportune son, Apophis. While the System Lords were wary of allowing Apophis to join their ranks, his new base of power makes him a force to be reckoned with and the Goa'uld is welcomed into the ranks. With control of the Jaffa breeding world Chulak, he has the potential to field a great army. What pieces Apophis did not claim the other System Lords scramble to take for their own. Ra's breadth of control was vast, leaving entire systems and worlds for the taking. Cronus and Yu benefit the most, although on a number of occasions defeat at the hands of the other System Lords makes their gains negligible.

This state of affairs continues for a number of years, the System Lords too busy fighting over the spoils of their former leader to fully appreciate what – or who – destroyed him.

1997 A.D.: Apophis, finding a secret cache of Stargate addresses left by Ra, begins a systematic sweep of forgotten worlds, seeking new treasures and hosts to plunder. Their numbers include the world of the Tauri, whose Stargate is now no longer buried. The Tauri, alarmed that the Goa'uld threat may strike at them without warning, begin their own series of expeditions through the Stargate. Thus begins a short but active period of Goa'uld history.

Hathor is awakened from her Temple of the Inscriptions, located in Palenque, Mexico and makes her way to the Stargate. There she attempts to form a new Jaffa army but is defeated and flees through the gate.

The Tauri find their way to a world controlled by the System Lord Nirrti, who launches a devastating counter-

Apophis, meanwhile, continues his attacks against the Tauri, laying trap after trap for them. In the end, he is unsuccessful, but his Queen now bears the forbidden Harsesis child, who may grant him more power than any Goa'uld in history. The child is kidnapped by Heru-ur, and Apophis declares the rival System Lord his most hated enemy.

The Tauri make contact with the Tok'ra and Asgard, forging an uneasy alliance that will have severe repercussions for the Goa'uld in the next several years.

Apophis runs afoul of Sokar, another rival System Lord. Weakened by conflict with the Tauri, the Serpent God is no match for his foe. In a last act of desperation, Apophis seeks the help of the Tauri but dies while in their custody. Sokar, seeking retribution for his losses at the hands of Apophis' forces, demands the return of the dead Goa'uld. The Tauri acquiesce, and Apophis suffers unending torment at the hands of Sokar.

Hathor returns, laying an elaborate plot to capture the Tauri. In the end her plans are thwarted and Hathor is killed by the upstart humans.

1999 A.D.: The forgotten Goa'uld Setesh, otherwise known as Seth, is found hiding on Earth and uncovered. The Tauri kill the Goa'uld. In the wake of the attack, the Asgard petition on behalf of the Tauri for membership under the Protected Planets Treaty. The System Lords grudgingly accept and a meeting is held on the world of the Tauri, attended by Cronus, Nirrti, and Yu. During the meeting, Nirrti attempts to assassinate Cronus but fails. She is taken back to the System Lords in disgrace, and the Goa'uld ratify the treaty.

At the behest of the Tok'ra, the Tauri launch a bold plan against Sokar in an attempt to upset the balance of power. On his home world, they unknowingly run afoul of Apophis, who was revived by sarcophagus and now acts as Sokar's servant. After the destruction of Sokar, Apophis assumes control of his forces and regains power in one fell stroke.

2000 A.D.: The banished System Lord Osiris, is freed from his prison on Earth and escapes in a new host body. Meanwhile, the forces of Apophis and Heru-ur meet to forge

an alliance. The Tauri attempt to disrupt the alliance but for naught; Apophis launches an overwhelming assault against his rival and claims victory, further solidifying his power over the System Lords.

Cronus lets down his guard on one of his worlds and is assassinated by the Tauri, bringing an end to one of the more powerful Goa'uld currently in existence. Another power vacuum erupts and the System Lords scramble to take the spoils.

Apophis learns the location of the Tok'ra base and plans to deliver a crushing blow that would end the insurgent threat once and for all. The Tauri help the Tok'ra escape and destroy a large number of Apophis' ships – until Apophis himself arrives. In the ensuing battle, Replicators take over Apophis' flagship and destroy it; and Apophis along with it.

2001 A.D.: The rogue Goa'uld Nirrti continues her experiments to create the perfect host – the *hok'tar* – but is captured by the Tauri. In exchange for her aid in curing an afflicted girl, Nirrti is set free.

On a long-forgotten planet the ancient tomb of Marduk is discovered, along with the Eye of Tiamat – one of the six pieces of the device Anubis used in his initial bid for power – hidden within. Marduk is revived from his perpetual sleep in a sarcophagus but is eventually destroyed by the Tauri, along with the Eye...or so it is believed. Eventually the Eye is reclaimed by Anubis.

The System Lords hold a new Summit to address a growing concern. A new Goa'uld has risen to power, sending crushing blows to his rivals: Anubis. With the sting of defeat fresh on everyone's mind, and the way paved open by the destruction of Ra, Anubis is voted back into the ranks of the System Lords. Only Yu has the conviction to stand against the betrayer of the Goa'uld, fitting since he is one of the last remnants of the prior Dynasty.

Meanwhile, the ranks of the Jaffa exhibit mounting discontent, fueled by the Tauri who seek to disrupt the power of the System Lords. New rebellions emerge and entire legions fight back against their masters, giving the Goa'uld cause to turn their weapons against their own warriors.

2002 A.D.: Anubis uses his new base of power to demonstrate his ability to rid the Goa'uld of their most hated enemy, the Tauri. Using newly-discovered Ancients' technology, Anubis attacks Earth's Stargate. In the end his attack is narrowly defeated.

The Traitor Queen, Egeria, is found on the world Pangar, enslaved by the local populace. The Tok'ra discover her identity too late: Egeria is close to death. The Tok'ra Queen is reunited with her people one last time before she dies, but not before helping to synthesize an agent that can take the place of a Jaffa's symbiote, removing their dependency upon the Goa'uld.

Anubis sends his forces to the planet Abydos, seeking the Eye of Ra. He has already successfully gained possession of the other Eyes, requiring only this last piece to activate his super-weapon. Ultimately Anubis is successful in acquiring the Eye and then destroys a significant portion of the System Lord fleet sent to stop him. He also destroys Abydos utterly.

2003 A.D.: Fresh from the success of his conquest, Anubis turns to replenish his resources. A daring Tauri attack damages his super-weapon, leveling the playing field. The System Lords continue to oppose Anubis at every turn, and a fleet led by Ba'al destroys his vessel over Kelowna. In the end, Anubis escapes to fight another day.

Death Is Only the Beginning

Players and Gamemasters alike may be alarmed by the rapidly-increasing list of Goa'uld casualties that occur on the *Stargate SG-1* TV show. Good storytelling requires that our protagonists overcome their fearsome foes in some fashion, in order to yield a satisfying payoff. More often than not this leads to an untimely demise of what is otherwise an epic villain. After several seasons and multiple returns, even Apophis cheated death one time too many. Despite that, a number of beloved bad guys still wait in the wings, eager to arise anew through the power of the sarcophagus. Gamemasters are encouraged to take these now open slates and develop them for their own campaigns. While many Goa'uld reached an untimely or premature death, the Gamemaster is not bound to the same restrictions as found on the television screen.

Also, the events in the accompanying timeline and subsequent chapters are but one possible series of events that may or may not occur in your *Stargate SG-1* campaign. Nirrti's forays into genetic manipulation could have easily included cloning as well, giving rise to her eventual return. Cronus, struck down at the hands of the *Shol'va* Teal'c, is but one sarcophagus visit away from renewing his steely glare on the Tauri. As for Apophis... well, he's cheated death too many times to ever be counted out, Replicators or not.

In the end, the needs of the campaign and the story – not the cold, hard written words found here – should guide your campaign. If you wish to return a dead System Lord to life and throw him against your player characters, then by all means go for it. The material found herein is a valuable starting point – and considered canon – but in the end, it exists to serve your enjoyment.

The Future

By any Goa'uld accounting, the System Lords still find themselves in the midst of the Third Dynasty; however, events have now changed so dramatically in such a short period of time – at least by Goa'uld standards – that their eventual downfall may well be at hand. The following events have implications which are not yet entirely clear, but which will certainly impact the Goa'uld in coming years.

Anubis still retains the bulk of the power among the System Lords; however the remaining Goa'uld have turned against him in an unprecedented united effort front. For all his power and scheming, his crimes and history are most damning, and the Goa'uld never forget a slight.

Anubis' terrible citadel-vessel, capable of destroying entire worlds or fleets of *ha'tak* vessels has been destroyed, shifting the balance of power considerably. Now the System Lords turn to the task of hunting down his individual outposts and armies wherever they can find them. Anubis, however, refuses to give in to defeat after several millennia

of savoring his eventual victory. His prior humiliations fester within him along with his trapped nether-status in this plane of existence.

To this end Anubis has recovered portions of the Book of Thoth – including Telchak's designs for the Goa'uld sarcophagus – and used them to genetically engineer his own army. This army, while small and dependent upon Goa'uld larvae, is incredibly powerful. A single agent was able to penetrate and wipe out the forces of two minor Goa'uld, Ramius and Tilgath, and threaten many more. While the loyalty of the Jaffa can no longer be counted upon, these new warriors of Anubis seem unstoppable and their loyalty unquestionable.

The System Lord Yu's strength is failing as well. Eager to stand up against the forces of Anubis, his extreme age – even with the power of the sarcophagus – has started to take its toll. Even if Yu should prevail against Anubis and Osiris, his current rival Ba'al may be too much for the old System Lord to handle once the dust has settled.

Meanwhile, Ba'al, in an effort to regain strength after his confrontation with Yu and Anubis, hatches his own plan to draw upon the resources of Kelowana – the planet originally sought after by Anubis. Large veins of naquadria still reside there and threaten to destroy it, unless the mineral can be properly harnessed.

Origins of the Goa'uld

In truth, the origins of the Goa'uld and the now-current System Lords are shadowed in mystery. While their near-immortality and the genetic memory passed down from one larval symbiote to the next would seem to preserve their history, the Goa'uld, in truth, do not measure their greatness by past accomplishments. As such, they speak little of their history or origins. What we do know is collected via first-hand study or inference from any number of myths drawn from dozens of worlds. Together, these pieces help form a picture of the origins of these would-be rulers. Accounts from the Tok'ra and what little genetic information was passed down by their original queen, Egeria, helps fill in many of the blanks.

Below are the secrets of the Goa'uld as yet untold: their original homeworld, lost over the annuals of time; the primordial Goa'uld that still live there – mere helpless parasites or perhaps a new species ready to rise again; and the original hosts of the Goa'uld, the terrifying and fearsome Unas.

The Goa'uld Homeworld

World Visited: P3X-888.

Thermosphere: Warm (CR 0; standard orbit; 52° F).

Atmosphere: Normal (CR 0; .9 atmospheres; no additional effects).

Hydrosphere: Humid (daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-88: rain, 2d4 in. or snow, 2d6 in., 89-95: thunderstorm or snowstorm, 96-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very stable.

Seasons: Mild (1-17: spring, unchanged; 18-50: summer, +2d20° F; 51-83: autumn, unchanged; 84-100: winter, -2d10° F).

Anthrosphere: 10,000 natives (Unas); Stone Age (1 pick, 0 RP); Anarchy/None; Suspicious (-1 with disposition checks); Extremely Sensitive (no soldiers); Very Poor civil rights.

Origin: Alien.

Stargate Location (upper equatorial region): Located in a shallow valley surrounded by rolling hills in light forest.

What the Goa'uld called their homeworld remains a mystery to this day. The common designation, as gathered from the SGC archives, is P3X-888. In many ways it serves as a painful reminder of what can happen regardless of the best of intentions. Surely the Ancients never intended – nor foresaw – the great danger of putting a Stargate there. At that point the Goa'uld were slowly-evolving tadpoles in the primordial oceans, no more a threat than similar creatures on Earth. Eventually, however, after the Ancients left the remnants of their civilization behind, the Goa'uld would rise to become a dangerous force throughout the galaxy.

Now P3X-888 is a barren world that time forgot. The ecosystem was overworked for several millennia as breeding grounds for larvae and Unas alike, and what little remnants of civilization that existed are long gone. Now the struggling Unas population begins anew, their cultural growth stunted by years of oppression. And larval primordial Goa'uld still swim in the lakes and streams, threatening to start the cycle anew.

This is the legacy which P3X-888 has left the galaxy.

Terrain

P3X-888 is a temperate world, covered in significant portions of water and isolated landmasses rising above the sea level. Vegetation beyond the equatorial belt is sparse and becomes increasingly colder as one moves further north.

The sky contains one moon, rarely in view due to its small size and distance from the planet. It has little gravitational effect on the planet, resulting in fairly constant tidal flows across the planet's surface. The singular sun, a moderate luminosity main sequence star, heats the oceans of P3X-888, particularly on the southern portion of the world due to the slightly abnormal axial tilt and rotation. Nearly one-third of the cycle around the sun results in abnormally long days, spanning 20 hours of daylight out of a 26 hour rotation.

There are no outward signs of habitat or civilization here, aside from the Stargate itself. Several millennia of misuse by the Goa'uld has wiped away whatever remnants of early civilization that existed. In truth, in their Unas hosts the Goa'uld had little incentive to build any great cities or need for shelter – the blending of symbiote and Unas was such a formidable combination that traditional notions of shelter or protection were irrelevant. After the departure of the Goa'uld from P3X-888 the remaining Unas, which were so few in number, migrated to the highlands and mountains, relegating themselves to the relative safety found there.

Brief History

For the first few million years the growth of the species of P3X-888 was unremarkable, save for the larval forms that took refuge in the oceans of the planet. Eventually these parasites made their way out of the water, only to be slaughtered by the other, more prevalent life forms of the world. Among them were the vicious predatory Unas creatures; large, hulking creature on all fours with razor-sharp claws and a tough leathery hide. The helpless Goa'uld larvae made adequate meals.

The Unas, hunters in their own right with a budding social structure, began the basis of a tribal society and surviving off of the land. It wasn't until the eventual confrontation with the primordial Goa'uld and the possessed Unas that the tribal Unas sought the shelter of the caves.

Eventually the Goa'uld growth exceeded the ability of the Unas to keep them in check. The symbiotes and their hosts carved out niches of territory, sending the tribal Unas fleeing and establishing a new order on the planet. With no external enemies, Goa'uld soon turned upon Goa'uld. Large breeding encampments were formed for the Unas to eventually be taken as hosts. For the most part, these were nothing more than large pits, which served to keep the Unas quarry contained.

After the near-extinction of the Unas, the Goa'uld departed P3X-888 for other worlds, leaving their primitive brethren to fend for themselves. They eventually forgot the address, leaving their homeworld untouched ever since. Unfortunately, the damage had already been done. Were it not for the hardy nature of the Unas, the species may have been wiped out. Caves still dot the landscape, the early homes of these forlorn creatures seeking shelter from both the elements and the primordial parasites that still infested the waters. But here and there, larger groups can be seen working to reclaim their planet from the scourge that once overwhelmed them. It is hoped that this time, the cycle will be different.

Notable Features

The largest mountain range on P3X-888 stands nearly 9,000 meters above sea level, in the northern hemisphere of the planet's largest landmass. It lies some 100 kilometers from the Stargate, visible from even that distance when the rainstorms subside.

82% of P3X-888 is covered in oceans, leaving the majority of its more notable features submerged. A series of abyssal trenches run along the southern portion of the world, starting from the equator, and slicing across the mantle. These are remnants of a series of cataclysmic earthquakes nearly 75 million years ago, where several significant land masses buckled under the tectonic activity and disappeared into the oceans. Now, large mountain ranges dot the floor of the oceans.

Of the plant life that covers the surface of P3X-888, the bulk are coniferous trees. While snow is only common in the upper-most polar regions, frequent rain and mid to low temperatures make the winter season uncomfortably dreary and soggy across the planet.

Stargate

The Stargate stands in a rocky clearing, devoid of trees or plant life. Rocky slopes lead up to a series of trails heading into the underbrush. Ridges to both the east and south form a shallow valley out of the area around the Stargate. It is roughly a half-day's walk through the surrounding terrain until clearing the valley into more level land. Here a number of small streams and rivers can be found, feeding into neighboring lakes and flowing down from nearby mountain ranges and highlands.

Hawkins Lake

This small lake, nearly 80 meters across, teems with primordial Goa'uld. The parasites swim near the bottom, trying to loosen up small bits of nutrients to absorb. Using their advanced sensory organs, the Goa'uld sense any unusual disturbances along the surface of the water... and nearby shoreline. Moving up towards the surface, the Goa'uld can swiftly attack anything near the surface. In some cases, should an animal or creature foolishly drink from the lake directly, the Goa'uld can enter through the mouth before the creature can react. In some cases, the Goa'uld must launch itself from the water to attack. It was just such an attack that claimed the lives of two SGC members, Dr. Rothman and Major Hawkins, for whom the lake has been renamed. The local Unas avoid the area, though cunning warriors sometimes capture the parasites for food.

Naya Kol Caves

Loosely translated in the language of the Unas, the caves' name means "tribal home." The large interlocking network represents the current living accommodations of the largest Unas tribe on P3X-888. More than 50 Unas make their homes here, sheltering themselves from the elements and predatory Goa'uld. Only a member of the tribe may, or someone otherwise adopted by the tribe, may enter the network. The flow the caves resulted from centuries of erosion, caused by water flows in the mountain, primarily through rain runoff. Other sections, specifically the main tribal chambers, are actually small pockets of gas that cooled during the formation of the mountain and later seeped to the surface, leaving a hollow area within. Since taking over the caves, the Unas have added a number of refinements, including vents to let smoke escape during the preparation of meals. Fresh water collects in a number of pools, preventing the Unas from having to venture too close to the Goa'uld-invested rivers and lakes.

Finally, the network of tunnels is easily defendable should a rival Unas tribe attack. While such attacks are much less frequent of late, occasionally the needs of a harsh winter demand an attempt to take that which they need to survive.

Larval Goa'uld: Gods Revealed

Although by modern standards the current primordial Goa'uld are simplistic and undeveloped *(see nearby sidebar)*, there exist a number of unusual traits that help distinguish the parasites native to P3X-888.

First and foremost, the homeworld symbiotes are predators (as opposed to simply parasites, which modern Goa'uld are). While these Goa'uld can just as easily take over and blend with another creature, they do so for survival and the instinctive need to feed – not malice. The Goa'uld of P3X-888 are accustomed to living in water and have few predators to compete against. However, their cannibalistic nature drives them to compete for food. In this case, the primordial Goa'uld will enter and eat a host from within. The Goa'uld may not even attempt to blend with the creature, but simply burrow its way to the spinal area to devour the spinal fluid and to then move on to the brain matter. Once satiated, the Goa'uld will exit the host and return to its normal habitat.

Because of the unique circumstance surrounding the Goa'uld and the Unas, the primordial Goa'uld of P3X-888 have a difficult time blending with any creature other than an Unas. The Goa'uld have developed a nearly specialized genetic blending disposition towards that of the Unas, making any other blending attempt dangerous. (The blendings of Dr. Rothman and Major Hawkins during the SGC mission there were, as luck would have it, a rarity.) Over time however, after being exposed to other potential hosts, these Goa'uld can evolve to accept other hosts more readily.

Modern vs. Primordial

Much discussion has been made of the contemporary (i.e. modern) Goa'uld and their primordial relatives found on P3X-888. How exactly do these species differ? In many ways, they are essentially identical. The primordial Goa'uld are hardier due to their more predatory nature; millennia among the harsh wilderness of P3X-888, hunted by the Unas, have turned them into survivors and hunters. They are more resilient, but in the grand scheme of things are still woefully fragile when out of the protective waters of their home.

The primordial Goa'uld have no true level of sentience, language, or culture. Their blending with another creature – in many cases a common animal – is more instinctive than anything. In the rare case where a primordial Goa'uld was able to blend with a human, the creature was discovered by its raw, ravenous nature. What little genetic memory they may have is confined to how to survive on P3X-888 and nothing more.

The modern Goa'uld have no interest in this "bastard" species, even if they knew of its existence. With the location of P3X-888 long lost, the Goa'uld have no recognition of another lesser species of symbiote. Separated from the collective Goa'uld consciousness – much like the Tok'ra – these primordial Goa'uld would be viewed as nothing more than an interesting aberration.

The exception is Anubis, who has need of larvae to expand his genetically-engineered army. Were the primordial Goa'uld of P3X-888 combined with his forays in genetic manipulation, the symbiotes would provide a powerful tool. Mindless loyalty could be assured, as well as increased strength, health, and recuperative abilities. Most of all, without the limitations imposed by the other System Lords, primordial queens could produce a nearly unlimited supply for Anubis to draw upon.

Also, by virtue of their harsh environment, the gestation period for a primordial Goa'uld is roughly half that of a modern Goa'uld. Millennia upon millennia have hardened them to adapt to their surroundings without the need for an incubator Jaffa to sustain them. When blended, the primordial Goa'uld still provide all the normal benefits and limitations normally associated with their species *(see the Stargate SG-1 core rulebook).*

A primordial Goa'uld lacks any trace makers of naquadah in its genetic makeup – an addition to the modern Goa'uld that took place after they left P3X-888. Hence, it is impossible to detect a symbiote from P3X-888 through the use of Naquadah Sense or determine if a person has been blended, beyond normal physical means. (e.g. physical trauma of the throat/neck, etc.)

While the primordial Goa'uld lack any real intelligence beyond instinct, they still possesses the ability to assimilate and rapidly draw upon the information from their hosts. Even after taking over two SGC members, the primordial Goa'uld could still act relatively normally and even communicate verbally, without giving themselves away. Given time, the Goa'uld could be able to comprehend portions of the memories of the host.

Finally, all Goa'uld on P3X-888 are derived from female "queens" that reproduce via their mucus birthing sacks. These Goa'uld lack the sophistication to blend with another creature and alter their genetic code accordingly to breed successfully. As such, the Goa'uld of P3X-888 lack any genetic memory, beyond that which evolution and instinct has instilled in them.

The First Ones: Unas

The Unas now serve as footnote in Goa'uld history, albeit a lengthy one. They have largely been discarded as the host of choice by the Goa'uld, their needs dictated by what was available on P3X-888. A few Goa'uld still favor Unas as hosts, mostly those that embrace a physical or confrontational lifestyle. The vanity of many Goa'uld makes them abhor such a brutish form, and as such they are rarely found in the employ of any System Lords.

The current Unas are adapting after a significant setback in their evolutionary cycle caused by the Goa'uld. Only recently has a tribal society emerged, setting the foundation for a cohesive social structure. The use of simple tools and a rudimentary language has marked the Unas as ready to take a major evolutionary step forward at this time. Sadly, on many worlds, Unas still exist in enslavement, in some cases to human oppressors. Seeded across several worlds, much like the Tauri, the Unas find themselves used as manual labor. Although physically inferior, the evolutionary superiority of the humans puts them in a position to oppress the Unas, even without the oversight of the Goa'uld.

More details on the Unas can be found on page 140 and in the *Stargate SG-1 core rulebook*. Stats for generic Unas are on page 481 of the *Stargate SG-1 core rulebook.*

Chapter Two: Those Who Rule

This chapter contains the bulk of the information on the System Lords and their most prominent resources and servants. It is broken down alphabetically by Goa'uld; each section contains the following material:

Title and stats for the System Lord (A single set of stats is presented, to better reflect the System Lords' extreme age and power).

History and Background. A description of the System Lord, his or her personality, background, armies and resources, and other pertinent information.

Planets. A list of notable planets which the System Lord controls; each planet contains a pertinent statistic block, as well as a description and background information. These are intended as mission destinations for an SG team; most contain basic plot ideas which the GM can easily flesh out into an adventure.

Underlings. A list of the System Lord's notable underlings, who can serve as foes (or in a few cases, allies) of the SGC. Most of them are triple-statted, to better reflect the particular experience levels of your team. A few are designated as supporting NPCs, and only carry a single set of stats. Note that all NPCs in this chapter are considered special NPCs.

Anubis

The Lord of the Underworld

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman/Scientist
Level: 10/10

Strength:	14	**Dexterity:**	10
Constitution:	12	**Intelligence:**	20
Wisdom:	14	**Charisma:**	20
Vitality:	127	**Wounds:**	12

Defense: 22 (+12 class)
Initiative Bonus: +8 (+8 class)
Speed: 30

Fort: +9 **Ref:** +8 **Will:** +16

Special Qualities: +5 threat range to Bluff and Innuendo, assistance (½ time), cross-class ability (accelerated healing, bookworm (½)), dominated body, *generous,* immunity to disease, improvise +5, inherited memory, know it all, lead (3/session), long life, parasite, PhD (Knowledge (Ancients)), *professor,* radiation resistance, serendipity 1/session, tactics (2/session +2), versatile (Balance, Computers, Concentration, Cultures, Electronics, Innuendo, Intimidate, Mechanics, Spot).

Skills: Balance +11, Bluff +22 (threat 11-20), Bureaucracy +17, Computers +20, Concentration +22, Cultures +18, Demolitions +15, Diplomacy +19, Electronics +20, Innuendo +19, Intimidate +22/+26, Knowledge (Ancients) +29, Knowledge (Genetic Engineering) +22, Languages +6, Listen +15, Mechanics +20, Search +12, Sense Motive +15, Spot +17, Xeno-Languages +11.

Feats: Advanced Skill Mastery (Persuasive, Scholarly), Armor Group Proficiency (Light, Medium), Command Decision, Grand Skill Mastery (Persuasive, Scholarly), Naquadah Sense, Perfect Skill Mastery (Persuasive) Perfect Skill Mastery (Scholarly), Persuasive, Political Clout, Political Favors, Scholarly, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+13	1d3 (subdual)
Kinetic blast	+12	2d6 and 2d6 subdual

Gear: Kara kesh, sarcophagus, Mask of Anubis *(see sidebar).*

History and Background

Long ago, during the First Dynasty of the Goa'uld, Anubis was one among many, and yet remained unique. As with all Goa'uld, Anubis struggled for power and prestige among his brethren, and quickly gained the attention of he who ruled the First Dynasty, Apep. Apep believed Anubis to be a powerful ally and stabilizing force among the Goa'uld, one who would bring not destruction, but dominion over the galaxy. He entrusted Anubis with his own deepest secrets – and those of all Goa'uld – only to be betrayed and murdered by his protégé. Anubis declared himself preeminent among Goa'uld, and only through a devastating war could the Goa'uld race cast him from his places of power, seemingly for all time. Of his deeds, no record remains, as they are too repulsive for even other System Lords to discuss, even in private. *(See Chapter One for more information).*

Thought destroyed, Anubis was in truth only defeated. He retreated to the dark corners of the galaxy, far from the eyes of those who cast him out. As the Second Goa'uld Dynasty rose, and the Goa'uld once more exerted their power, Anubis himself sought the secrets of the Ancients and the ascended. For a brief time, he even managed to join the ranks of the ascended – gaining untold powers – only to once more be cast out by his peers. Trapped between the mortal world and that of the ascended, Anubis chose another road to power: the path of the Ancients. For millennia, he explored the galaxy - and perhaps beyond – seeking secrets and abilities to return to the Goa'uld and exert his dominance.

It seems, at last, he has succeeded. Two years ago, Anubis returned to known space, with enigmatic and perhaps unstoppable technology at his command. Whether gathered from the hidden vaults and secret strongholds of the Ancients, or simply scoured from the ruins of lesser fallen civilizations, his technology gives him an indisputable edge in the struggle for dominance among the Goa'uld – and the galaxy.

Initially, Anubis' return met with little fanfare. The lessons of his early defeats remained with him and he was determined not to repeat them. Rather than announcing himself with sound and fury, he worked through intermediaries: lesser Goa'uld eager to rise to power in his wake. The first of these, Tanith, used the resources of his master to engineer the destruction of Tollana. Though a young Goa'uld, Tanith nonetheless accumulated great power before his death at the hands of SG-1. His death, however, proved only a mild inconvenience to Anubis. The rogue Goa'uld had already accumulated massive resources, and recruited many Goa'uld Underlords to his banner. Further, Osiris quickly replaced Tanith as Anubis' First Underlord, and has since proven a far more durable servant than her predecessor *(see page 97 for more on Osiris).*

At last, Anubis stood ready to reveal himself. After dealing each of the System Lords a stinging blow, he sent Osiris as his emissary to a Goa'uld summit, where she declared his reemergence as a dominant power, and his desire to once more join System Lords. In return for this privilege, he offered a valuable prize: the destruction of the Tauri. With Lord Yu the only dissenting vote, the System Lords recognized Anubis' claim to the status of System Lord, on the condition that he first destroy the Tauri, thus circumventing the System Lords' Protected Planets Treaty with the Asgard.

Subsequently, Anubis captured the Asgard Thor. Though soon rescued by SG-1, the damage was done: using a powerful mind probe device, Osiris downloaded Thor's knowledge – the accumulated knowledge of the Asgard race – into his mother ship's computer, gaining a valuable new weapon in his struggle to regain dominance amongst the Goa'uld.

As Anubis power grew, it became increasingly clear he presented a lethal threat to even the combined might of the System Lords. When he moved to recover the Eyes of the Gods in order to fuel an impossibly powerful weapon, Lord Yu led an alliance of System Lords against the renegade. Anubis completed his weapon in time to scatter the combined fleets of the System Lords before him like grain before thresher, destroying many of the System Lords' mother ships in the process. Finally, he turned the weapon on Abydos, wiping all life from the planet (though with the assistance of Oma Desala, the populace ascended en masse before their destruction). Though the Tauri subsequently destroyed Anubis' new weapon, the System Lords' fleet was crippled and his enemies had been dealt a staggering blow.

"Your WORDS mean nothing. Take action, if you DARE."

– Anubis

Unfortunately, the success of the Tauri was tainted by Anubis' capture of Jonas Quinn, from whom Anubis' learned

Fallen

When the ascended cast Anubis from their ranks, they were not completely successful. He still retains some measure of the power he gained. Further, he is neither entirely physical nor ethereal, suspended between planes of existence. This state grants him the following special abilities:

- So long as Anubis' mask remains intact *(see the Mask of Anubis sidebar on page 19)*, he is essentially invulnerable to damage inflicted by both energy and kinetic force. He suffers vitality damage normally, but never loses wounds. Should his mask be destroyed (or he is otherwise separated from it), his form begins to lose necessary cohesion. He suffers one wound point per successful melee, ranged, or unarmed attack targeting him. Further, he must make a Will save at the beginning of each round (DC 10 + wounds he has lost) or discorporate entirely, and be destroyed.
- Anubis gains a +2 racial bonus to Will saves against mind-affecting abilities and attacks. This bonus increases by +1 at 2nd level and every 2 levels thereafter (so he currently has a +12 bonus). He does not gain this benefit against abilities and attacks of ascended beings.
- Anubis' ascension magnified the power of the naquadah in his blood. The range and damage of all naquadah-powered devices which he uses and his Naquadah Sense feat are doubled.
- Thanks to his "enlightenment," Anubis may gain any number of core abilities for both core and prestige classes.

This is only a sampling of the powers at Anubis' command. Any number of benefits are possible, from a sixth sense warning him of danger (+2 racial bonus to Listen, Sense Motive, and Spot checks to avoid surprise, which increases by +1 at 2nd level and every 2nd level thereafter), to the chameleon-like ability to rearrange his classes and levels: Anubis may spend up to twenty days in meditation; at the end of this period, he may select a new combination of classes and levels. He may only change as many level selections as he spent days in meditation.

Example: Anubis meditates for 6 days. Thereafter, he may replace up to six of his Pointman or Scientist levels with levels selected from any other class.

This essentially allows the GM to tailor Anubis to the serial at hand. In addition to the classes presented in *Stargate SG-1* line of products, we recommend utilizing the rules for psion classes presented in the *Shadowforce Archer Worldbook* as a means of representing the power at Anubis' disposal.

Regardless of the effects of these abilities, the GM should remember that they are all derived from his partially-ascended state. The abilities should be mysterious, powerful, and usually frightening to behold.

of the element naquadria, and the plentiful supply on Kelowna. Anubis' mother ship laid siege to the planet, and he demanded the Kelownan nations hand over their stockpiles of naquadria, with which he hoped to restore the weapon once powered by the Eyes of the Gods. Once again, however, the Tauri foiled Anubis, this time by convincing the System Lords to strike at Anubis while he lay siege to Kelowna, before he could harness the destructive power of naquadria. The Goa'uld fleet arrived and laid waste to Anubis' mother ship, though Anubis himself – as he had so many times before – fled aboard a hyperspace-capable vessel.

Though defeated, Anubis is far from destroyed, and he still commands incredible military might: enough such that he presents a very real threat to the assembled System Lords. Further, he strives daily to increase this strength. Most recently, he has engineered a race of beings bred specifically for battle, dubbed "Super Soldiers" by the Tauri. With these, he hopes to destroy several minor System Lords and subsequently absorb his victims' forces into his own, thereby amassing an army against which not even an alliance of the remaining System Lords can stand.

Meanwhile, he strives against the Tauri to locate Atlantis, a lost city of the Ancients purported to hold the most powerful secrets of the long-forgotten race. If he succeeds, there is no limit to the destruction he can bring to the galaxy. As it stands, even the Asgard are hard pressed to match his ships in a stand-up fight. Should he command the full might of the Ancients, not even they stand a chance against him.

Physically, Anubis still bears the scars of his failed ascension. His body is a mass of energy, and his "skin" ripples with the fluidity of a Stargate's event horizon. His mask – doubtless based on Ancient technology – somehow maintains his form despite an apparent lack of inherent cohesion. He retains a staggering amount of knowledge, both of practical matters and esoteric secrets, and it can be assumed that there is little in the universe that surprises him.

Anubis stands as one of the most mysterious "gods" of the Egyptian pantheon. His parentage is shrouded in mystery, and the etymological origins of his name are unknown. He is one of the oldest beings in the Egyptian pantheon, worshipped from the inception of Egyptian civilization, yet he is later supplanted by Osiris as Lord of the Dead (and still later reappears in Egyptian mythology as Osiris' own son). Doubtless, this confusion stems from his disappearance from the ranks of the System Lords, and subsequent failed ascension, though just how this affected the beliefs of the Tauri is unclear. Regardless, he still commands massive resources, numerous planets, and an army of slaves ready to do his bidding.

Planets

Sekh'Da (PX7-539)

Thermosphere: Cool (CR 0; distant orbit; 2d20°F).

Atmosphere: Thick (CR 0; 1.7 atmospheres; Auto 1d3 subdual; Exp. Inc: None; SV Fort (DC 15); Dmg 1d3 subdual; Recup 1 round.

Hydrosphere: Moist sub-humid (daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-96: thunder storm or snow storm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes none; no volcanoes close to Stargate).

Seasons: Severe (1-25 spring, unchanged; 26-50 summer, +4d12° F; 51-75 autumn, unchanged; 76-100: winter, -4d12° F).

Anthrosphere: 1,000,000 natives; Copper Age (2 picks, 0 RP); Mobocracy; Extremely Hostile (-3 with disposition checks); Aggressive (100 soldiers, squad size 2d4 soldiers); Horrid civil rights.

Origin: Indeterminate.

Stargate Location (equatorial region): Outdoor temple in a valley; area once used for worship of Anubis (including sacrificial ceremonies in which the victim was pushed through the Stargate to a fate unknown by the people).

Sekh'Pa is a world at the edge of that which is known by the System Lords and the Tok'ra both. Long ago, it was the seat of Anubis' power, hidden away from the prying eyes of his fellow System Lords. Here he prepared and hatched his plans for domination of the galaxy, and held final congress with, betrayed, and destroyed Apep. Even in the dark days after the fall of the First Goa'uld Dynasty, the System Lords were all too aware that Anubis' technological might far outstripped their own. After the traitorous System Lord was defeated, each surviving System Lord sent a force of Jaffa to Anubis' home to lay claim to this technology. None returned. Most assumed these Jaffa had been destroyed by the forces of other System Lords vying for the same prize, and sent further expeditions. Again, however, these expeditionary forces were lost. It seemed the secrets of Sekh'Pa would remain a mystery, for during the rise of the Second Goa'uld Dynasty, and the struggle for dominance therein, no System Lord could afford to throw good soldiers after those who were lost. So Sekh'Pa was forgotten.

The truth of the matter is that even in defeat, Anubis sought to inflict as much damage on his foes as possible. He manufactured an enormous dynamo beneath the earth, that drew electrical energy from any source that passed within the orbit of Sekh'Pa's only moon. This dynamo draws electrical current through the planet's highly conductive mantle, charging the atmosphere with a low-level electrostatic charge at all times.

The result of this is that any powered device, from a Tauri PDA to a Jaffa staff weapon to a *ha'tak* in near orbit, is drained of energy in short order, and ceases functioning. The hulks of dozens of crashed ha'taks litter the ground across the planet, long forgotten evidence of the hatred the System Lords of the First Dynasty bore for Anubis. Even the Sekh'Pa Stargate cannot function in this environment, as the dial home device native to Sekh'Pa has long since been drained of the energy required to dial out. Unfortunately, Sekh'Pa's Stargate can receive travelers normally, leading unsuspecting starfarers to be stranded on the planet.

In the thousands of years since the last of the System Lords' ha'taks crashed upon the surface, a primitive society has evolved among those stranded here, whether by gate travel or hyperspace. This amounts to little more than dozens of tribes warring for territory and influence amongst each other. These tribes consist of the descendants of a particular System Lord's forces (and occasionally, the descendants of a group that arrived through the Stargate).

Once the origin of the power drain is discovered, it will be a relatively simple matter to disengage or sabotage the dynamo. However, the lack of scientific training among the invading Jaffa (to say nothing of their descendants), means that none were able to determine the cause of the unsustainable power drain. Likewise, thus far, any who traveled through the Stargate to reach Sekh'Pa were not learned enough to deduce the true cause of the Stargate's failure to dial out. Most who are stranded here simply assume the gods have abandoned them. However, with Anubis' return, this conventional wisdom has been supplanted by the belief that Sekh'Pa is some sort of hell for those unworthy of the gods, and Anubis its principal demon. His own ha'tak shielded from the dynamo, he orbits the planet and observes the struggles of its inhabitants. The strongest, he selects as subjects in his ongoing genetic experiments. Similarly, he recently turned loose several prototypes of his Goa'uld super soldiers on the surface before turning them against the System Lords. The results are quite pleasing to his sadistic heart.

Thanks to its chilly, yet humid climate, Sekh'Pa is constantly shrouded in a dull curtain of fog. What vegetation exists is scrubby and sparse, and animal life is similarly stunted. The planet's surface is divided evenly between land and water, with the former being split among three continents. Two of these are roughly equal in size, while the third is about half that of either of the two larger land masses.

The tribe in control of the Stargate (which seems to shift weekly – sometimes daily) maintains a constant vigil for newcomers, and attacks any such arrivals without hesitation or remorse. Such arrivals are considered prime slave stock, not yet hardened by life on Sekh'Pa, and therefore emotionally malleable. It is easy to convince such newcomers that they must depend on their new masters for all of the necessities of life.

New Alien Device: Mask of Anubis

While the origin of the Mask of Anubis is unknown, it is presumably an artifact of the Ancients, though it is possible Anubis designed it himself after his fall. The Mask provides Anubis' body with necessary cohesion, by amplifying and focusing his will into physical reality. Thereby, Anubis prevents his body from discorporating entirely *(see page 18)*.

Anubis' mask is considered a Diminutive target, so attacking it inflicts a -4 size penalty on the attack roll (which is made against Anubis' own defense). Further, such attacks may only be made from Anubis' front facing. The mask has a Hardness of 25, and 50 wound points.

	Picks	DM	DR	Weaknesses	MDB	ACP	Speed	Weight
Mask of Anubis	N/A	+2	–	–	+8	-0	same	1 lb.

TOLLANA (UNDISCLOSED)

Thermosphere: Exotic (Frigid) (CR 1; standard orbit; -1d100° F).

Atmosphere: Normal (CR 0; 98: atmospheres; None; Exp. Inc: N/A; SV N/A; Dmg None; Recup N/A).

Hydrosphere: Arid (daily weather 1-89: none, 90: flood 1d10 MPH or snow 1d4-2 in., 91-93: rain 1 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; 1 small, 1 medium volcano within 5 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 250,000 natives; Cybernetic/Stone Age* (1 pick, 1 RP); Pantisocracy; Hostile (-2 with disposition checks); Defensively Pacifistic (250 soldiers, squad size 1d2 soldiers); Very Progressive civil rights.

Origin: Indeterminate.

Stargate Location (wasteland region): Buried in the rubble of Tollana's capital city.

*Exact technology depends on whether one arrives before or after Anubis' attack.

(*Note:* this description is pertinent only for campaigns set after the Season Five episode *Between Two Fires.*)



Once, Tollana was a lush, verdant world with rolling hills and a carefully controlled climate. It was the adopted homeworld of the Tollan, a technologically advanced culture that fled to Tollana when their own planet became uninhabitable. *(For more on this see the Stargate SG-1 core rulebook, page 74.)* Then Tanith came. The minion of Anubis blackmailed and manipulated those in power to serve his master's needs, under threat of attack by his fleet. Though the Tollan were previously able to fend off the Goa'uld, Anubis' shields proved too powerful for their planetary defenses to penetrate. Ultimately, in choosing to aid the Tauri, Tollana sealed its fate. The bombardments began immediately, Goa'uld ha'taks raining fire and destruction down upon the planet and its sole city. In a matter of hours, the city was destroyed, the Stargate buried, and the Tollan people scattered to the winds.

Though some escaped in personal space vessels, most were stranded on their adopted world – and the new Tollana is far from hospitable. The orbital bombardment continued for days, and it did not cease when the city was reduced to rubble. Anubis' ships targeted fault lines, volcanoes, and other geological hot spots in an effort to wipe Tollana completely clean of life. Mountain ranges were shattered, and the landscape split open with grievous wounds. Massive amounts of dust, debris, and particulate matter were thrown into low orbit, obscuring the sun. Quickly, the once lush vegetation withered and died, and with its food source rapidly disappearing, the fauna followed suit.

The Tollan that escaped the holocaust retreated into what shelter they could find. Natural caves that survived the destruction provided some shelter from the newly inhospitable weather patterns, and makeshift shelters built of shattered stone replaced the super-modern city to which the Tollan were accustomed. The inhabitants now live as primitive hunters and gatherers, a far cry from the technological powerhouse they once were. Though individual Tollans retain a great deal of their racial knowledge, and much survives in personal data units, the entire infrastructure of Tollan society was shattered in only a few days. Now, survival is a far more immediate concern than rebuilding.

Hope remains, however. Before the fall, the Tollan maintained several off-world colonies. When Tollana fell silent, many attempts to re-establish contact were made. Failing that, the closest colony to Tollana – Pellor – dispatched an expedition to investigate the fate of Tollana. Though they discovered great destruction left in the wake of Anubis' fleet, they also made contact with a few survivors planetside. This first expedition rescued over a dozen Tollana, who had taken refuge near their fallen capital.

Would that the Tollana had only to contend with the elements, the remainder may have been rescued without incident.

However, despite his own technological superiority, Anubis covets the knowledge of the Tollana. After the bombardments ceased, he dispatched hundreds of battalions of his Jaffa to scour the planet for survivors, and return any prisoners for interrogation. Anubis' legions maintain a strong presence in the fallen capital, with thousands of Jaffa and dozens of death gliders ranging across the planet's surface in a systematic search for the remaining Tollan. Despite this, a small number of Tollan believe that reestablishing contact with the Tauri is their best hope for survival. They move in secret in the blasted ruins of the Tollan capital, waging a guerilla war against the occupying Jaffa. Though this band of desperate Tollan is routinely driven into hiding by Anubis' forces, they have begun the long task of clearing the rubble away from the Stargate, so they might once more open a wormhole to Earth.

Unfortunately, the Tollan are used to their former lifestyle, in which their technological advances made survival a thing to be taken for granted, rather than struggled for. Since being forced to fend for themselves in the wilderness, many Tollan have died, fallen victim to wild animals, starvation, or simply the elements. The planet's current harsh conditions make survival an even more difficult struggle than it would otherwise be, and those Tollan who endure are usually malnourished, poorly-prepared for the

elements, and paranoid. Yet despite the primitive lifestyle the Tollan have been forced to adopt, many retain token pieces of technology from the planet's more peaceful days. These items are utilized in any fashion necessary for survival: a precision laser, once used for manicures and pedicures, might be used to bone fish; while a portable entertainment console, capable of displaying the latest in pre-recorded holographic imagery and immersive sound, might be used to scare hungry animals from a Tollan camp.

Though still extremely reluctant to share technology with any other race, the Tollan now recognize that survival may trump principle. Most, given only a little convincing, will gladly turn over their possessions and knowledge in exchange for safe passage away from their destroyed homeworld. Similarly, many Tollan would gladly surrender such information in exchange for the chance to hurt Anubis, even if that chance is simply in the form of giving another the tools with which to battle the System Lord.

UNDERLINGS

TANITH

A young Goa'uld only recently emerged from Jaffa incubation, Tanith quickly found a place in the service of the System Lords as a spy against the Tok'ra. He claimed sympathy to their cause, and managed to betray sensitive information to his true masters on several occasions. He was soon discovered – and used unknowingly as a double-agent *for a time, feeding false information back to his masters* – but managed to make his escape nonetheless. Thereafter, he served Apophis for a short time, and following Apophis' destruction, swore himself to Anubis. He was directly responsible for the fall of Tollana, an act which earned him great status amongst Anubis' foes, but was eventually destroyed by SG-1.

LOW-LEVEL TANITH

Specialty: Goa'uld Noble
Rank: Underling
Class: Pointman
Level: 2

Strength:	11	**Dexterity:**	14
Constitution:	12	**Intelligence:**	12
Wisdom:	16	**Charisma:**	17
Vitality:	17	**Wounds:**	12

Defense: 13 (+1 class, +2 Dex)
Initiative Bonus: +3 (+1 class, +2 Dex)
Speed: 30

Fort: +3 **Ref:** +4 **Will:** +6

Special Qualities: +1 threat range to Bluff & Innuendo, assistance (½ time), dominated body, *generous*, immunity to disease, inherited memory, long life, parasite, radiation resistance, versatility (Computers, Gather Information, Languages, Listen, Search, Spot).

Skills: Bluff +10, Computers +4, Concentration +4, Cultures +4, Diplomacy +7, Electronics +2, Gather Information +8, Innuendo +9, Intimidate +3/+6, Languages +4, Listen +6, Search +5, Sense Motive +8, Spot +5.

Feats: Armor Group Proficiency (Light, Medium), Field Operative, Naquadah Sense, Persuasive, Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+1	1d3 (subdual)
Kinetic blast	+3	2d6 and 2d6 subdual

Gear: Kara kesh.

MID-LEVEL TANITH

Specialty: Goa'uld Noble
Rank: Underling
Class: Pointman
Level: 8

Strength:	12	**Dexterity:**	14
Constitution:	12	**Intelligence:**	12
Wisdom:	16	**Charisma:**	18
Vitality:	56	**Wounds:**	12

Defense: 15 (+3 class, +2 Dex)
Initiative Bonus: +5 (+3 class, +2 Dex)
Speed: 30

Fort: +5 **Ref:** +6 **Will:** +9

Special Qualities: +2 threat range to Bluff & Innuendo, assistance (½ time), cross-class ability (sneak attack +1d6), dominated body, *generous*, immunity to disease, inherited memory, lead (3/session), long life, parasite, radiation resistance (+6), tactics (2/session (+2 bonus), versatility (Computers, Gather Information, Languages, Listen, Search, Spot, Surveillance, Xeno-Languages).

Skills: Bluff +15, Computers +8, Concentration +4, Cultures +4, Diplomacy +12, Electronics +2, Gather Information +14, Innuendo +13, Intimidate +4/+7, Languages +5, Listen +10, Search +9, Sense Motive +12, Spot +9, Surveillance +7, Xeno-Languages +4.

Feats: Armor Group Proficiency (Light, Medium), Field Operative, Naquadah Sense, Persuasive, Silver Tongue, Symbiote (Shallow Breathing Trance), Weapon Group Proficiency (Handgun, Melee, Rifle.

ATTACKS

Unarmed	+7	1d3+1 (subdual)
Kinetic blast	+8	2d6 and 2d6 subdual

Gear: Kara kesh.

HIGH-LEVEL TANITH

Specialty: Goa'uld Noble
Rank: Underling
Class: Pointman
Level: 14

Strength:	12	**Dexterity:**	14
Constitution:	12	**Intelligence:**	12
Wisdom:	17	**Charisma:**	18
Vitality:	102	**Wounds:**	12

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +8 (+6 class, +2 Dex)
Speed: 30

Fort: +8 **Ref:** +9 **Will:** +13

Special Qualities: +3 threat range to Bluff & Innuendo, assistance (¼ time), cross-class ability (improvise +2, sneak attack +1d6, uncanny dodge (Dex bonus)), dominated body, generous, immunity to disease, inherited memory, lead (6/session), long life, parasite, radiation resistance (+6), serendipity 1/session, strategy 1/session, tactics 3/session (+2), versatility (Computers, Concentration, Gather Information, Intimidaet, Languages, Listen, Search, Spot, Surveillance, Xeno-Languages).

Skills: Bluff +19, Computers +11, Concentration +7, Cultures +4, Diplomacy +16, Electronics +3, Gather Information +19, Innuendo +17, Intimidate +6/+9, Languages +7, Listen +14, Search +13, Sense Motive +16, Spot +12, Surveillance +10, Xeno-Languages +5.

Feats: Armor Group Proficiency (Light, Medium), Career Operative, Field Operative, Naquadah Sense, Persuasive, Silver Tongue, Symbiote (Shallow Breathing Trance), Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+11	1d3+1 (subdual)
Kinetic blast	+12	2d6 and 2d6 subdual

Gear: Kara kesh.

ZIPACNA

Zipacna was a Mayan deity who, according to legend, took the form of a giant crocodile to torment those weaker than he. His arrogance was unsurpassed, even for a Goa'uld, but he had little success against his rivals. He abandoned the Earth fairly early on after a pair of fellow Goa'uld deliberately crashed a ha'tak into his territory, and made a feeble attempt to establish an empire in the stars. His military skills proved sorely lacking, however, and he was soundly defeated by Apophis, who absorbed his territory. The Serpent God subjugated him, as he often did with vanquished foes, and forced Zipacna to work as his servant. Initially resentful, the Mayan slowly became acclimated to his new position, demonstrating an uncanny loyalty born of a desire to see all others brought low before Apophis as he had been. He displayed a knack for diplomacy and Machiavellian politics that proved far more effective than his inept skills as a warrior, and soon became an invaluable underlord in the Serpent God's service.

When Sokar struck Apophis down *(see page 25 and the Season Two episode Serpent's Song)*, Zipacna was forced to scramble for his life. His host was killed by Sokar's underlings, but he managed to take another one and slipped unnoticed through the enemy ranks. He initially rallied to the Serpent God's son, Klorel, but he could see the writing on the wall. If he were to survive, he would need a new master. Soon thereafter, he received a communiqué from Anubis, who offered safety and protection in exchange for absolute obedience. Zipacna accepted the offer gladly – Anubis held power which Apophis could only dream of – and though he remained by Klorel's side, he secretly helped to orchestrate his new lord's return.

He has since served Anubis as a courtier and spy, using his natural cunning to play havoc within the courts of various System Lords. He lured Osiris to his master's side *(see page 100)*, and has subtly planted dissent and confusion in the ranks of Anubis' enemies. His lord is pleased with him thus far, and Zipacna has responded with the same loyalty he once showed Apophis, convinced that the fastest route to power now lies at Anubis' right hand.

LOW-LEVEL ZIPACNA

Specialty: Goa'uld Noble
Rank: Underlord
Class: Pointman/Diplomat
Level: 2/2

Strength:	9	**Dexterity:**	12
Constitution:	10	**Intelligence:**	16
Wisdom:	15	**Charisma:**	16
Vitality:	27	**Wounds:**	10

Defense: 13 (+2 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +2 **Ref:** +3 **Will:** +8

Special Qualities: +1 threat range to Bluff & Innuendo, assistance (½ time), dominated body, *generous*, immunity to disease, inherited memory, long life, parasite, radiation resistance, versatility (Bureaucracy, Computers, First Aid, Gather Information, Intimidate, Xeno-Languages).

Skills: Bluff +12, Bureaucracy +8, Computers +8, Cultures +3, Diplomacy +11, First Aid +6, Gather Information +8, Innuendo +8, Intimidate +5/+9, Knowledge (System Lords) +7, Languages +4, Profession (Diplomat) +8, Sense Motive +9, Xeno-Languages +7.

Feats: Advanced Technology, Armor Group Proficiency (Light, Medium), Naquadah Sense, Persuasive, Undermine, Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Unarmed	+1	1d3-1 (subdual)
Kinetic blast	+3	2d6 and 2d6 subdual

Gear: Kara kesh.

MID-LEVEL ZIPACNA

Specialty: Goa'uld Noble
Rank: Underlord
Class: Pointman/Diplomat
Level: 4/4

Strength:	9	**Dexterity:**	12
Constitution:	10	**Intelligence:**	16
Wisdom:	16	**Charisma:**	18
Vitality:	39	**Wounds:**	10

Defense: 15 (+4 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +4 **Will:** +11

Special Qualities: +2 threat range to Bluff & Innuendo, assistance (½ time), charmer, dominated body, *generous*, immunity to disease, inherited memory, lead 1/session, long life, parasite, radiation resistance, species feats, tactics 1/session, versatility (Bureaucracy, Computers, First Aid, Gather Information, Intimidate, Xeno-Languages).

Skills: Bluff +16, Bureaucracy +10, Computers +10, Cultures +7, Diplomacy +15, First Aid +7, Gather Information +11, Innuendo +12, Intimidate +6/+10, Knowledge (System Lords) +8, Languages +5, Profession (Diplomat) +11, Sense Motive +14, Xeno-Languages +8.

Feats: Advanced Technology, Armor Group Proficiency (Light, Medium), Charmer, Naquadah Sense, Persuasive, Undermine, Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Unarmed	+5	1d3-1 (subdual)
Kinetic blast	+7	2d6 and 2d6 subdual

Gear: Kara kesh.

HIGH-LEVEL ZIPACNA

Specialty: Goa'uld Noble
Rank: Underlord
Class: Pointman/Diplomat
Level: 4/10

Strength:	9	**Dexterity:**	12
Constitution:	10	**Intelligence:**	17
Wisdom:	16	**Charisma:**	18
Vitality:	63	**Wounds:**	10

Defense: 19 (+8 class, +1 Dex)
Initiative Bonus: +7 (+6 class, +1 Dex)
Speed: 30

Fort: +5 **Ref:** +6 **Will:** +14

Special Qualities: +3 threat range to Bluff & Innuendo, assistance (½ time), charmer, dominated body, *generous*, immunity to disease, inherited memory, lead 1/session, linguist, long life, parasite, radiation resistance, species feats, tactics 1/session, versatility (Bureaucracy, Computers, First Aid, Gather Information, Intimidate, Xeno-Languages).

Skills: Bluff +22, Bureaucracy +14, Computers +13, Cultures +10, Diplomacy +21, First Aid +7, Gather Information +15, Innuendo +15, Intimidate +6/+11, Knowledge (System Lords) +8, Languages +8, Profession (Diplomat) +14, Sense Motive +19, Xeno-Languages +8.

Feats: Advanced Technology, Armor Group Proficiency (Light, Medium), Charmer, Clean and Polished, Extra Supplies, Extra Support, Naquadah Sense, Persuasive, Political Favors, Undermine, Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Unarmed	+9	1d3-1 (subdual)
Kinetic blast	+11	2d6 and 2d6 subdual

Gear: Kara kesh.

APOPHIS

THE SERPENT GOD (PRESUMED DECEASED)

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman
Level: 15

Strength:	8	**Dexterity:**	14
Constitution:	10	**Intelligence:**	14
Wisdom:	11	**Charisma:**	20
Vitality:	97	**Wounds:**	10

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +8 (+6 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +9 **Will:** +9

Special Qualities: +4 to Bluff and Innuendo threat ranges, assistance (¼), cross-class ability, (bonus combat feat x2, damage reduction 1/-, uncanny dodge (Dex bonus)), dominated body, *generous*, immunity to disease, inherited memory, lead 7/session, long life, parasite, radiation resistance, serendipity 1/session, strategy 1/session, tactics 3/session (+2 bonus), versatility (Appraise, Computers, Concentration, Cultures, Disguise, Gather Information, Innuendo, Intimidate, Listen, Sense Motive, Spot).

Skills: Appraise +6, Bluff +21, Bureaucracy +17, Concentration +9, Computers +6, Cultures +7, Diplomacy +21, Disguise +8, Gather Information +19, Innuendo +9, Intimidate +17/+23, Knowledge (Replicators) +6, Knowledge (System Lords) +16, Listen +10, Sense Motive +10, Spot +13, Xeno-Languages +10.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Grand Skill Mastery (Persuasive), Great Fortitude, The Look, Naquadah Sense, Persuasive, Political Favors, Political Clout, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Unarmed	+10	1d3-1 (subdual)
Kinetic blast	+14	2d6 and 2d6 subdual

Gear: Kara kesh, sarcophagus (aboard ha'tak).

(*Note:* these stats have been updated slightly from the Season One sourcebook.)

HISTORY AND BACKGROUND

None can name the queen who spawned Apophis, though it was rumored to be either Isis, or the same one who gave life to Ra. Since Ra's progenitor is unknown, both

rumors could be true, or neither. It has also been whispered, though never stated openly, that Apophis may actually be Apep, returning from whatever destruction was visited on him by Anubis. Apophis' strong hatred of all traitors could be linked to Apep's betrayal by his most trusted underling. In light of later events, it seems unlikely, but Apophis was certainly content to allow the idea to stand, and took advantage of the fear and uncertainty it generated among his fellow Goa'uld.

The Serpent God rose to prominence during the bloody years of the Second Goa'uld Dynasty, making his name with a determination and ruthlessness that generated fear wherever he went. On the world of the Tauri he became known as a wicked god (both the Egyptians and the Greeks feared him greatly), and indeed he deserved such a label, even in comparison to other Goa'uld. His treatment of humanity was so harsh that Ra was moved to send his queen Sekhmet (later known as Hathor) to intervene. The myth of Sekhmet's slaughter of Apophis' worshippers probably does not exaggerate when it chronicles the Nile running red with blood.

Soon after, the Tauri rose up against the Goa'uld and buried their Stargate. Some claimed that Apophis' cruelty had contributed, but he countered that the others were responsible by not instilling the proper terror in the Tauri. Regardless, the Goa'uld had many worlds seeded with humans, and the loss of the Tauri homeworld was of no great importance any longer.



Apophis made good use of his strengths as the Third Goa'uld Dynasty began, claiming a place for himself in the new order that coalesced around his "brother." With Ra and Yu the most powerful Goa'uld, and the only System Lords to survive the transition from the Second Dynasty, most other Goa'uld allied with them in two major (though disorganized and distrustful) camps.

Apophis was one of few System Lords who did not commit to one side or the other. He freely acknowledged that the Goa'uld had no true loyalty or generosity in them. Some claimed this was evidence that Apophis was Apep, a legacy of his betrayal by Anubis. In spite of his independent rhetoric, Apophis knew the power arrayed against him and most often brokered deals with Yu, gaining concessions or valuable tribute for his assistance against Ra. His brother seemed unassailable, but Apophis knew that the day would come when Ra would be vulnerable, and on that day the Sun God's power would be his. He was willing to wait millennia if necessary.

War was the norm for the System Lords, and Apophis was very good at it. His unforgiving nature forced his Jaffa to excel in everything they did. Apophis was never one to show mercy to those who failed to achieve his objectives, no matter how impossible the odds or unreasonable the request. More than once his Jaffa pulled victory from a lost battle by fighting against overwhelming enemy forces, in the face of certain death. To die in battle was honorable; execution under Apophis' disappointed gaze didn't hold the same appeal.

Selecting his First Prime was an ordeal Apophis became used to. Sometimes he would go through a dozen in rapid succession, but eventually he would find one who could meet his lofty expectations. These few he treasured and rewarded greatly throughout their lives and beyond. A First Prime who could turn raw troops into hardened warriors and lead them to crush his enemies was worth his weight in naquadah. One who could not meet his god's standards became an example to his troops.

Like his brother, Apophis traveled extensively, unwilling to delegate too much control to any of his underlings. His fleet crushed many worlds and subjugated them under his divine rule. He enjoyed the thrill of conquest, and accepted nothing short of total victory, regarding any terms of surrender as unacceptable. Worlds that hesitated too long in their capitulation or failed to hail him with sufficient zeal were punished with mass destruction. In the wake of his success, he left shattered planets struggling to scrape up the regular tribute required to appease his anger. His Jaffa were merciless in enforcing such tributes, knowing the fate they would face if they returned empty-handed. It was not uncommon for Apophis' Jaffa to raze cities to the ground in search of spoils for their god.

While it made him an effective conqueror, and few ever rebelled against his rule, Apophis' policies did make the resources he controlled somewhat less desirable. Some planets had been depopulated entirely, while others held only scattered pockets of human clinging to survival. Because he could draw on the planet Chulak for replacement Jaffa, this was not of great concern to him. As long as he maintained a sufficient stock of slaves for mining and labor, and a reserve of suitable hosts for his servants, he was satisfied with the soundness of his methods.

As time passed, Apophis became more jealous of Ra's power. He began looking for ways to finally usurp his brother's holdings and claim dominance for himself. Several plans seemed viable, but none were foolproof, and Apophis had no wish to die. Like all Goa'uld, his avarice and hunger for power could not overcome his ingrained cowardice. So he turned his ambitions upon others, honing his warriors and waiting still longer for the chance to strike at Ra. During the Second Dynasty, he clashed most often with Sokar, a powerful foe of Ra whose similar methods caused tremendous losses on both sides. Many battles between them were "won" with only a few Jaffa left on the victor's side.

He ultimately succeeded, defeating Sokar and claiming much of his foe's territory, but it came with a cost. The two's scorched earth battle tactics made resources scarce for Apophis – especially hosts for his underlings. He established a fortress on Chulak where he began keeping a supply of hosts. Whenever suitable humans were captured in battle, they would be sent through the *chaapa'ai* and kept there for the Serpent God's future needs. He would come there when he needed to select a new host for one of his servants (his own host had proven quite durable). After the best had been selected, all of the remaining captives would be slaughtered as a show of force to the locals. (Prolonged imprisonment would degrade their value as hosts, so there was little point to leaving them alive).

Despite his power, Apophis still had no way to move past the status quo until he found Amaunet. During a raid on one of Heru-ur's worlds, his forces captured a Jaffa woman, claiming that the symbiote she carried was a Goa'uld Queen, hidden in this remote location by Heru-ur. It was an amazing stroke of fortune for Apophis, who had the larva transplanted to one of his own loyal Jaffa and slew the woman slowly with his ribbon device, savoring each moment of the agonizing death of this traitor to her god. The symbiote, which he named Amaunet, would be well cared for until it matured.

Less than a year later, news came to Apophis that Ra had been slain. He kept careful track of Ra's activities, so he was the first to know, and took advantage of the knowledge with a swift series of raids, capturing many of Ra's worlds and much of his fleet. In so doing, he gained some understanding of what had happened at Abydos. There was talk that the Tauri were involved. He needed to learn more.

With his First Prime, Teal'c, standing ready with a brace of Jaffa, Apophis dialed the chaapa'ai from Chulak and opened the wormhole to the supposedly lost home of the Tauri. Stepping through, he found himself in the gate room at Cheyenne Mountain. He was surprised to encounter strangely garbed humans wielding technological weapons, but it fit well with the rumors surrounding Ra's death. After taking a female human prisoner, his Jaffa slew the rest of the Air Force guards and they retreated back through the chaapa'ai.

Another System Lord might have delved further into the Tauri's resurgence, but Amaunet was rapidly maturing, and Apophis had still not procured a suitable host for his Queen. If the Tauri were really responsible for the death of Ra, it could provide the distraction he needed to execute a grand plan for forbidden power. And he still did not consider the humans a real threat; if they caused him any harm, he would utterly destroy them. Soon after, he visited Abydos once more, and took another pair of prospective hosts back to Chulak: Skarra (who became host to his son Klorel) and Sha're (who was selected as the first host for Amaunet).

In the coming year he used the chaos of the Tauri resurgence to secretly father a human child between his host and that of Amaunet. Such a child, known in legend as a Harsesis, would possess all the knowledge of both Goa'uld, without the undesirable genetic predispositions inherent in their species. Because of this, it was forbidden to conceive such a being, whose knowledge of them could be devastating. Apophis suspected there was a far more sinister reason. Little-known ancient writings infer that the Harsesis holds power beyond anything known. Apophis reasoned that if he could possess such a being, he could wield the powers of the host to claim (or reclaim) his rightful place as supreme ruler of all Goa'uld.

However, his scheme never came to fruition. The Tauri proved more of a threat than he first realized, and conflicts with them quickly escalated. During a subsequent encounter, he was betrayed from within by his First Prime Teal'c, a blow which severely wounded his pride. He responded by attempting to destroy the Earth with a Jaffa army, but the SGC countered his plan, and destroyed the ships which held his forces. The resulting blow weakened him considerably, and he was unprepared for the attacks of his old enemy Sokar. His fortune was unpredictably varied after that as he died under the watch of SG-1, was revived and imprisoned by his foe, and then was able to seize control of a new fleet after SG-1 struck against Sokar. Subsequently SG-1 tangled with him again and again emerged victorious, leaving Apophis aboard a Replicator-infested ha'tak mothership as it burned up on planetary reentry, supposedly killing him for good. (For detailed information on Apophis' activities after Stargate Command was established, see the synopsis of the television series beginning on page 9 of the *Stargate SG-1 core rulebook*, as well as the *Season One Sourcebook*.)

Apophis was a major System Lord, and a primary villain of *Stargate SG-1* through its first several seasons. As such, he had a considerable army and fleet at his command. At the beginning of the show's first season, Apophis held a

First Prime of Apophis

Since the shol'va Teal'c betrayed him, Apophis has employed at least two other First Primes. The first was Shak'l, who served under Teal'c and later sought to destroy the traitor. Though he was more loyal than Teal'c, he was not as skilled, and Teal'c killed him on the planet Cartago *(in the episode Cor-ai; see the Season One Sourcebook for more details)*.

Kintac became the new First Prime to Apophis when he seized power as the Lord of Netu, while still imprisoned on that moon by Sokar (in the episode *The Devil You Know*). His first task on behalf of Apophis was to banish every prisoner of Netu to the surface unless they swore allegiance to Apophis. 300 immediately did so, but many others died agonizing deaths in the toxic atmosphere of the prison moon. When Jack O'Neill challenged his authority, Kintac had no compunctions about shooting him dead. Had Kintac's orders not specifically prohibited it, he would have likely killed O'Neill for his transgressions against the god. Fortunately, Kintac was still on Netu when the Tok'ra caused the moon's core to detonate. Apophis managed to escape on Sokar's ha'tak, but Kintac was killed in the explosion along with rest of the inhabitants.

After so many disappointments, Apophis eventually gave up on the role of First Prime, instead distributing responsibility among a greater number of less-empowered Jaffa leaders.

fleet of no less than twenty ha'tak pyramid ships, perhaps more. He was confident enough in his force numbers to detail two ha'tak to attack the technologically backward planet Earth, while still holding his considerable territory against the constant incursions of his fellow System Lords. Once he had added the fleets of both Sokar and Heru-ur to his own, his power was unprecedented in the recent history of the Goa'uld. He lost 12 ha'tak in the supernova explosion of Vorash alone. In addition, he possessed hundreds of smaller vessels and death gliders. His Jaffa numbered near one hundred thousand at the height of his power, though those troops were scattered across many worlds.

Apophis' host was a handsome scribe from ancient Egypt, lean and hardy. He himself had little need for scholarly pursuits, save how they could further his own power. Grasping and arrogant like all Goa'uld, he did show loyalty to those who served him well. He doted on his son Klorel, and Amaunet provided a strange and abiding affection which bloomed quickly upon their conception of the Harsesis. Teal'c, too, was well-rewarded, which made his betrayal all the more difficult to bear. To his enemies, Apophis was cruel and merciless – cunning, but preferring to destroy his enemies in open conflict rather than stabbing them in the dark. In approaching a new world for conquest, Apophis was the quintessential Goa'uld: dramatic and pretentious beyond the bounds of reason. He loudly announced his arrival, and the impending destruction that awaited all who did not immediately recognize him as their god, It is presumed that his final death was permanent, but he has proven surprisingly resilient in the past. He may yet return to trouble the SGC again.

Planets

Saqqara (P2Z-275)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.0 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg. None; Recup None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in., snow 1d6 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10 +10 MPH, 100: wind 1d10 + 20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Mild (spring 1-17, unchanged; summer 43-50 +2d6°F; 51-92: autumn, unchanged; 93-100: winter -2d6°F).

Anthrosphere: 400,000 natives; Bronze Age (3 picks, 1 RP); Theocracy; Neutral; Moderate (50 Serpent Guards, squad size 1d4 soldiers); Poor civil rights.

Origin: Egyptian.

Stargate Location (flat region): Grassy plains near some foothills, within sight of a massive pyramid.

Located deep in territory controlled by Ra, Saqqara fell into Apophis' hands when he seized the Sun God's holdings. The world is populated by humans of Egyptian descent, much like Abydos, but in far greater numbers (owing to the more hospitable climate). The largest concentration of humans lies in the city near the Stargate, ruled over by Jaffa priests and contingents of Serpent Guards. The Jaffa and their families reside in a sprawling village around the base of a wide, gently sloped hillock.

Atop the rise in the terrain is an enormous pyramid-shaped building that the residents call the Serekh. The structure is almost 1000 feet high (about as tall as the Chrysler Building) and has a square base almost 1,500 feet on each side. Its dimensions are identical in ratio to those of the Great Pyramid at Giza. Thirty-eight stone pillars are arranged in a huge semi-circle about the entrance, each sixty feet tall and bearing a single symbol from the Stargate (omitting the point of origin symbol which varies from gate to gate). In addition to the main symbol, the pillars are also decoratively carved in staggering detail and painted in bold colors. The main doors are the focus of this semi circle, and appear built for giants: mounted in an massive arch composed of precious metals and exotic elements that seem to shimmer no matter the source of ambient light.

The Serekh is the workplace of the priests. They maintain the Serekh in perfect condition, for it contains the sum of all knowledge collected by the great god Apep. Indeed, the Serekh was once home to Apep, the greatest of all Goa'uld, and is now essentially a vast library containing tens of millions of Goa'uld tablet devices.

Presiding over this collection is the job of twelve resident Goa'uld librarians, whose genetic memory is the key to the Serekh's organization. There is no catalog system, nor index for the knowledge contained in the building. The location of every tablet is part of the librarians' genetic memory, maintained through the ritual of *ba'shut,* which they practice each day. This group ritual, performed in secret, involves the use of a device similar to the Goa'uld healing device, and results in the synchronization of the genetic memory of all Goa'uld involved. (Savvy characters who are aware of the Tok'ra and their plight might recognize this as a potential way to inject the unique Tok'ra genetic memory into new Goa'uld larvae, thus increasing the numbers of Tok'ra.) However, the librarians will not, under any circumstances, share their genetic knowledge of the Serekh's contents with a symbiote outside of their circle.

Language and Culture

The Serekh

When the group's cultural expert hears the word "serekh," he may recognize it with a DC 15 skill check for Language (Ancient Egyptian or Hieroglyphs) or Knowledge (Mythology or similar). The word describes a type of decorative construction used in the walls of homes, which was also used on royal coffins to indicate that the sarcophagus was the home of the King for all time. It later came to be associated with the latter, and might be translated as "Eternal Home of the King" or more succinctly, "Eternal Palace." It could also refer to the city in which the king dwelt.

Ba'shut

This word requires a DC 20 Languages check on the same skills noted above in order to interpret it. It is a compound word which likely means "scribing," or "passing a message to the soul."

The librarians are not in service to Apophis, but they serve as custodians of the Serekh under his protection. They have served in the Serekh since the time of Apep, whose fate they will not deign to discuss. It is obvious after only a short conversation that the librarians are not normal Goa'uld. They lack the typical drive for self-aggrandizement and competition, and work far too harmoniously with one another. Obviously their genetic predispositions have been altered in some way (perhaps in the same way that Egeria, mother of the Tok'ra, secretly modified her offspring). The Serekh is all that matters to them and they will go to great lengths to protect it.

The building is defended by a powerful technology similar to the weapon-deactivating devices employed by the Tollan. No Goa'uld or human weapons will function within the building or inside the perimeter of the 38 columns which form the semi-circular courtyard outside the main entrance.

As grand a discovery as the Serekh is, though, it is merely camouflage for an even greater secret. You could spend tens of thousands of years sifting through the information available in the library – and far longer interpreting and deriving a use for it all – and would never suspect that this treasure of the ages is just a distraction to conceal the real prize hiding right under your feet. Beneath the hill that supports the Serekh lies an unbelievably powerful starship of Ancient construction – identical to the one which Anubis used to destroy Abydos *(see page 17 for more information).* Apep feared the use of such a planet-killer, even by the Goa'uld, so he removed the irreplaceable (and indestructible) crystals, and hid them away from the other System Lords. He then grounded the ship on Saqqara, buried it, and built the Serekh right on top of it. Even the librarians do not know of its ship, but they do know that the Eyes (wherever they are) must never ever be brought there.

The sacred meditation chamber used by the librarians for ba'shut includes disguised insertion points for the Eyes among the carvings on the walls. The librarians are completely unaware of this, but they do know that the meditation chamber is the most sacred place in the Serekh, which is why they use it for the ceremony. All of the Eyes must be present in order to activate a secret teleportation ring platform, which sends the occupants of the room (and the Eyes) to the primary control center of the Ancient starship below. Once there, the positions to insert the control crystals are obvious. Replacing the crystals will raise the ship, utterly obliterating the Serekh.

Apophis initially decided to use the world as his throne planet, but eventually changed his mind and thereafter did not grant Saqqara much in the way of attention or protection. Perhaps it was because he could not stand the idea of being in a place where his ribbon device and his loyal Jaffa's weapons will not function. Or perhaps it was because, as Apep, he already knew all the secrets. The gate address to Serekh was a guarded secret of Ra's, but an SG team could discover it in a place such as the repository of ancient knowledge on Seket-Hetep (seen in *The Torment of Tantalus* and discussed in the *Season One Sourcebook*). The address could also be discovered in other suitably ancient ruins, or uncovered by a Tok'ra or *Shol'va* inside Apophis' ranks. If anyone matches the extrapolated coordinates of the address against Tok'ra or Goa'uld Stargate charts, they will find that the world does not appear on the list of planets with Stargates. This indicates that it is either a planet that the Goa'uld have never visited, or that the world was purposefully left off the Stargate network map compiled by the Goa'uld.

K'kaa (P7A-885)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Semi-arid (CR 0; daily weather 1-88: none, 89: flood 1d10, 90-92: rain 1d3-1 in or snow 1d6-2 in., 93: thunderstorm or snowstorm, 94: dust storm, 95: hurricane or blizzard, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind1d10+20 MPH, 100: wind 1d20+30 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: major; no volcanoes within 10 miles of Stargate).

Seasons: Severe (spring 1-25, unchanged; summer 26-50 +4d12° F; 51-75 autumn, unchanged; 76-100: winter -4d12° F).

Anthrosphere: 8,000,000 natives; Iron Age (2 picks, 0 RP); Aristocracy; Neutral; Defensively Pacifistic (80 soldiers, squad size 1d2 soldiers); Progressive civil rights.

Origin: Unas.

Stargate Location (forested region): Large flat expanse near a sparse forest.

P7A-885 has a name in the Unas language, but it's too difficult for most humans to pronounce. The closest approximation is "K'kaa." During the First Goa'uld Dynasty, the Unas were the chosen hosts and slaves of the Goa'uld. The Tauri would not yet be discovered for thousands of years. As with the Tauri after them, many Unas were taken from their original home world and scattered throughout space using the Stargate. Their resilient physiology made them durable hosts, and excellent workers on the many mining worlds that the Goa'uld used to procure naquadah. However, in the course of time, and in the chaos of war, entire worlds may be forgotten. P7A-885 is such a world.

The original Unas slaves were brought to K'kaa by a minor Goa'uld lord, who was subsequently destroyed in battle by a rival. Some of his holdings were seized by his enemies, but K'kaa somehow was missed. It remained unmolested for many thousands of years, during which the Unas society there began to mature. Because of their proximity to the richest and shallowest deposits of naquadah on the planet, they were exposed to low levels of radiation over the course of their history. Unas are far more resistant to radiation than humans (though not as much as Goa'uld or Jaffa), so they were not adversely affected by their exposure. However, at some point, a random genetic mutation occurred which enhanced their reasoning abilities and lowered their level of aggression.

Over the course of millennia the Unas of K'kaa developed a peaceful technological society with a global government and an advanced philosophy. The naquadah on their world enabled them to create wondrous technologies. They understood the destructive capability of the mineral, but had no need to develop such weapons. They had taken ten-

tative steps into space when they discovered the Stargate and deduced how to operate it. Curious and peaceful, they began exploring other worlds, lending assistance to a few more primitive races they encountered.

It was not long before they encountered stories of the Goa'uld. From anthropological records on K'kaa, the Unas understood that they had not evolved there. Combined with ancient carvings which resembled Goa'uld symbols, they deduced their origins as Goa'uld slaves. This hardened their resolve to fight the Goa'uld, but their technology was not equal to the task. The battle ended when Apophis came to K'kaa with his fleet. He attacked without mercy, flattening their greatest cities and killing billions. They called him the Dark God, the Bringer of Death. When his First Prime marched up to the ruins of their capital to collect praise to their new god, the Unas detonated a naquadah generator that destroyed much of the city, including thousands of Jaffa. Their Stargate facility was at the periphery of the devastation, but was buried under a large volume of debris, stranding the Unas who had already left K'kaa for other worlds.

The remainder of the K'kaan were enslaved and forced to mine naquadah for their new god. Denied access to reading, writing, or machines, over the course of centuries their culture fell into a primitive state. When the naquadah became too scarce to make mining worthwhile any longer, Apophis abandoned the planet and left the natives to their own devices. Two centuries have passed since then, and the K'kaan are beginning to develop their society once more. They are tribal but not aggressive, using their considerable intellect to solve problems. They have a stable system of agriculture and live in permanent settlements of approximately bronze age technology. K'kaan communities are essentially city states, each with a separate government that carries on trade and commerce with neighboring communities.

The Stargate stands on the outskirts of what was once the planet's capital city. A series of carved stones surrounds it, with a large U-shaped altar-like obelisk before it. The Dial Home Device is situated in the nook formed by the curved altar. Runes carved on the obelisk might be interpreted by someone with rudimentary knowledge of Unas (or Goa'uld) linguistics, as the language is an odd mixture of native Unas syntax and pidgin Goa'uld. No linguist, not even at the SGC, has ever seen anything like it. It represents the Unas adapting the language permitted to them by their masters to fit their inborn linguistic tendencies, with the only available alphabet mapped across the mish-mash. There's a logic to the way it's constructed, but it requires a Languages check at DC 20 to make the connection that enables translation to begin. A character may Take 10 on this roll with an investment of one day carefully examining the carvings, or may Take 20 over the course of two days.

The carvings tell of the planet's ancestors, laid low by a cataclysm wrought by the "Dark God" (the symbol for this is Apophis' mark, which is unmistakable if the characters have seen it before). Great heroes among the K'kaan ancestors were changed into stars and set in the heavens to escape the Dark God, so that one day they might return to bring light to the planet. The text indicates that the remaining natives pray for their return.

The local K'kaan will not be overly friendly at first, because the characters are of the same race as the Dark God and his minions (base Disposition is Unfriendly); but they are naturally curious and not inclined to violence. They will be willing to talk, and once it is clear that the new arrivals are enemies of the Dark God, their disposition toward the characters will improve immediately by two full levels. If needed, they will translate the writings on the altar, and can explain that the Dark God came from the sky, not the Stargate. K'kaan built the altar after the departure of Apophis.

Nothing of the old capital city remains on the surface, but the K'kaan know of extensive underground ruins. Cursory investigation will reveal mostly-collapsed infrastructure of pipes, building sublevels, transport systems, and other underground areas of a major metropolis. The K'kaan do not like to venture into these areas, but a few bold ones do, bringing back trinkets, metal cables, panes of durable transparent material (formerly windows), and other objects that should cause any SG team to look twice when seen in the hands of a bronze age villager. Diligent investigation of the underground areas could lead to lost storage vaults that contain enough information to piece together the history of Unas civilization on this planet.

The Unas stored a number of artifacts within the Stargate altar, though the current K'kaan do not understand their significance. One of the items is a portable computing device whose storage media might still be good. A character can power the device if he has an available power source and makes a Repair check using Electronics (DC 20), and a subsequent Operate Device check (DC 15). The device's memory contains information regarding the small number of Stargate addresses the Unas deciphered and used. It is organized in such a way that it can be discerned which address was the last to be dialed. Could there be a technologically-advanced Unas civilization out there someplace? No further information can be interpreted from the device's display beyond the graphical Stargate coordinates, since the alphabet used by the previous Unas civilization is unfamiliar. Further study of the ruins might gain more reference documents, and allow an SGC team to attempt a proper translation.

Underlings

Marteen/Nyklos (Supporting NPC)

When the Goa'uld Queen Egeria began spawning the Tok'ra, none knew of the treachery. Her offspring moved into Goa'uld society quietly as new members of the race, and merged with the mass of new symbiotes vying for power and influence. During this early period, Egeria made different alterations to her offspring over the course of many years, refining her modifications with each spawning. Marteen is a descendent of these early Tok'ra, stemming from a time when the genetic memory was still closest to the original Goa'uld. He is no Goa'uld, and would bristle angrily with the implication, but that anger also sets him apart from the larger majority of Tok'ra, whose more placid natures he must abide. Marteen is committed to the destruction of the Goa'uld, as are all Tok'ra, but he retains much of the scheming, treacherous nature that characterizes those he despis-

es. This enables him to fit into Goa'uld society without attracting notice, but it also separates him from the majority of Tok'ra, who he believes do not condone his nature. He first came into Apophis' service through an act of treachery, murdering another Goa'uld in secret and assuming its identity as an Underlord to Apophis. This action, and others like it, represent the lengths that Marteen is willing to go to in order to fight the Goa'uld, and the gulf of morality that separates him from his fellow Tok'ra.

His current host came to him in an unexpected encounter during a slave revolt on a mining world. Apophis had decimated the planet a year before, and enslaved the tiny population of survivors. Marteen accompanied him as he journeyed there to appraise the progress of the new naquadah mine. When they arrived, they were attacked by a band of humans who were still trying to fight their Goa'uld oppressors. Marteen's host was fatally wounded by a spear while Apophis' Jaffa slaughtered all of the rebels but one, who was captured. The last man, Nyklos, spat at the Goa'uld god, and cursed his name even as Apophis forced him to the ground with his ribbon device. Marteen was impressed by the young man's resilience, and in order to save him, asked a favor of his master. Apophis was suitably amused with the idea that this human who dared defy the Goa'uld should serve them against his will. He allowed Marteen to take him as a host.

Nyklos fought against the symbiote with all his will, but soon realized that Marteen hated the Goa'uld as much as he did. He was now empowered to work toward the destruction of not only the Goa'uld who attacked his world, but all of the murderous creatures everywhere they spawned. Over the years, their combination of brains and brawn has proven an effective tool in their missions on behalf of the Tok'ra.

Marteen is adept at using listening devices and personal interaction to accumulate intelligence data, but his greatest talent lies in the creation of false orders, papers, and other documentation. By manipulating identities, secretly changing orders to far-flung Underlords, and other subterfuge, Marteen subtly reduces the effectiveness of Apophis' forces. When more drastic action is called for, he's skilled with explosives, and has a knack for slipping weapons and other necessary items past even diligent Jaffa. The other Tok'ra dislike his methods – some mutter darkly that he too closely resemble the enemy – but none can argue with his results.

Marteen/Nyklos

Specialty: Tok'ra Undercover Operative
Rank: Underlord to Apophis
Class: Scientist
Level: 8

Strength:	16	**Dexterity:**	12
Constitution:	14	**Intelligence:**	16
Wisdom:	12	**Charisma:**	14
Vitality:	57	**Wounds:**	14

Defense: 17 (+6 class, +1 Dex)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +4 **Ref:** +3 **Will:** +7

Special Qualities: +6 species bonus to Bureaucracy and Gather Information checks when dealing with Goa'uld and their subordinates, immunity to disease, improvise +4, inherited memory, learned, long life, PhD. (Forgery), *professor*, radiation resistance, research (Gather Information/Sleight of Hand), shared body, species feats, symbiotic blending.

Skills: Appraise +7, Bluff +11, Bureaucracy +7, Computers +9, Concentration +10, Cryptography +9, Demolitions +10, Diplomacy +9, Forgery +24, Gather Information +13, Innuendo +7, Knowledge (Apophis) +14, Search +13, Sense Motive +8, Sleight of Hand +11, Surveillance +12.

Feats: Advanced Skill Mastery (Master Fence), Armor Group Proficiency (Light), Concealed Weapon, Master Fence, Naquadah Sense, Scholarly, Surge of Speed, Traceless, Weapon Group Proficiency (Melee, Handgun).

Attacks

Unarmed	+7	1d3+3 (subdual)
Kinetic blast	+5	2d6 and 2d6 subdual
Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)
Dagger	+7	1d4+3 (normal, error 1, threat 19-20, range 5 ft.)
Ring Weapon	+5	2d6

Gear: Zat'nik'tel, forgery tools, cargo cases with secret compartments, dagger, ring weapon.

Ba'al

Rider of the Clouds

Specialty: Goa'uld Warmaster
Rank: System Lord
Class: Pointman/Scientist
Level: 12/5

Strength:	12	**Dexterity:**	12
Constitution:	12	**Intelligence:**	18
Wisdom:	13	**Charisma:**	16
Vitality:	109	**Wounds:**	14

Defense: 20 (+9 class, +1 Dex)
Initiative Bonus: +12 (+7 class, +1 Dex, +4 feat)
Speed: 30

Fort: +8 **Ref:** +8 **Will:** +13

Special Qualities: Assistance (¼ time), cross-class ability (bonus combat feat, sneak attack +1d6, Toughness), dominated body, immunity to disease, improvise +3, inherited memory, lead 5/session, long life, parasite, PhD (Knowledge (Terraforming)), *professor*, radiation resistance, research (inspiration), serendipity 1/session, tactics 3/session (+2 bonus), versatility (Computers, Concentration, Cryptography, Cultures, Electronics, Intimidate, Listen, Mechanics, Sense Motive, Spot).

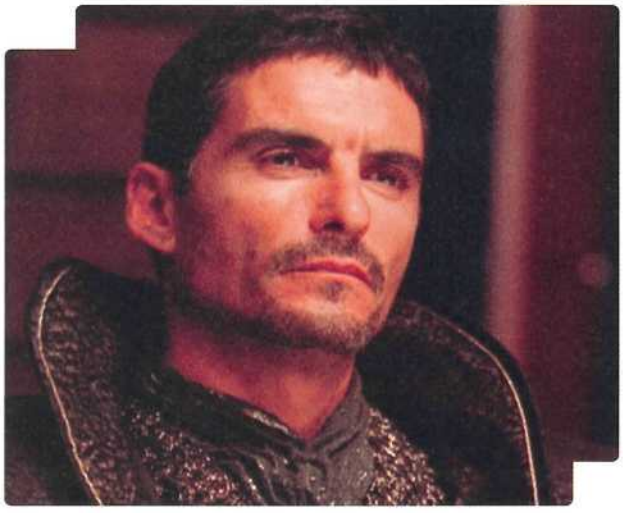
Skills: Balance +11, Bluff +18, Computers +19, Concentration +17, Cryptography +19, Cultures +18, Diplomacy +20, Electronics +18, Intimidate +20, Knowledge (Tactics) +18, Knowledge (Terraforming) +27, Languages +7, Listen +18, Mechanics +17, Sense Motive +16, Spot +17, Xeno-Languages +17.

Feats: Advanced Skill Mastery (Persuasive, Scholarly), Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light, Medium), Bloodthirsty, Improved Initiative, Naquadah Sense, Persuasive, Scholarly, Surge of Speed, The Look, Stone Cold, Toughness, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+12	1d3+5 (subdual)
Kinetic blast	+13	2d6+4 and 2d6+4 subdual

Gear: Kara kesh.



History and Background

Currently one of the most powerful System Lords, each step in Ba'al's ascension to power was measured carefully and taken cautiously. During the Second Goa'uld Dynasty, Ba'al served as one of Ra's prominent underlords on Earth. Among the Canaanites, Ba'al was believed to be the son of El (who, in reality, was the System Lord Ra). In this guise, Ba'al oversaw the development of an agricultural infrastructure among many of the peoples of the Tauri, including the Canaanites themselves, and later, the Phoenicians. Through these cultures, his influence soon spread across the Mediterranean basin, and eventually much of the classical world. However, he was rarely a kind overseer. Indeed, when the peoples he ruled failed to meet his strict food production quotas, he often required mass human sacrifices in order to punish those villages that failed to measure up. Though these draconian measures led to prosperity on the whole, many suffered to that end. Ba'al was among the first of the Goa'uld to encounter rebellion among his subjects, though only on a small scale. A few small villages abandoned his worship, and for their pride, Ba'al struck them down. Tales of his harsh rule eventually led to his association with certain Judeo-Christian figures. Among the exiles, Ba'al was called Ba'alzebub, and believed to serve Sokar (or Satan), rather than Ra. In truth, however, his loyalty remained with Ra.

With the fall of the Second Goa'uld Dynasty, Ba'al was one of the first to flee to the stars. This decision came not from cowardice, but pragmatism; he saw the writing on the wall, and foresaw the success of the Tauri rebellion long before Ra himself abandoned the planet. For his presumption – and perhaps because he was correct – he gained the enmity of Ra, and was cast out of the Sun God's inner circle. Despite this, he managed to maintain control of a contingent of Ra's Jaffa, and so carved out a small niche for himself within the hierarchy of the System Lords. These Jaffa continued to serve Ba'al largely out of fear; while Ra's fury would certainly be terrible should he bring Ba'al to heel, Ba'al himself presented a much more immediate – and therefore fearsome – threat to the Jaffa. Ba'al did not hesitate to make an example out of those who would betray him to their former lord. Nonetheless, he knew his position was precarious, at best. His tiny rebellion garnered a great deal of Ra's attention in the years following the loss of the Tauri, and he suffered defeat after defeat at the hands of his former master.

Finally, in desperation, he turned to Sokar for aid, unwittingly fulfilling the Tauri's belief that he was a soldier of Satan. Well aware of Sokar's enmity toward Ra, Ba'al offered the System Lord a contingent of his own Jaffa. While Sokar's Jaffa were more than sufficient to contend with Ra on the field of battle, many of Ba'al's Jaffa – once servants of Ra themselves – possessed information that could be turned against the Sun God, and thus proved extremely valuable to Sokar. In exchange, Sokar took Ba'al under his wing for a time, and aided Ba'al in his struggle for survival against Ra.

For centuries, Ba'al took good advantage of this arrangement, using a combination of his own forces, as well as those on loan from Sokar, to carve out a significant fiefdom among the stars. Since many of these gains were made with the assistance of his own Jaffa, Sokar considered Ba'al's territory his own, though he rarely pressed the issue. His ongoing war with Ra occupied much of his attention, and so long as Ba'al paid appropriate tribute and respect to Sokar, the more powerful System Lord was content to leave Ba'al to his own devices. This arrangement further benefited Sokar, as Ba'al's territory provided a buffer against Ra's forces, protecting Sokar's flank and allowing Sokar to concentrate his forces along a narrower frontier.

Though this arrangement continued for centuries, nothing lasts forever. Eventually, Ba'al's true ambition and ruthlessness came to light. Over the course of centuries, he gradually subverted the Jaffa Sokar had loaned him, eventually commanding their loyalty – as well as the ships they crewed. Finally content that he could contend with the forces of Ra without Sokar's aid, Ba'al broke off relations with Sokar, and declared himself sovereign over his sector of space. Incensed, Sokar immediately attempted to recall his forces, to no avail. Further, when he dispatched two fleets to reclaim the territory he felt Ba'al had stolen from him, Ba'al launched a daring gambit. As Sokar's attacking fleets arrived in two systems controlled by the upstart

System Lord, they encountered only two ha'tak motherships, one in close orbit around each system's sun. Just as Sokar's fleets closed in, the ha'taks caused the stars to go nova, destroying themselves along with Sokar's invasion force.

Sokar quickly decided that such a price was too high to pay to grind the upstart beneath his boot. Ba'al agreed to a peace treaty, eager for the opportunity to focus on his prime opponent, Ra. For centuries thereafter, Ba'al and Sokar both observed the fragile truce, just as both continued to struggle against the forces of Ra. During this time, Ba'al managed to parlay his power into the position of System Lord.

His war with Ra dragged on until the rate of attrition became unbearable for both. Though they remained enemies, a mutually agreed upon cease fire confined their conflict to covert raids and political gambits against one another. Over a thousand years later, an apparently freak accident near Abydos destroyed Ra. With the dead System Lord's forces in disarray, Ba'al seized much of Ra's territory before Apophis was able to step in and take control of Ra's holdings, vastly expanding his empire. He parlayed these gains into a preeminent position amongst the System Lords, which he has retained to the present day.

Ba'al appears quiet and charming, unusual for a Goa'uld. It is only after time that the depths of his duplicity and ambition become clear. As is usually the case, his host body appears of Mediterranean or middle eastern descent, doubtless chosen from one of the many worlds in his dominion. Though he is both powerful and ambitious, his military and political maneuvers are carefully measured for maximum gain at minimum risk. He has the patience to wait for the most opportune moment to strike, and the forces to ensure that he need not strike a second time. Even with the recent rise of Anubis, and his threat to the System Lords, Ba'al sees no reason to alter his tactics. Unfortunately, he may have to. Though leery of Anubis' return, Ba'al initially voted to allow the banished Goa'uld back into the ranks of the System Lords, largely in an effort to learn more about his potential foe. This drew the ire of Lord Yu, and the enmity between the two, once manifested in only minor tension, erupted into open hostility. His mistake soon became apparent, however, as Anubis turned against his fellow System Lords in bid for ultimate power. Now, Ba'al's forces fight alongside Yu's – and occasionally even the Tauri – in an attempt to unseat the renegade System Lord.

Planets

Atraxia (P3X-559)

Thermosphere: Warm (CR 0; Close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0;.85 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Humid (CR 0; daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-91: rain 1d6 in. or snow 1d10 in., 92-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 500 miles of Stargate).

Seasons: Normal (spring 1-25, unchanged; summer 26-50, +2d20° F; autumn 51-75, unchanged; winter 76-100, -2d20° F).

Anthrosphere: 1,000,000 natives; Early Medieval (4 picks, 2 RP); Theocracy; Suspicious (-1 with disposition checks); Cautious (10 soldiers, squad size 1d2 soldiers); Poor civil rights.

Origin: Christian.

Stargate Location (equatorial region): Clearing in forest, called "The Devil's Door."

Until recently, Atraxia was held in Sokar's fearsome grip, its people convinced his soldiers were the spawn of hell. They visited naught but fear and pain upon the Atraxian people, and always arrived through the Stargate, leading the people to call it "The Devil's Door." The Atraxians believe the Stargate is an opening to hell itself, and therefore any who arrive through it (including an SG team) are soldiers of the devil. That said, with the downfall of Sokar the people of Atraxia have become complacent, believing the devil to be occupied in a war against the heavens. Therefore, while initial assumptions lean toward assessing outsiders as Sokar's soldiers, it takes little effort to convince them the PCs are on the side of the angels. As such, they may become objects of worship: deluged with requests to heal the ill and infirm, nurture crops with beneficial weather, and other such divine acts. Though Atraxia has historically been beneath the notice of Ba'al, it soon will be the frontier in the fight against Anubis; once L'Kresha falls *(see page 32)*, Atraxia is the next system en route to the seat of Ba'al's power. Therefore, as Anubis draws closer, Ba'al is beginning to send expeditionary forces to secure the world.

Atraxia is populated by dozens – perhaps hundreds – of small fiefdoms, ruled by a clergy modeled closely after the Catholic church. Its inhabitants are largely content, considering the state of Atraxian technology, which closely mirrors Earth's dark ages. In fact, PCs who casually display Tauri technology are likely to be the target of witch hunts, while those who wield more advanced gear, such as that of the Goa'uld, are labeled divine soldiers themselves, whether angel or devil. Each fiefdom is under the protection of the Crucian Order, a sect of knights not dissimilar to Earth's Templars. At least one such knight guards even the smallest settlement, while larger towns support monastic dormitories housing up to half a dozen knights. These warrior clerics are remarkable for their nobility, and are usually willing to sacrifice life and limb for the welfare of their charges, or in the name of God. Depending on when the PCs arrive on Atraxia, dozens of such knights may have already fallen in futile battle with Ba'al's Jaffa.

Though SG teams and the Crucian Order may fight side by side, the Order is extremely reticent, and unwilling to share their secrets with the Tauri. One secret, in particular, is incredibly sacred: the Order is led by members of Ba'al's Jaffa, who arrived on Atraxia millennia ago in order to infiltrate the primitive society and drive off Sokar's forces. Though the common people of Atraxia embrace the PCs (provided they behave in accordance with the Atraxian's Judeo-Christian angels), these Jaffa will attempt to eliminate the interlopers covertly, without turning the Atraxians against the Order.

L'Kresha (P3R-881)

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR 0;.98: atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes 1-100: none; no volcanoes within 50 miles of Stargate).

Seasons: Mild (spring 1-17, unchanged; summer 18-50, +2d10° F; autumn 51-83, unchanged; winter 84-100, -2d10° F).

Anthrosphere: 500,000 natives; Iron Age (3 picks, 1 RP); Republic; Neutral (+0 with disposition checks); Moderate (10 soldiers, squad size 1d4 soldiers); Moderate civil rights.

Origin: Greek.

Stargate Location (tropical region): Worship site in grassland, rarely visited by the Kreshan people.

To all appearances, L'Kresha is a pastoral world, untouched by the conflicts of the System Lords for generations. Its people still pay respects to Ba'al as a god of fertility, and his worship is an integral part of Kreshan society. That said, Ba'al himself has not visited this world since seizing control the planet from Mot *(see Truskat, below, for more on this process).* All good things, however, must come to an end.

Unbeknownst to the Kreshan people, their world is soon to fall under the shadow of Anubis. His forces advance towards the planet with each passing week, and Ba'al is all too aware that his own fleet is spread too thin to make any kind of stand against Anubis here. Further, as L'Kresha is not strategically significant, Ba'al is willing to sacrifice the system to strike a blow against Anubis. In fact, Ba'al intends to pursue a strategy similar to that with which he secured a truce with Sokar. When Anubis' forces arrive, Ba'al intends to make L'Kresha an untenable position. His forces have salted the ground with naquadah devices intended to saturate the planet's water table with radiation, thereby undermining the viability of L'Kresha's ecosystem. Though these devices are not bombs, they are more than capable of wiping out the Kreshan civilization. The soil will be rendered untenable, making agriculture (and thus survival) impossible.

Though Kreshan technology is not advanced enough to detect these devices, an SG team performing a routine survey might easily stumble across one or more of them. In fact, one such device is buried beneath the Stargate itself, and once activated, the radiation emitted will disrupt Stargate travel by preventing the formation of an outgoing wormhole. The devices are situated in the holiest places of the Kreshan people, sites considered sacred to Ba'al himself. As such, the Kreshans are loathe to allow an SG team to approach most such sites, as they do not understand the danger; in fact, their blind faith in Ba'al means that such a betrayal by their god is nigh inconceivable. It is likely the Kreshan people defend such holy places with their lives, rather than allow the Tauri to approach.

Much of L'Kresha's surface area is covered in water, and the planet's two land masses occupy only a scant fifth of the globe. Most of it is arable land, filled by thousands of square miles of crops. Small farming settlements dot the landscape between, only occasionally replaced by Kreshan cities, which resemble the Greek cities at the height of the classical era (including such technological, philosophical, and social advances as aqueducts, mathematics, and a form of republican government). Tauri academics could easily spend decades studying Kreshan society, and in the process learn a great deal about Earth's own classical cultures.

Truskat (P3Y-709)

Thermosphere: Cool (CR 0; distant orbit; 2d20° F).

Atmosphere: Thick (CR 1; 2.3 atmospheres; Auto -4 Int/Wis penalty; Exp. Inc: None; SV Fort (DC 15); Dmg 1d3 subdual; Recup1 round).

Hydrosphere: Semi-Arid (daily weather 1-88: none, 89: flood 1d10 MPH, 90-92: rain 1d3-1 in. or snow 1d6-2 in., 93: thunderstorm or snowstorm, 94: dust storm, 95: hurricane, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind 1d10+20 MPH, 100: wind 1d10+30 MPH).

Geosphere: Very unstable tectonic activity (daily earthquakes 1-90: none, 91-95: minor, 96-99: moderate, 100: major; 1 medium volcano within 5 miles of Stargate).

Seasons: Very severe (spring 1-25, unchanged; summer 26-50 +3d20° F; autumn 51-75, unchanged; winter 76-100, -3d20° F).

Anthrosphere: 250,000 natives; Copper Age (2 picks, 0 RP); Mobocracy; Hostile (-2 with disposition checks); Aggressive (25 soldiers, squad size 2d4 soldiers); Very Poor civil rights.

Origin: Indeterminate.

Stargate Location (equatorial region): Battle-scarred region in wastelands, occasionally visited by Truskati in hope of the arrival of Ba'al.

Truskat is a dead world which serves as a training ground for Ba'al's Jaffa legions. The world is ruled by Ba'al's underlord Mot, who was born from the same clutch of Goa'uld larvae as Ba'al himself. However, Ba'al's ambition proved superior, and while he eventually ascended to the position of System Lord himself, Mot came to serve his brother as underlord.

Truskat is only the latest of the worlds ruled by Mot. Indeed, as the frontier of Ba'al's territory continually shifts with the ebb and flow of battle, so too does Mot's dominion. Frequently, Mot's legion of Jaffa trainees is the leading edge of Ba'al's assault, as well as the occupation force for conquered worlds. These forces serve in the harshest environments, frequently occupying planets ravaged by battle between the technologically advanced Jaffa forces. On such worlds, very little can be cultivated, and any indigenous population – or transplanted Tauri – are hard pressed to survive. Frequently, this situation continues for generations until Ba'al considers a planet secure, at which point his own Jaffa, already forged in the fires of battle, take control. Thereafter, another Goa'uld underlord assumes control and Mot moves on to Ba'al's newest frontier. Once Mot has moved on, a new underlord terraforms the occupied world, restoring it to fertility, and bringing new life to its population.

Truskat has a long way to go before it becomes the promised land. Its people scrape by on subsistence farming and scavenging in the blasted terrain, though Mot's Jaffa have already spread word of Ba'al's coming. They promise that when their Lord arrives, he shall bring fertility and life to the shattered landscape, but only once the people have demonstrated their devotion to their new god. Isolated pockets of civilization have sprung up, devoted to the worship of Ba'al as a God of Fertility. These cults frequently engage in orgies of human sacrifice in an effort to appease their new deity. The legends spread by the Jaffa indicate that one day, Ba'al will come and slay Mot, freeing the people from his grip. Though this is not true in the slightest, the propaganda paves the way for the arrival of Ba'al's occupation force.

That said, it is not impossible for outsiders – such as an SG team – to sway the people from the worship of Ba'al. In order for the Tauri to gain the trust of the people, they must supplant Ba'al as the "savior" of the Truskati people. This challenge is twofold: first, the Tauri must kill or drive off Mot, fulfilling Ba'al's place in the prophecy of rebirth. Second, and more importantly, the Truskati must be shown how to work and nurture the land back to health. This process is likely to take years, though once an SG team clears the way by eliminating Mot and securing the planet against Ba'al's forces, Stargate Command will deploy civilian and military consultants to assist in rebuilding.

Potentially, the situation may be further complicated by the arrival of Truskat's new underlord, Astarte. Worshipped as a fertility goddess subservient to Ba'al himself by the Truskati, she is Ba'al's choice to govern the world after Mot's departure. It is entirely possible for an SG team to arrive immediately before, during, or after, the changing of the guard, thrusting the Tauri into an unpredictable situation (in which the Truskati believe the Gods themselves battle for dominion of the planet). Though the truth is unchanged – Mot is surrendering control of Truskat to Astarte – the two Underlords are only too eager to turn the Truskati against the infidels who interfere in their affairs. Such interlopers, in fact, would be an ideal sacrifice in Truskati fertility rituals...

UNDERLINGS

ASTARTE

Sometimes known as Istar or Athtar, Astarte portrays herself as a goddess of fertility and reproduction. As Ba'al's underlord, she often serves as the first Goa'uld of the "new order" when Ba'al begins terraforming a conquered world. She rarely reveals her Goa'uld nature, instead preferring to win over the populace with her host body's beauty, which is reflective of her assumed divine role. Only when a populace proves unreceptive to her influence does she resort to harsher methods – Ba'al prefers such means be reserved for himself, so as better to make a memorable impression on his new subjects. She is unquestioningly loyal to her lord, believing that the fastest route to power is on Ba'al's left hand.

LOW-LEVEL ASTARTE

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman
Level: 3

Strength:	11	**Dexterity:**	15
Constitution:	11	**Intelligence:**	12
Wisdom:	17	**Charisma:**	15
Vitality:	21	**Wounds:**	11

Defense: 13 (+1 class, +2 Dex)
Initiative Bonus: +3 (+1 class, +2 Dex)
Speed: 30

Fort: +2 **Ref:** +4 **Will:** +6

Special Qualities: +1 threat range to Bluff & Innuendo, assistance (½ time), dominated body, *generous*, immunity to disease, inherited memory, lead 1/session, long life, parasite radiation resistance, versatility (Computers, Electronics, Intimidate, Listen, Spot, Xeno-Cultures, Xeno-Languages).

Skills: Bluff +8, Bureaucracy +5, Computers +5, Diplomacy +9, Electronics +3, Innuendo +7, Intimidate +6+8, Knowledge (Terraforming) +6, Listen +5, Sense Motive +6, Spot +5, Xeno-Cultures +5, Xeno-Languages +7.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Naquadah Sense, Persuasive, The Look, Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+2	1d3 (subdual)
Kinetic blast	+4	2d6 and 2d6 subdual

Gear: Kara kesh.

MID-LEVEL ASTARTE

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman
Level: 9

Strength:	11	**Dexterity:**	15
Constitution:	12	**Intelligence:**	12
Wisdom:	17	**Charisma:**	16
Vitality:	63	**Wounds:**	12

Defense: 16 (+4 class, +2 Dex)
Initiative Bonus: +6 (+4 class, +2 Dex)
Speed: 30

Fort: +5 **Ref:** +6 **Will:** +9

Special Qualities: +2 threat range to Bluff & Innuendo, assistance (½ time), cross class ability (accelerated healing, PhD - Knowledge (Terraforming)), dominated body, *generous*, immunity to disease, inherited memory, lead 4/session, long life, parasite radiation resistance, tactics 2/session (+2 bonus), versatility (Computers, Electronics, Handle Animals, Intimidate, Languages, Listen, Spot, Xeno-Cultures, Xeno-Languages).

Skills: Bluff +10, Bureaucracy +7, Computers +6, Diplomacy +11, Electronics +5, Handle Animal +7, Innuendo +8, Intimidate +11, Knowledge (Terraforming) +20, Languages +4, Listen +7, Sense Motive +8, Spot +7, Xeno-Cultures +7, Xeno-Languages +7.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Naquadah Sense, Persuasive, Silver Tongue, The Look, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+6	1d3 (subdual)
Kinetic blast	+9	2d6 and 2d6 subdual

Gear: Kara kesh.

High-Level Astarte

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman
Level: 15

Strength:	11	**Dexterity:**	15
Constitution:	12	**Intelligence:**	12
Wisdom:	18	**Charisma:**	16
Vitality:	102	**Wounds:**	12

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +8 (+6 class, +2 Dex)
Speed: 30

Fort: +10 **Ref:** +9 **Will:** +13

Special Qualities: +4 threat range to Bluff & Innuendo, assistance (¼ time), cross class ability (accelerated healing, damage reduction 1, PhD - Knowledge (Terraforming)), soak 1/session), dominated body, *generous,* immunity to disease, inherited memory, lead 7/session, long life, parasite radiation resistance, serendipity 1/session, strategy 1/session, tactics 3/session (+2 bonus), versatility (Computers, Electronics, Handle Animals, Intimidate, Languages, Listen, Spot, Xeno-Cultures, Xeno-Languages).

Skills: Bluff +16, Bureaucracy +14, Computers +11, Diplomacy +18, Electronics +9, Handle Animal +10, Innuendo +15, Intimidate +13/+15, Knowledge (Terraforming) +20, Languages +4, Listen +12, Sense Motive +14, Spot +12, Xeno-Cultures +12, Xeno-Languages +7.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Great Fortitude, Naquadah Sense, Persuasive, Silver Tongue, The Look, Toughness, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+11	1d3 (subdual)
Kinetic blast	+14	2d6 and 2d6 subdual

Gear: Kara kesh.

Mot

Just as Astarte, Mot is unflinchingly loyal to Ba'al. He serves as military commander of the Jaffa legions stationed on the frontier, and is quite accustomed to the rigors of combat zones. In his guise as the god of death (Ba'al's opposite), he sets himself up as a fiend in the eyes of conquered peoples, so Ba'al and his other underlords become heroes to the people when they cast out the dark "god."

Low-Level Mot

Specialty: Goa'uld Warmaster
Rank: Underlord
Class: Guardian
Level: 4

Strength:	13	**Dexterity:**	10
Constitution:	16	**Intelligence:**	12
Wisdom:	12	**Charisma:**	13
Vitality:	43	**Wounds:**	18

Defense: 11 (+1 Jaffa armor)
Initiative Bonus: +2 (+2 class)
Speed: 30

Fort: +7 **Ref:** +1 **Will:** +5

Special Qualities: Dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance, soak (1/session), *unbreakable.*

Skills: Balance +4, Concentration +10, First Aid +3, Hide +3, Intimidate +9/+9, Move Silently +3, Pilot +5, Spot +8, Survival (Forest) +6.

Feats: Armor Group Proficiency (Light, Medium Heavy), Enforcer, Far Shot, Naquadah Sense, Surge of Speed, Symbiote (Healing Trance), Toughness, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+5	1d3+1 (subdual)
Kinetic blast	+4	2d6 and 2d6 subdual
Staff weapon	+2	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, kara kesh, staff weapon, 2 power cells.

Mid-Level Mot

Specialty: Goa'uld Warmaster
Rank: Underlord
Class: Guardian/Prime
Level: 5/5

Strength:	14	**Dexterity:**	10
Constitution:	16	**Intelligence:**	12
Wisdom:	12	**Charisma:**	13
Vitality:	95	**Wounds:**	18

Defense: 11 (+1 Jaffa armor)
Initiative Bonus: +5 (+5 class)
Speed: 30

Fort: +11 **Ref:** +4 **Will:** +8

Special Qualities: Accelerated healing, death squad +1 attack/save & +2 damage, dominated body, immunity to disease, inherited memory, long life, parasite, *prepared,* radiation resistance, ring of defense 1/session, Second Prime, soak 3/session, true warrior, uncanny dodge (Dex bonus), *unbreakable.*

Skills: Balance +10, Concentration +16, Demolitions +7, First Aid +4, Hide +4, Intimidate +16/+15, Pilot +11, Spot +14, Survival (Forest) +12.

Feats: Armor Group Proficiency (Light, Medium Heavy), Enforcer, Extreme Range, Far Shot, Naquadah Sense, Surge of Speed, Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+10	1d3+5 (subdual)
Kinetic blast	+8	2d6 and 2d6 subdual
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, kara kesh, staff weapon, 2 power cells.

HIGH-LEVEL MOT

Specialty: Goa'uld Warmaster
Rank: Underlord
Class: Guardian/Prime
Level: 6/10

Strength:	14	**Dexterity:**	10
Constitution:	18	**Intelligence:**	12
Wisdom:	12	**Charisma:**	13
Vitality:	163	**Wounds:**	22

Defense: 11 (+1 Jaffa armor)
Initiative Bonus: +10 (+10 class)
Speed: 30

Fort: +16 **Ref:** +7 **Will:** +11

Special Qualities: Accelerated healing, battlefield tactics, death squad +2 attack/save/damage, dominated body, First Prime, immunity to disease, inherited memory, long life, parasite, *prepared*, radiation resistance, ring of defense 2/session, Second Prime, soak 3/session, true warrior (2 grades), uncanny dodge (can't be flanked, Dex bonus), *unbreakable.*

Skills: Balance +16, Concentration +23, Demolitions +11, First Aid +5, Hide +5, Intimidate +33/+32, Listen +5, Pilot +16, Spot +20, Survival (Forest) +17.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium Heavy), Enforcer, Extreme Range, Far Shot, Increased Precision, Naquadah Sense, Stone Cold, Surge of Speed, Toughness (×2), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+17	1d3+1 (subdual)
Kinetic blast	+13	2d6 and 2d6 subdual
Staff weapon	+11	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, kara kesh, staff weapon, 2 power cells



BASTET

THE PROTECTRESS

Specialty: Goa'uld Noble
Class: Pointman/Predator
Level: 11/5

Strength:	10	**Dexterity:**	18
Constitution:	13	**Intelligence:**	16
Wisdom:	18	**Charisma:**	18
Vitality:	121	**Wounds:**	13

Defense: 22 (+8 class, +4 Dex)
Initiative Bonus: +11 (+7 class, +4 Dex)
Speed: 30

Fort: +9 **Ref:** +13 **Will:** +12

Special Qualities: +4 threat range to Bluff & Innuendo, alpha hunter, assistance (¼ time), cross class abilities (accelerated healing, armor use +1), dominated body, *generous,* immunity to disease, inherited memory, instinctual (Dex bonus to defense, can't be flanked), law of the pack, lead 5/session, long life, parasite, predator's gambit, radiation resistance, serendipity 1/session, survival of the fittest, tactics 2/session (+2 bonus), vast grace +2, versatility (Balance, Concentration, Cultures, Gather Information, Intimidate, Listen, Spot, Survival, Xeno-Cultures).

Skills: Balance +10, Bluff +18, Bureaucracy +19, Concentration +9, Cultures +12, Diplomacy +22, Gather Information +11, Innuendo +16, Intimidate +19/+23, Knowledge (System Lords) +15, Listen +14, Move Silently +10, Sense Motive +16, Spot +18, Survival (Jungle) +21, Tumble +9, Xeno-Cultures +10.

Feats: Armor Proficiency (Light, Medium), Bloodthirsty, Kara Kesh Basics, Kara Kesh Mastery, Naquadah Sense, Persuasive, Stone Cold, Traceless, Track, Weapon Group Proficiency (Handgun, Hurled, Melee, Primitive, Rifle).

Attacks

Kinetic blast	+15	2d6 and 2d6 subdual

Gear: Kara kesh, regal clothing.

History and Background

One of the more obscure members of the Goa'uld hierarchy, Bastet is a unique member of the System Lords who was often seen as a friend of humans. Ancient Egyptian mythology describes her as a benevolent goddess who was the protector of women and children; this conception likely arises from the fact that all of Bastet's servants, even her Jaffa warriors, were women and that like Ra she kept a contingent of children at her side at all times. At one time, Bastet was one of the most powerful System Lords in the galaxy until she met defeat during the Second Goa'uld Dynasty. Since that time, she has cultivated her resources and once again become an influential System Lord capable of standing toe-to-toe with most other Goa'uld.

Bastet did not rise to power as early as many of her Goa'uld compatriots, meaning that her place as a System Lord is not as firmly established as older System Lords such as Ra or Sokar. Bastet began her career as a minor Goa'uld in the service of Ra, charged with caring for the Sun God's queens. In the earliest days of the System Lords, long before the discovery of the Tauri, a war raged between Anubis and the future supreme ruler Ra. As the story has been told for centuries, Anubis launched a surprise attack against the forces of Ra, bringing to bear the entire might of his fleet while leading the assault personally. Ra, whose forces were outnumbered and outmatched, was prepared to call a retreat when a second fleet arrived in the system. Bastet herself had mustered the fleet and assaulted Anubis' flank with such ferocity that he was forced to turn his fleet back and leave the battlefield. Though all three fleets suffered heavy losses, it was universally agreed that Bastet's defense of Ra's forces narrowly averted the wholesale destruction of the Sun God.

Following the battle, Ra bestowed upon Bastet considerable wealth and resources, including the very fleet that she had used to reinforce Ra in the battle with Anubis. Eventually, Bastet broke away from Ra and used her resources to declare herself a System Lord. In ancient times, Bastet did not take an Unas as host but instead chose to inhabit the body of a member of a feline race known as the Sekhmet. These Sekhmet made up the bulk of her forces and were well-respected warriors known to all the Goa'uld. In fact, the ancient Egyptian reverence for cats as the animals most closely related to the gods likely stems from Sekhmet warriors. By the time Ra discovered Earth and the Goa'uld began taking humans as hosts, Bastet was firmly in control of many planets and eagerly built up a force of female Jaffa to expand the ranks of her army.

Bastet suffered a setback, however, during the Second Goa'uld Dynasty. The upstart Sokar, intent on ruling all the System Lords, seized much of her territory by force and many worlds were lost in the ensuing conflict. She survived by striking a bargain with another System Lord, Kali, who helped bolster her holdings in exchange for a pledge of aid. The alliance helped Bastet regain her strength and outlast Sokar's incursions. By the start of the Third Dynasty, she was once more a power among the Goa'uld *(for more on Kali, see page 62).*

"Sobek let his GUARD down. Rumor has it that his HEAD still decorates Bastet's Palace..."

– Dr. Daniel Jackson

In recent years, Bastet has engaged in a bloody war of attrition against the newly-returned System Lord Anubis. After suffering heavy losses that threatened her ability to stand against the forces of other Goa'uld, Bastet voted to allow Anubis back into the ranks of the System Lords. Though she remains an influential System Lord, it is her cunning and creativity that keep her in her position rather than the brute strength of her forces. Bastet is a fierce warrior among the Goa'uld and her fervor in battle has earned her a reputation for being a dangerous foe and a talented hunter.

Bastet is a beautiful woman with a distinctly Middle-Eastern appearance. Her host body was most likely taken from Earth in the time where the Goa'uld walked freely in the lands of Egypt. She is both practical and relentless, always striving to achieve her goals but willing to concede defeat in order to prevent further damage to her holdings.

In many ways Bastet is a benevolent leader who rules with gentility and mercy. She favors children and women, and as such is prone to hear the cases of petitioners for them on worlds she rules. Unfortunately, despite her benevolence she also has a darker side. When Bastet's ire is raised, she becomes a fierce and bloodthirsty leader who will hurl her full might against an enemy and settle for nothing but their total annihilation. This darker side is known as Sekhmet, from whom the catlike species once used as her hosts took their name. When her Sekhmet aspect is dominant, Bastet's servants and worshippers know to tread lightly or find themselves the target of their goddess' wrath.

Day to day life under Bastet is relatively peaceful compared to that under other System Lords. Though she demands utter devotion and servitude, Bastet also rewards her faithful with celebrations and holy days in her honor. Bastet makes sure that her people are well-fed and clothed, particularly the women and children, and shows a great

deal of generosity when helping out her less fortunate worshippers. In exchange, she asks only for absolute obedience. As long as those under her control maintain a level of servitude and devotion Bastet is perfectly willing to let her people live in peace. She allows for no dissent and no rebellion, however, and will wipe out entire communities if she suspects them of fostering rebels.

Unlike some of the other System Lords, Bastet is not afraid to make alliances and honor treaties in order to benefit herself and her people. She has historically been a close ally of Kali and has gone to great lengths to strengthen that alliance. An attack on Kali is an attack on Bastet, and the two of them make a deadly combination. While alive, Ra was also one of Bastet's closest allies. Despite the fact that she eventually broke away from him, Bastet never openly challenged Ra or any of his forces and joined in the alliance with Ra and Apophis that drove Sokar out of power. Additionally, Bastet has joined the alliance of System Lords led by Ba'al in an attempt to thwart the power of Anubis, earning her several new uneasy allies. Though she currently inhabits a human host, she still has a small and loyal contingent of Sekhmet in communities scattered across the galaxy, and her female Jaffa are as well-trained and loyal as any other group's.

Bastet does not make many overt enemies, but those she targets should beware her wrath. There is no better example of this than Sobek, who crossed her and paid for it dearly. His head adorns Bastet's palace wall in Bubastis, a testament to her ferocity and willingness to embrace brutal measures whenever necessary. Though for a while her conflicts with Anubis made the two of them enemies, his acceptance into the ranks of the System Lords ended most of their battles. Still, skirmishes between their forces break out from time to time as the remaining System Lords struggle against Anubis' considerable might.

Bastet spent only a short amount of time on Earth, mostly as the underlord of Ra, but she left a considerable impression on the developing culture. Bastet and her Sekhmet warriors were primarily responsible for the reverence shown to cats in ancient Egypt. Additionally, Bastet acted as the benevolent servant of the sometimes-demanding Ra, earning her a label as a friend of humanity. She acted primarily as an agent of Ra, moving from community to community trying to keep the local populations loyal to their god. Any slight against Ra was met with swift retribution at her hands, but loyal service was rewarded.

Bast Guards

Though not the only System Lord to make use of women as Jaffa warriors, Bastet is certainly the only one to limit her warriors to women exclusively. Bastet has no male Jaffa in her service as warriors, though sons of her women warriors are allowed to live as servants, couriers, and messengers. Each Bast Guard is trained in several forms of melee combat, ranging from unarmed martial arts to using the staff weapon in melee. Additionally, most Bast guards use the hand claws favored by the Jackal Guards and have studied their use as a combat form, giving them an extra edge in hand-to-hand combat. The Bast Guards also wear specialized helmets that resemble the head of a Sekhmet, an intimidating sight given the ferocity with which they fight.

The Bast Guards are encouraged to embrace the compassion Bastet shows for women and children. Though the Bast Guards are equally as capable warriors as the male Jaffa belonging to other System Lords, they are also agents of a benevolence as well as wrath. In combat the Bast guard will often appear to be a flurry of hand claws, kicks, and staff weapon strikes accompanied by an almost otherworldly howl. The screams of a Bast Guard send chills down the spines of most hardened soldiers and many Jaffa have come to dread hearing their battle cry at the outset of an engagement.

Sekhmet

In the time before the discovery of humanity by Ra, the Goa'uld typically took Unas as hosts. Bastet differed in that she preferred a less brutish and more graceful species as her chosen form. The Sekhmet are a species of humanoid felines that she used as hosts (though it is suspected that Isis was also fond of the species as well). Once humanity was discovered, the Unas and the Sekhmet were left behind and ignored by most of the System Lords. Though a few Sekhmet still serve Bastet, for the most part they have been completely forgotten in the millennia since the discovery of Earth. Many of the younger System Lords do not even know of their existence.

The Sekhmet, who take their name from the violent and dark aspect of Bastet's nature, stand roughly six and a half feet tall and are covered with short soft fur. Their faces are feline and almost resemble the common housecat, with a pointed snout and triangular swiveling ears. Thin whiskers protrude from their muzzles and stick out to either side. Their mouths are filled with the pointed teeth of a carnivore and they possess claws that resemble thin, razor-sharp hooks on each hand. Much of the design of the Bast Guards helmets and weaponry stems from the sight of the Sekhmet.

The Sekmet were a primitive species at the time of their discovery by Bastet, much in the same way that the Unas and Tauri were in the early stages of development when the Goa'uld arrived. After they were abandoned, little is known of their development and history except that some primitive tribes of Sekhmet still exist on fringe worlds under Goa'uld control. Additionally, there are a few reports of a highly advanced species of feline aliens tucked away in some far corner of the galaxy, though whether these beings are Sekhmet or some offshoot species has yet to be seen.

Planets

Bubastis (P3X-619)

Thermosphere: Warm (CR 0; normal orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Moist Sub-Humid (daily weather 1-85: none, 86-87: wind 1d10 MPH, 88-93: rain 1d4 in., 94-96: thunderstorm, 97-98: hurricane, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 50 miles of Stargate).

Seasons: Normal (spring 1-25, unchanged; summer 26-50 +1d10° F; 51-75 autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 6,000,000 natives; Early Medieval (4 picks, 2 RP); Autocracy; Hostile (-2 with disposition checks); Aggressive (10,000 soldiers, squad size 2d6 soldiers); Moderate civil rights.

Origin: Egyptian.

Stargate Location (plains region): Plains area 10 miles from the edge of Bubastis.

The capital planet where Bastet makes her home, Bubastis is a world covered by a sprawling primitive metropolis. It is not only Bastet's seat of power but is also one of the only planets under Goa'uld control to sport such a large population. Owing to the fact that living conditions under Bastet are quite good, the humans and Jaffa on Bubastis can have families and build communities with little fear for their survival or an attack from their god. Unfortunately, the city of Bubastis (which shares its name with the planet itself) also suffers from crime, overcrowding, disease, and poverty. Fortunately, Bastet's generosity helps keep the city clean, the poor fed and the diseases under control. Though the city is far from utopian, Bubastis is one of the few examples of a community that prospers under Goa'uld control.

While the technology level on Bubastis is still primitive, the city stretches for hundreds of square miles in all directions. Bubastis truly fits the definition of urban sprawl, with the center of the city denoted by Bastet's palace. Whenever overcrowding gets to be a problem, entire families or even communities will pick up and relocate to the edge of the city, simply expanding the urban area until they no longer feel cramped or hurt for space. The planet itself is covered by grasslands and forests, meaning that the populace has not had to fight with nature in order to survive. The planet does not boast a significant supply of naquadah, which is one of the reasons it was chosen as Bastet's throneworld; without significant natural resources to plunder, the planet is of little use to other System Lords and makes it less of a target for attack.

The architecture in Bubastis is reminiscent of other Jaffa cities combined with the designs of ancient Egypt. Most homes are made of clay bricks and wooden support structures, while a few buildings (particularly centers of worship) are built out of massive stone slabs carved out of a low mountain range just south of the city. Bubastis is decorated with hundreds of thousands of statues and carvings devoted to Bastet, making the city a beautiful place where art is constantly on display. Most of these statues are merely images of the goddess meant to remind her followers of her omnipresence, though some tile murals and wall carvings depict various scenes of benevolence on Bastet's part; some show her distributing food to the meek, others sheltering Jaffa families from rain, but all depicting different positive aspects of Bastet's reign and leaving out much of the conflict and strife that the Goa'uld are so fond of bringing down on traitors.

The Palace of Bastet

Bastet's palace, where she makes her home, is a beautiful place where the System Lord can feel at peace. The palace itself is a marvel of architecture, with wide hallways, indoor courtyards, sprawling gardens, and spacious living chambers. Many visitors claim that Bastet has stolen a small slice of paradise and placed it on Bubastis for her own personal enjoyment. The sole dark spot in the entire palace is the dining chamber, where the head of the System Lord Sobek hangs on the wall as an ever-present reminder that while Bastet may be a friend to her worshippers she is in fact a brutal and vicious predator when it comes to her enemies.

Tarvis (P3X-540)

Thermosphere: Hot (CR 0; normal orbit; 2d20+50° F).

Atmosphere: Normal (CR 0; 1.3 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Humid (daily weather 1-79: none, 80-81: wind 1d10 MPH, 82: wind 1d10+10 MPH, 83-91: rain 1d6 in., 92-96: thunderstorm, 97-98: hurricane, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 50 miles of Stargate).

Seasons: Normal (spring 1-25 unchanged; summer 26-50 +1d10° F; 51-75 autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 5,000 natives; Stone Age (1 picks, 0 RP); Pantisocracy; Hostile (-2 with disposition checks); Aggressive (100 soldiers, squad size 1d4 soldiers); Very Poor civil rights.

Origin: None.

Stargate Location (jungle region): Thickly overgrown area 5 miles from Sekhmet settlement.

A wild planet with little civilization and a dark purpose, Tarvis is known as Bastet's hunting ground. True to her nature as a goddess of cats, Bastet possesses a hunter's instinct and can be a cunning and dangerous warrior when provoked. Also like a cat, Bastet enjoys tormenting foes that she has captured, and uses Tarvis as a vicious playground to satisfy her crueler whims. Bastet frequently takes prisoners, from rebel Jaffa to other System Lords, and turns them loose in the jungles of Tarvis. Then the hunt begins. She laughingly refers to such sport as giving her enemies a fighting chance, but the truth of the matter is that if Bastet does not capture her target then the planet itself will do the job for her.

Tarvis is covered in thick jungles reminiscent of the Amazon on Earth. Occasional rainforests dot the area around the equator, but for the most part the planet is completely wild and untamed. Various dangerous forms of wildlife have evolved on Tarvis, including one of the galaxy's only known carnivorous species of trees. Moreover, a wide array of poisonous insects and snakes lurk under every bush while other large animals stalk their prey for days at a time before pouncing. Tarvis is one of the most deadly naturally-occurring environments in the galaxy thanks to its unique array of flora and fauna. It also boasts tribes of Sekhmet, who have earned themselves a home on the world by taming a small portion of its wilds. The Sekhmet on Tarvis are few and scattered but unparalleled in their ability to navigate the jungles of the world. Many fugitives attempting to escape from Bastet's wrath have tried to find sanctuary with the Sekhmet, but none have yet succeeded.

Bastet hunting parties usually consist of herself, her First Prime Relana, and a handful of other loyal Jaffa. Like Apophis, Bastet is notorious for her hands-on approach to certain tasks and enjoys the thrill of the hunt as much as anyone. She typically dons a gold-plated version of the Bast Guard helmet as well as her own personal set of hand claws, then sets out with a staff weapon to find her prey. Though she rarely uses it on such hunts, Bastet is also very careful to bring along a kara kesh to shield herself from ambush and deal with any fugitives that think they might turn the tables on her. She has earned the respect of her Jaffa by proving that she too can hunt and fight and does not necessarily need them to do her dirty work for her.

UNDERLINGS

RELANA, FIRST PRIME OF BASTET

For most System Lords, the First Prime is the most loyal and devoted servant in their empire. Relana is no exception: the powerful right hand of her mistress, utterly obedient to both the light and dark sides of the Goddess of Cats. Relana is an exotic-looking woman with tanned skin and dark eyes. Bastet chose her as First Prime not only due to her prowess in combat but also for her physical appearance; when Bastet attends summits and meetings with other System Lords, she prefers that her attendant be attractive enough to make the other System Lords envious. Relana's toned physique and grace of movement speak to her strength and nimbleness, a deadly combination in such a well-trained warrior. Relana commands all of Bastet's Jaffa and sees to her mistress's wishes in all things. Tauri who encounter her may be surprised to see her tender side, as she ministers a sick child, or protects a group of women from destruction. She will not hesitate to attack those who threaten Bastet, however, and those who do battle with her rarely live to tell the tale.

LOW-LEVEL RELANA

Specialty: Jaffa Bast Guard
Class: Guardian
Level: 4

Strength:	15	**Dexterity:**	17
Constitution:	13	**Intelligence:**	11
Wisdom:	13	**Charisma:**	14
Vitality:	37	**Wounds:**	15

Defense: 13 (+2 Dex, +1 Jaffa armor)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +5 **Ref:** +4 **Will:** +5

Special Qualities: Enforcer (Basic), radiation resistance, soak 1/session, *unbreakable.*

Skills: Balance +4, Concentration +8, First Aid +6, Intimidate +12/+12, Move Silently +7, Spot +4, Tumble +8.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Hand Claw Basics, Martial Arts, Symbiote (Healing Trance), Toughness, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle).

ATTACKS

Unarmed (claws)	+6	1d6+1d4+2
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Jaffa armor, hand claws, staff weapon, zat'nik'tel.

MID-LEVEL RELANA

Specialty: Jaffa Bast Guard
Class: Guardian/Prime
Level: 5/4

Strength:	15	**Dexterity:**	17
Constitution:	13	**Intelligence:**	11
Wisdom:	13	**Charisma:**	15
Vitality:	89	**Wounds:**	15

Defense: 13 (+2 Dex, +1 Jaffa armor)
Initiative Bonus: +6 (+4 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +7 **Will:** +7

Special Qualities: Accelerated healing, death squad +1 attack/save +2 damage, enforcer (basic), *prepared,* radiation resistance, ring of defense 1/session, second prime, soak 2/session, *unbreakable,* uncanny dodge (Dex bonus to Defense).

Skills: Balance +7, Bureaucracy +6, Climb +5, Concentration +8, First Aid +6, Hide +7, Intimidate +12/+12, Listen +5, Move Silently +10, Sense Motive +5, Spot +5, Tumble +9.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Chi Strike, Enforcer, Hand Claw Basics, Hand Claw Mastery, Martial Arts, Symbiote (Healing Trance), Toughness, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle), Zat Resistance.

ATTACKS

Unarmed (claws)	+10	1d6+1d4+2
Staff weapon	+11	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Zat'nik'tel	+11	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Jaffa armor, hand claws, staff weapon, zat'nik'tel.

HIGH-LEVEL RELANA

Specialty: Jaffa Bast Guard
Class: Guardian/Prime
Level: 5/9

Strength:	15	**Dexterity:**	17
Constitution:	14	**Intelligence:**	11
Wisdom:	13	**Charisma:**	15

Vitality: 122 **Wounds:** 16

Defense: 13 (+2 Dex, +1 Jaffa armor)
Initiative Bonus: +9 (+7 class, +2 Dex)
Speed: 30

Fort: +12 **Ref:** +9 **Will:** +9

Special Qualities: Accelerated healing, battlefield tactics, death squad +2 attack/save/damage, enforcer (basic), *prepared,* radiation resistance, ring of defense 1/session, second prime, soak 2/session, true warrior (2 grades), *unbreakable,* uncanny dodge (Dex bonus to Defense, can't be flanked), voice of the masters.

Skills: Balance +10, Bureaucracy +8, Climb +7, Concentration +10, First Aid +7, Hide +10, Intimidate +23/+23, Listen +7, Move Silently +12, Sense Motive +7, Spot +10, Tumble +11.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Chi Strike, Enforcer, Hand Claw Basics, Hand Claw Mastery, Martial Arts, Symbiote (Healing Trance, Immunity To Disease), Toughness, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle), Zat Resistance.

ATTACKS

Unarmed (claws)	+13	1d6+1d4+2
Staff weapon	+14	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Zat'nik'tel	+14	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Jaffa armor, hand claws, staff weapon, zat'nik'tel.

Cronus

Lord of Fate (Presumed Deceased)

Specialty: Goa'uld Warmaster
Class: Soldier
Level: 15

Strength:	17	**Dexterity:**	14
Constitution:	16	**Intelligence:**	16
Wisdom	10	**Charisma:**	18
Vitality:	155	**Wounds:**	16

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +18 (+12 class, +2 Dex, +4 Feat)
Speed: 30

Fort: +10 **Ref:** +7 **Will:** +9

Special Qualities: +4 species bonus to damage rolls, *accurate,* armor use +3, damage reduction 2/–, dominated body, immunity to disease, inherited memory, long life, one in a million, parasite, portable cover, radiation resistance, weapon specialization (ribbon device, staff weapon, unarmed, zat'nik'tel).

Skills: Balance +10, Bluff +15, Climb +12, Concentration +12, Diplomacy +8, Intimidate +21/+22, Languages +4, Listen +6, Search +8, Sense Motive +7, Spot +10, Swim +11, Xeno-Languages +8.

Feats: Alertness, Armor Group Proficiency (Light, Medium, Heavy), Bullseye, Coolness Under Fire, Expertise, Hard Core, Holding Basics, Improved Disarm, Improved Initiative, Martial Arts, Naquadah Sense, Perfect Stance, Persuasive, Power Attack, Rapid Healing, Surge of Speed, Talented (Bluff), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

ATTACKS

Unarmed	+18	1d6+5 (subdual)
Kinetic blast	+17	2d6+2 and 2d6+2 subdual

Gear: Kara kesh, ceremonial robes.

History and Background

Youngest of the Titans and the father of Zeus according to Greek myth, Cronus rose to power on Earth as underlord to a Goa'uld whose name is lost to history and ruled those tribes who would eventually rise to prominence as Greeks and Trojans. Cronus betrayed his lord and took his title, claiming godhood and rulership over both his tribes among the Tauri and his planets scattered far throughout the stars. From the inception of his rule, Cronus feared that one of his underlords would betray him as he had betrayed his master, and had subordinates keep a watchful eye on those who governed territory in his name. His fears were well-founded. Eventually Rhea, his bride, conspired with Zeus to usurp Cronus' hold over his slaves. Zeus seized many of Cronus' holdings – including those on Earth – sending the System Lord into retreat and cutting off his supply of fresh slaves from among the Tauri. Life under Cronus had been harsh, and the people were all too willing to think ill of their vengeful god. His time among the Tauri passed quickly, and he faded into the annals of history and myth as nothing more than a tale told to frighten children.

Cronus was not idle after defeat and, though Ra forbade him to return to Earth, he had taken with him a stock of slaves aboard his ha'tak fleet. These he dispersed across his worlds, leaving various underlords to govern them. He trusted none of his subordinates, and dispensed justice against any perceived wrongdoing in such a brutal and heavy-handed fashion that his servants feared him as much as the hapless humans he ruled. The Underlord Eurythion, who administered a dozen worlds in the name of Cronus for a time, was killed slowly over a thousand years for a perceived attempt at rebellion. While Cronus' legend drifted into obscurity on Earth, he tightened his grip on his realm in the far reaches of the galaxy, even daring to seize worlds from System Lords who were more concerned with other things. Throughout the Second Dynasty, Cronus worked to ensure that his rule would endure in perpetuity throughout the galaxy, though he had not forgotten Zeus and looked to the day when he would show the upstart the fate of those who defied him.

The turmoil at the close of the Second Dynasty gave Cronus the opportunity he craved. He sent his fleet out against Zeus, and legions of Jaffa warriors battled against each other with fanatical zeal. A coup on Zeus' throne world of Delos *(see page 127)* netted him the System Lord himself, and after that, his foe's forces melted like snow. In the blink of an eye, Cronus stood triumphant, and Zeus was at his mercy. The victorious System Lord cast his would-be rival into Tarterus, a desolate wasteland of a planet that Cronus specifically shaped to imprison the upstart. The victory also netted Cronus another boon – control of Zeus' surviving fleets and worlds, which he integrated into his own armada and Empire. Zeus' Jaffa were trained with the same merciless rigor that Cronus' were, and in time the Titan of Fate had forged an army that was among the most powerful of any System Lord's. He set his sights high – one day, he hoped to usurp Ra himself, and rule over the Goa'uld as a merciless and terrible god. His fleet spread out across the galaxy, bringing world after world to the service and worship of their master. Cronus had never believed in mercy or subtlety, and his armies crushed any resistance with overwhelming force. Cronus would demand annual sacrifices to his glory, and frequently arrived in person to collect them. Woe to the planet that did not provide what their god demanded; more than one Stargate opens upon a ruined world whose inhabitants' only crime was a bad harvest or depleted naquadah vein.

Cronus had many enemies, and he was not careful about how he acquired them. A determined foe of the Tok'ra as well as a rival to Apophis and Yu, he also fostered enmity within his own ranks. During the Third Dynasty, Cronus became steadily more powerful, held in check only by the decrees of Ra and his own expansionist skirmishes with Apophis, Yu and Heru-ur. Millennia passed, and each year Cronus grew steadily more arrogant, more headstrong, and more convinced of his own divinity and immortality. As much as any other System Lord, his ability to rule the worlds he subjugated rested on his claims of godhood. A challenge to the divinity of the System Lords was a personal challenge to Cronus, and he would crush any who dared question the gods. His delusions of divinity grew, often with terrible consequences for those who served him. Ronac, one of his First Primes, failed to successfully conclude an impossible mission – a mission Cronus was convinced would succeed, as he had ordained that it would. Cronus slew Ronac by crushing his symbiote, ensuring a terrible and agonizing death for his most loyal servant. The move sent a wave of doubt through Cronus' Jaffa legions, as well as eventually sealing the System Lord's fate: he chose to exile, rather than slay, Ronac's wife and infant son, Teal'c.

Cronus was one of the first System Lords to exploit the chaos caused by the death of Ra, gaining much influence among his peers and coming to an uneasy truce with Yu after an abortive invasion of that Lord's worlds. He was among those System Lords who negotiated the entry of the Tauri into the Protected Worlds Treaty. He initially demanded that the humans hand over their Stargates until Nirrti betrayed him, leaving one of the Tauri to save his life *(see the Season Three episode Fair Game and the Stargate SG-1 core rulebook, page 18, for more details).* He swore a dire vengeance against both the traitor and any SG team caught



off world before leaving. Despite rumors that Cronus had grown physically weak following Nirrti's attack he lashed out with increasing fervor against any perceived threat. This finally proved his undoing. He came upon the unremarkable world of Juna while seizing what he could of the assets of the fallen System Lord Heru-ur, and saw that they had renounced their god and buried their Stargate in a Tauri-led insurrection. Cronus fell upon the world in a fury, forcing the terrified populace to worship him and remaining aboard his ha'tak flagship while a new order was reforged. The Tauri returned, however, and, with great effort, convinced the people that Cronus, too, was a false god. Stripped of his worshippers and losing much of his personal guard, Cronus found himself on the losing end of a tiny war for one insignificant world. Rather than flee to his seat of power and return with enough force to destroy the planet, however, he sought out those who had defeated him – convinced that they could not harm him. His thirst for vengeance was so thoroughly ingrained in his nature by then that he couldn't see his folly for what it was. Teal'c, son of Ronac and his Altairan duplicate slew him as he blindly attempted to strike down those who had thwarted his plan.

The armies of Cronus were all but unequalled in size and power, held in check only by the delicate balance of power maintained by Ra. His ha'tak battleships spent millennia testing the defenses of his enemies, feinting and riposting in a series of elegant gambits that spelled doom for countless worlds. Cronus was always aware of who he faced and, regardless of the paranoia that gripped him, he remained an implacable foe and a canny general. Against lesser foes, Cronus would fall among them as the very hammer of divine rage, cowing them into submission by bringing his pyramid vessels to the world's surface and slaughtering all those who dared defy him. Against his rivals among the System Lords, he struck with care and patience, matching his strength against his enemies' weakness and creating the impression that, within his worlds, one could not lift so much as a staff weapon without encountering the Guard of Ages or one of Cronus' ha'taks.

Cronus' host was a huge bear of a man, with pale skin and sparkling blue eyes. He wore his hair long, cascading down his shoulders, and dressed in ceremonial armor reminiscent of Ancient Greece. His arrogance and overconfi-

dence were typical of most Goa'uld, and his tyranny fostered an Orwellian fear on the worlds he ruled. He never considered the Tauri to be an appreciable threat, which led to his grudging acceptance of the Protected Worlds Treaty. SG teams who encounter him may be able to use that ego to their advantage.

Planets

Kalydon (p5c-982)

Thermosphere: Warm (CR 0; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.2 atmospheres None; Exp. Inc: N/A; SV N/A; Dmg None; Recup N/A).

Hydrosphere: Humid (CR 0; 60-80 in. annual rainfall; daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-91: rain 1d6 in., or snow 1d10 in., 92-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 00: wind 1d10+10 MPH.)

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 00: minor, no volcanoes within 50 miles of Stargate).

Seasons: Mild (1-17: spring, unchanged; 18-50: summer, +2d10° F; 51-83: autumn, unchanged; 84-00: winter, -2d10° F).

Anthrosphere: 5,000,000 natives, Bronze Age (3 Picks, 1 RP); Aristocracy; Suspicious (-1 with Disposition Checks); Sensitive (100 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Greek.

Stargate Location (temperate region): Forest in rolling terrain, clearing in a large forest held sacred to Cronus.

Much of Kalydon is covered in thick forests. Warm and humid, the world is otherwise similar in climate to Earth. Despite this similarity, it is sparsely populated, with only a few million natives living in gated villages situated in the largest clearings. Each of these villages is ruled by a King or Queen and bears no relation to any other save through trade and alliances. Wars are rarely fought, for their god does not approve of mortals spilling their blood for the sake of their own ambitions.

Cronus is worshipped as the sole god and protector of the people of Kalydon, and is known as the Hunter, an aspect never attributed to him in any extant mythology or intelligence on the System Lord. The reason for this becomes clear when one wanders any distance from the areas held sacred by Cronus' priests. The forests are home to monstrous beasts held at bay only by electromagnetic energy fields that run around the sacred sites.

Culled en masse from the Greek mainland during Cronus' hasty flight from Earth, the inhabitants of Kalydon have turned their strange exodus so many thousands of years ago into their Creation myth. They claim that, in the time of Fire and Lightning, Cronus saved them from extinction, and that they are alone in an unfriendly universe save for the company of their often-harsh protector. The forests of Kalydon are regarded as one of the finest training grounds for Cronus' armies, and at least one division of his warriors are training on the planet at any time. The importance of the world in honing combat skills means that, aside from the small militias created by the natives to defend themselves, the Titan's armies here are usually governed by someone close to, and trusted by, Cronus himself. Usually, this is the job of his Second Prime, but underlords have been known to hold this position. After the revolt of the underlord Eurythion using troops from the Kalydonian wilds, the presence of an underlord has become increasingly rare as anyone who could lay claim to godhood could hold sway over Cronus' most precious resource – his army.

Currently the underlord Atalanta, who gained her position at the recommendation of Cronus' Oracle, Ja'din, holds Kalydon in his name. She is a fierce warrior – among the strongest of Cronus' generals – and has spent centuries training alongside the finest Jaffa in the Guard of Ages. She and her troops are tested to their limit during the time of the Great Hunts, when Cronus demands that beasts from deep within the forests be unleashed upon worlds that have incurred his wrath. After the fall of Cronus, Atalanta has maintained her hold on Kalydon with the assistance of the Guard of Ages. She is eager to strike a bargain with either Zeus or another powerful System Lord for protection, but she knows she will be unable to do so without losing the loyalty of her Jaffa and thus her only bargaining chip.

Though the planet remains as yet undiscovered by the SGC, it has not been entirely free of Tauri contact. A rogue NID team arrived on Kalydon some while ago with the intent of scouting it for useful resources. While the team was stalked and killed by a Kalydonian beast before they could return to Earth, one member, a Dr. Abraham Weiss, survived. He has since made a life for himself as a wandering mystic and gained some small renown in several of the fort-towns on Kalydon's vast continent. He has slowly begun questioning the authority of Cronus and using his own expertise and philosophies to bring the people out of their enforced bronze age. His small resistance is beginning to gain him a cult following, and it remains to be seen whether he intends to destroy the worship of Cronus or replace it.

The Hunt of Cronus

Under the guidance and command of Atalanta the Huntress, Cronus' Guard of Ages train on Kalydon during the long summer months, hunting beasts and the occasional fugitive native. Any SGC teams arriving during the summer are in for a nasty surprise – almost three hundred Jaffa warriors patrol the forests at this time, alert and learning how to track prey through a hostile environment. The hunt is at its most active during summer, but they are also afield in late spring and autumn.

Nephele

The walled fort of Nephele is the closest settlement to the Stargate lying less than a mile distant. At the behest of Atalanta, King Aeolus has posted his finest warriors to guard the Gate, which stands near a large wooden shrine near the edge of the sacred area encompassing the city. Unknown to the underlord's agents, the old King has spoken at length with Dr. Weiss and has slowly begun to accept the doctor's philosophies. If Atalanta were to learn of the existence of Weiss and his proximity to the city of Nephele, Aeolus would be slain and the city would most likely be razed. Of course, agents of other kingdoms covet the lofty position that Aeolus holds, and would eagerly betray the King to Cronus' agents if they could.

Tartarus (P3W-924)

Thermosphere: Broiling (CR 1; Close orbit, 5d20+100° F).

Atmosphere: Thin (CR 0; 0.5 atmospheres, -1 Int/Wis penalty, 1 hour exposure increment, Fort Save DC 15 if performing strenuous activity for 10 or more rounds, 1d3 subdual damage, 1 round recuperation).

Hydrosphere: Desert (CR 1; less than 4 in. annual rainfall; daily weather 1-92: none, 93: rain or snow (less than 1 in.), 94-95: dust storm, 96-100: wind 1d10 MPH.)

Geosphere: Unstable tectonic activity (daily earthquakes: 1-98: none, 99: minor, 100: moderate, major only if demanded by story; volcanoes 1-99: none, 100: small, medium only if demanded by story).

Seasons: Severe (1-25 spring, unchanged; 26-50 summer, +4d12° F; 51-75 autumn, unchanged; 76-100: winter, -4d12° F).

Anthrosphere: 100,000 natives, Goa'uld (7 picks, 6 RP); Theocracy; Hostile (-2 with disposition checks); Aggressive (1,000 soldiers, squad size 1d4 soldiers); Horrid civil rights.

Origin: Indeterminate.

Stargate Location (arctic region): Underground in wasteland, in purpose-built chamber within main prison complex.

The crumbling halls and barren, desolate reaches of Tartarus stood long before the rise of Cronus, and the wind wore the ruins of an ancient civilization down to smooth stones long before the System Lord claimed them for his own. Biting winds and scouring dust clouds roam the surface of this world, unimpeded save by the rocky outcroppings around the North polar region – the only surface indication of the vast maze of tunnels that lie beneath. There is only one ocean on Tartarus, a brackish and poisonous lake near the equator, surrounded on all sides by sulfurous springs and dormant volcanoes. Rain falls rarely here in thick, dirty, ashen drops that vanish hissing into rivers of lava. Those cast out from the tunnels beneath Tartarus die a slow and merciless death in the bitter ashen deserts of this world.

None can say what wiped out the native population, though their remaining records in the tunnel complex indicate that survivors moved the Stargate there in the hopes of discovering its purpose. They succeeded when the Jaffa warriors of Cronus' predecessor marched through and put them to death. Whatever grudge that System Lord bore against them, he did not want the people of Tartarus alive to tell of it, and the fall of their civilization was swift and merciless. The tunnels beneath Tartarus snaked far beneath the surface of the world, sometimes spiraling down for miles into the darkness. The complex was almost immediately converted to a prison, and used to torment those who fell out of favor with Cronus' master. After Cronus ascended, the prison was quickly filled to capacity as more and more underlings were condemned for conspiring against their lord. Rumors persisted for centuries that the crazed inmates included his former Master, lost to the reaches of history and time.

Cronus always feared an uprising among the population on Tartarus, so he took steps to ensure its security. He deployed the cutting edge of Goa'uld technology to ensure that if anyone approached the Stargate from within the complex they would be struck down. Teleportation rings allowed Jaffa to travel in the blink of an eye throughout the main sections of Tartarus, snuffing any rebellion before it began. Cronus made sure that all prisoners knew the folly standing against him and, pleased with his work, delegated a legion of his most loyal Jaffa to stand guard over it.

Despite his efforts, however, the prison of Tartarus was less than perfect. Quake after quake tore at the foundations of the vast tunnel network, crushing whole sections beneath the weight above them and the pressure below. In the deeper sections, fissures bled lava into the tunnels, turning sections into superheated death traps. The Jaffa left behind by Cronus grew gradually unhinged by the environment, believing themselves the tormentors of those gods who had been judged unworthy by the Titan of Fate. The sporadic irrationality of the guards coupled with the unstable nature of the prison itself helped Zeus make good his escape from the clutches of Cronus *(see page 126 for more information).*

Today, Tartarus is still within the dominion of Zeus, though he cares little for those first Jaffa to cast Cronus aside for him and has yet to find a useful purpose for the storm-wracked ruin of a planet.

The Gate Room

Almost directly under the North Pole, the Gate Room is the one nexus of transportation on Tartarus for off-world travel and transport to the world's blasted surface. The large room is lined with bronze relief carvings of Cronus inflicting torment upon his enemies, and is flanked by two sets of stairs that sweep upwards around the curving walls of the room. These stairs travel for some four hundred feet and lead to a tower on the surface, from which a traveler can exit to the polar region of Tartarus. The Stargate lies directly between the top of the stairs, guarded by a pair of columns bearing a Tac apiece. These are designed to fire at anyone entering from the doors that is neither Cronus nor a Jaffa. The door is electronically locked and coded to the DNA of the guards, but can be circumvented and is in poor repair (Electronics check, DC 25 to bypass).

Lekanos (P3X-808)

Thermosphere: Cool (CR 0; 2d20° F).

Atmosphere: Normal (CR 0; 1 atmosphere; None; Exp. Inc: N/A; SV N/A; Dmg None; Recup N/A).

Hydrosphere: Sub-humid (CR 0; 25-47 in. annual rainfall; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH.)

Geosphere: Very Stable (No earthquakes or volcanoes unless called for by story).

Seasons: Mild (1-17 spring, unchanged; 18-50 summer, +2d10° F; 51-83 autumn, unchanged; 84-00: winter, -2d10° F).

Anthrosphere: 5,000,000 Natives, Early Medieval (4 picks, 2 RP); Oligarchy; Friendly (+1 with disposition checks); Cautious (250 soldiers, squad size 1d2 soldiers); moderate civil rights.

Origin: Greek.

Stargate Location (equatorial region): Rocky prairie near coastal fjord, overlooking a stormy sea.

Lekanos is much like Earth, though the climate is more predisposed toward cold weather. The bulk of the world's land mass consists of scattered archipelagos that spread along the equator and stretch as far as the upper reaches of the planet's temperate regions, where they eventually give way to large expanses of tundra bound together by slowly shifting ice floes. These become more solid toward the poles, and the arctic regions of the planet encompass an unusually large area. The predominant industries on Lekanos are fishing and agriculture, with the larger islands shouldering most of the agricultural burden of the populace. There is usually at least one town on any island large enough to support it, though the fishing villages in particular are often left empty for extended periods of time when the boats follow a big shoal. The weather is universally cool, and the seasons have little impact on Lekanos. More than 80% of the planet's surface lies beneath the oceans.

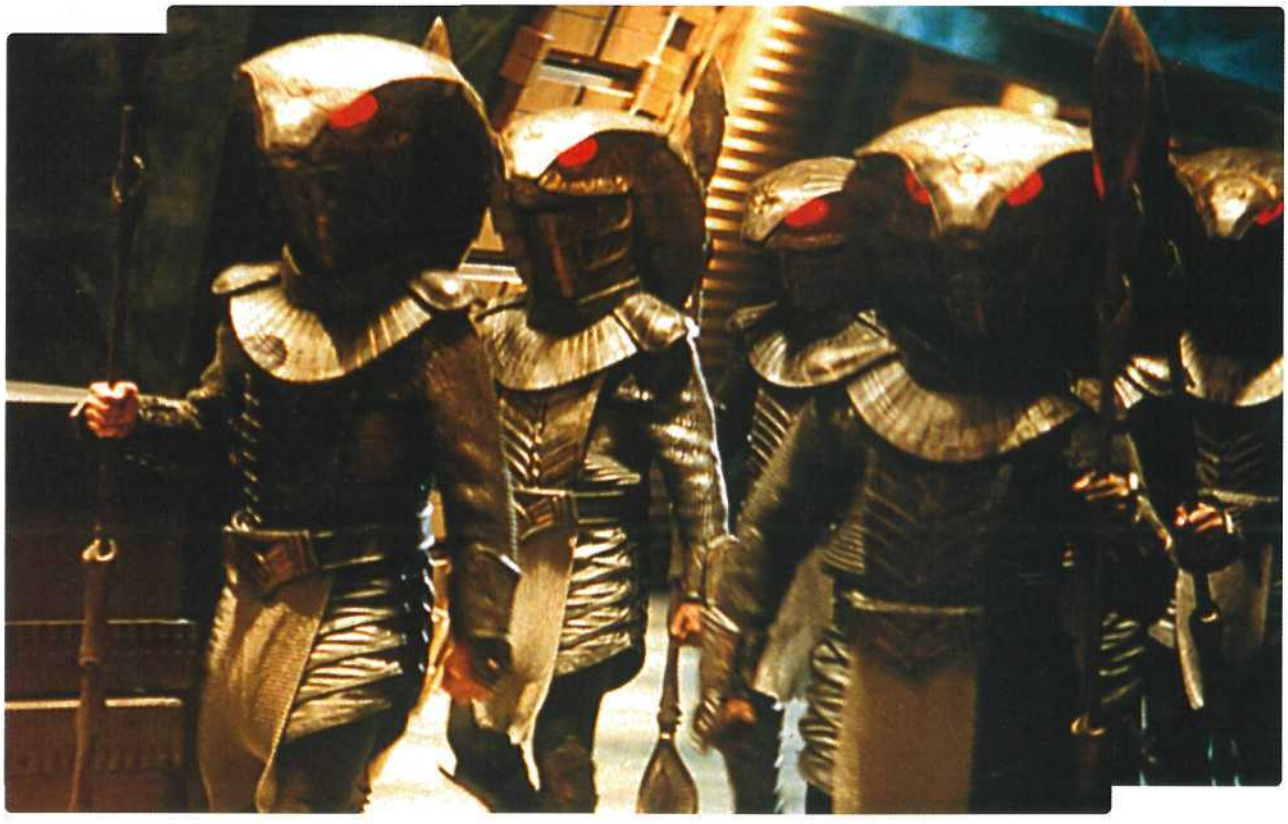
The people of Lekanos were brought from the islands of Rhodes, Samos, and Mikonos by Cronus, and bear no memory of their god's actions. They believe Cronus to be the God of Fate, and worship him as he was worshipped among the Tauri before the rise of Zeus. They know their god to be a terrible and vengeful force, and whisper of a time when he smote one of their most populous islands into the ocean's depth for failing to produce the proper sacrifices.

Cronus rarely made an appearance on Lekanos. Frequently his underlings would appear in his name in order to collect supplies for the Lord's armies, using the natural resources of Lekanos to feed Cronus' legions. Recognizing the importance of Lekanos, Cronus made sure that at least one ha'tak was in orbit around the world at all times, protecting it should it fall under the scrutiny of another System Lord.

Before the fall of Cronus, Lekanos is populated entirely by farmers and sailors ruled over by the most respected family on each island. War is a rare occurrence, and each island's warriors earn their living as fishers, keeping a spear near to hand in case they have need of it. Fatalism prevails amid the populace, with only a few dissidents believing that they have any control over their own fate, yet the people are lively, animated, and seemingly unconcerned with their lot in life. After Cronus' fall, the people of Lekanos suffered under an increasingly harsh regime driven by the System Lord's priesthood – who have heard nothing from their god – and the Guard of Ages at their command. Believing that the silence of Cronus is the fault of their charges, they have whipped the people to exhaustion and are ever watchful for troublemakers, who are swiftly arrested and taken away to the Black Isle *(see below)*.

The Temple of Fate

Situated twelve miles from the Stargate at the end of a ceremonial road that is forbidden to all save Cronus and his priesthood, the Temple of Fate is the stronghold of the System Lord's cult on Lekanos. It houses five priests, twenty-five acolytes and oracles who are usually drawn from among the most beautiful daughters of the nearby villagers, and thirty members of the Guard of Ages. After the fall of Cronus, the priests here have attempted to govern as he would, with disastrous consequences. They lack the powers of their god, and thus his authority, earning hatred and enmity where he would have inspired fearful obedience. It is only a matter of time before the people's rage overcomes their fatalism and they rise up against their oppressors.



The Black Isle

Mere miles from the ice floes and surrounded by dangerous and stormy seas, the Black Isle is only safely accessible by teleportation rings kept secret in the Temple of Fate. During Cronus' time, those who disagreed with any of his divine commands were sent here to mine the planet's only source of naquadah. Cronus never told his peers that Lekanos holds a naquadah mine, and his use of the planet as a food supply has ensured that his enemies think it is nothing more. Since Cronus' death, the stockpile of naquadah on the Black Isle is growing ever higher in an attempt to garner the attention and blessing of their god. In time, it may earn one of the other System Lords' attention...

Underlings

Sindar, First Prime of Cronus (Presumed Deceased)

Sindar was not the first Jaffa to hold the position of First Prime since the death of Ronac. He was not even the second. Five before him held the title, five competent Jaffa warriors who could lead the legions of Cronus loyally. Each of them died at the hand of their god, or in battle against terrible enemies such as the legions of Apophis. Sindar knew in his heart that Cronus was unbalanced, but he convinced himself that his predecessors were tested and their faith in Cronus was found lacking. By nature a mere soldier, he was promoted through the ranks on the merit of his long years of faithful and fanatical service, and served Cronus as First Prime for ten years.

In truth, Sindar was terrified of his god, and his subordinates knew it. Though a competent warrior and capable leader, Sindar's underlings had less faith in him than they had in his predecessors, and would sometimes hesitate before following his orders. Though those who served in the same Legion as him did not doubt his abilities, many who saw themselves as more able to serve Cronus as First Prime wonder why he, and not they, held that honor.

Like Cronus himself, Sindar died on Juna when the populace rose up against their new master. He was tricked into believing Darian, a prominent member of the Juna community, had captured Col. Jack O'Neill, and was slain by Darian when he let his guard down.

(See the Season Four episode Double Jeopardy for more information.)

Low-Level Sindar

Specialty: Jaffa Guard of Ages
Class: Guardian
Level: 4

Strength:	15	**Dexterity:**	12
Constitution:	15	**Intelligence:**	14
Wisdom:	15	**Charisma:**	13
Vitality:	41	**Wounds:**	17

Defense: 12 (+1 Dex, +1 Jaffa armor)
Initiative Bonus: +5 (+2 class, +1 Dex, +2 species)
Speed: 30

Fort: +6 **Ref:** +2 **Will:** +8

Special Qualities: Enforcer (basic), radiation resistance, soak (1/session), *unbreakable.*

Skills: Climb +6, Concentration +6, First Aid +5, Hide +5, Intimidate +8/+7, Jump +4, Languages +3, Listen +5, Move Silently +4, Pilot +3, Spot +6, Survival (Forest) +8.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Iron Will, Power Attack, Symbiote (Healing Trance), Toughness, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

Attacks

Unarmed	+6	1d3+2 (subdual)
Staff weapon	+5	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

Mid-Level Sindar

Specialty: Jaffa Guard of Ages
Class: Guardian/ Prime
Level: 5/4

Strength:	15	**Dexterity:**	12
Constitution:	16	**Intelligence:**	14
Wisdom:	15	**Charisma:**	13
Vitality:	95	**Wounds:**	18

Defense: 12 (+1 Dex, +1 Jaffa armor)
Initiative Bonus: +5 (+4 class, +1 Dex, +3 species)
Speed: 30

Fort: +10 Ref: +4 Will: +10

Special Qualities: Accelerated healing, death squad +1, enforcer (basic), *prepared,* radiation resistance, ring of defense 1/session, second prime, soak 2/session, *unbreakable,* uncanny dodge (Dex bonus).

Skills: Balance +4, Climb +11, Concentration +11, Hide +7, Intimidate +11/+10, Jump +6, Languages +3, Listen +8, Move Silently +9, Pilot +9, Spot +12, Survival (Forest) +8, Xeno-Languages +1.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Iron Will, Point Blank Shot, Power Attack, Symbiote (Healing Trance), Toughness (×2), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Zen Focus.

Attacks

Unarmed	+10	1d3+2 (subdual)
Staff weapon	+10	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

High-Level Sindar

Specialty: Jaffa Guard of Ages
Class: Guardian/ Prime
Level: 7/7

Strength:	16	**Dexterity:**	12
Constitution:	16	**Intelligence:**	14
Wisdom:	15	**Charisma:**	13
Vitality:	142	**Wounds:**	18

Defense: 12 (+1 Dex, +1 Jaffa armor)
Initiative Bonus: +13 (+8 class, +1 Dex, +4 species)
Speed: 30

Fort: +13 **Ref:** +6 **Will:** +12

Special Qualities: Accelerated healing, death squad +1, enforcer (basic, advanced), *prepared,* radiation resistance, ring of defense 1/session, second prime, soak 2/session, species feats, *unbreakable,* uncanny dodge (Dex bonus), voice of the masters.

Skills: Balance +8, Climb +18, Concentration +16, Hide +8, Intimidate +25/+24, Jump +10, Languages +3, Listen +11, Move Silently +10, Pilot +10, Spot +14, Survival (Forest) +12, Xeno-Languages +1.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Iron Will, Point Blank Shot, Power Attack, Symbiote (Healing Trance, Immunity to Disease), Toughness (×3), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Zen Focus.

Attacks

Unarmed	+15	1d3 +3 (subdual)
Staff weapon	+12	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

Ja'din, Oracle of Cronus (Supporting NPC)

Attaining her position as oracle and advisor to Cronus through a combination of treachery, intimidation, and lies, Ja'din made herself invaluable to her master while systematically ridding him of all Goa'uld underlings whom she mistrusted. She played the game of politics well, and was the only Goa'uld Cronus trusted. It fell to Ja'din to examine any minion whom Cronus considered promoting and determining whether or not they were loyal, a task she relished as she probed their minds and interrogated them at great length. To her, loyalty mattered little. What Ja'din sought was a peculiar quality that could give her the edge over them. She foresaw a time when Cronus would be naught but a figurehead, ruled by fear and suspicion, and the ha'taks and slave-worlds and Jaffa legions would answer to her.

Ja'din was also required to research any new technologies unearthed by Cronus' conquests, a task the System Lord had no patience for. It was in pursuance of this that she was undone: she was tricked by an Altairan duplicate of Major Samantha Carter into detonating the power cell of a defunct duplicate while examining it, thus killing herself. Her master was slain shortly thereafter, at the hands of Carter's teammate Teal'c. *(See the Season Four episode Double Jeopardy for more information.)*

Ja'din

Specialty: Goa'uld Spy
Class: Scientist
Level: 4

Strength:	10	**Dexterity:**	12
Constitution:	10	**Intelligence:**	16
Wisdom:	14	**Charisma:**	15
Vitality:	25	**Wounds:**	10

Defense: 14 (+3 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort:+1 **Ref:**+2 **Will:**+6

Special Qualities: Disguise and Xeno-Cultures are always class skills (+3 to Threat Ranges), dominated body, immunity to disease, improvise +2, inherited memory, learned, long life, parasite, PhD (Cryptography), *professor,* radiation resistance, research (Bluff/Intimidation).

Skills: Appraise +4, Bluff +12, Computers +10, Concentration +7, Cryptography +13, Cultures +5, Diplomacy +9, Electronics +8, Intimidation +11, First Aid +5, Forgery +7, Hide +5, Knowledge (System Lords) +10, Mechanics +8, Move Silently +6, Search +4, Sense Motive +5, Spot +3, Surveillance +8, Xeno-Languages +4.

Feats: Armor Group Proficiency (Light), Grease Monkey, Naquadah Sense, Persuasive, Scholarly, Stealthy, Weapon Group Proficiency (Melee, Handgun).

Attacks

Unarmed	+2	1d3 (subdual)
Zat'nik'tel	+3	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, ceremonial robes, incense.

Atalanta, Mistress of Kalydon

The Goa'uld Atalanta is a living contradiction – brought to life and given position and respect at the command of a master she was covertly encouraged to undermine. At the behest of Ja'din, Cronus' oracle and chief advisor, Cronus brought a symbiote with his own genetic material to Kalydon and gave it a host. The symbiote was brought forth to govern Kalydon in Cronus' name, the first Underlord to do so in over a thousand years. Training alongside the Guard of Ages and learning the ways of war from Cronus, Atalanta soon grew into a capable soldier and scout, and knew the forests of Kalydon better than any who lived a mortal life could ever hope to. When Atalanta took command of the world in Cronus' name, she won the loyalty of his Jaffa – her Jaffa – almost instantly. While Cronus' gambit had worked – he gained a subordinate who would govern in his name and be unable to claim godhood over him – Ja'din's gambit had

succeeded beyond her wildest dreams. Atalanta owed Ja'din everything – her position, her power, her very life – and the Guard of Ages were ferociously loyal to Atalanta, more so perhaps than they were to Cronus.

Atalanta knew of Ja'din's plan, and followed it with zeal, hungry for power regardless of how she came by it. Among the pharaohs, it is said, the greatest challenges come not from their rivals, but from their sons. Atalanta was almost as a son to Cronus, trained by him and honed through centuries of war into the perfect hunter. Yet there is no doubt that the Oracle Ja'din had just as much invested in Atalanta as Cronus, and just as little idea that the Huntress had deceived her. When Cronus was weakened by Ja'din's illusions of betrayal and the spectre of Zeus' treachery, Atalanta planned to slay the Oracle and take command of the fleets, leading them to glory and taking her to her place among the System Lords. It was only when Cronus' ha'tak did not appear to take on a legion of trained Jaffa warriors that Atalanta surmised something was wrong. It was not long before she learned of Juna, and the demise of her lord and all his closest advisors. Suddenly, all that she had waited for was gone, swept up in the grasp of the newly-freed Zeus, and she found herself alone on Kalydon with no allies.

Atalanta has yet to swear her legions to another System Lord, and she finds as time goes by that she may be unwilling to do so. While she has no regard for the people of Kalydon and rules them as harshly as Cronus, she has learned to respect the Jaffa she fights alongside, and fears that they will rebel against her if she asks them to serve a new god. As time goes on, her edicts become harsher to keep the people loyal and the philosophies spread by a rogue NID agent cause even Jaffa under her command to question Cronus' divinity.

Low-Level Atalanta

Specialty: Goa'uld Warmaster
Class: Pointman
Level: 5

Strength:	17	**Dexterity:**	16
Constitution:	13	**Intelligence:**	12
Wisdom:	13	**Charisma:**	16
Vitality:	37	**Wounds:**	13

Defense: 15 (+2 class, +3 Dex)
Initiative Bonus: +5 (+2 class, +3 Dex)
Speed: 30

Fort:+4 **Ref:**+6 **Will:**+5

Special Qualities: Assistance (½ time), dominated body, *generous*, immunity to disease, inherited memory, lead 2/session, long life, parasite, radiation resistance, tactics 1/session, versatility (Balance, Hide, Intimidate, Listen, Move Silently, Survival, Xeno-Cultures).

Skills: Balance+10, Bluff +10, Diplomacy +4, First Aid +9, Hide +11, Intimidate +9/+9, Knowledge (Tactics) +5, Listen +6, Move Silently +10, Sense Motive +5, Spot +4, Survival (Forest) +7, Xeno-Cultures +4.

Feats: Armor Group Proficiency (Light, Medium), Forest Training, Naquadah Sense, Surge of Speed, Track, Weapon Group Proficiency (Melee, Handgun, Rifle).

Attacks

Zat'nik'tel	+6	3d6+2 (subdual, error 1-2, threat 20, range 10 ft.))
Staff weapon	+6	6d6 +2 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Unarmed	+6	1d3+5 (subdual)
Medium sword	+6	1d8+5 (accuracy -, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Zat'nik'tel, staff weapon, hunting toga, sword.

Mid-Level Atalanta

Specialty: Goa'uld Warmaster
Class: Pointman
Level: 9

Strength:	17	**Dexterity:**	16
Constitution:	13	**Intelligence:**	13
Wisdom:	13	**Charisma:**	16
Vitality:	65	**Wounds:**	13

Defense: 17 (+4 class, +3 Dex)
Initiative Bonus: +7 (+4 class, +3 Dex)
Speed: 30

Fort: +5 **Ref:** +7 **Will:** +7

Special Qualities: Assistance (½ time), cross-class abilities (bonus combat feat ×2), dominated body, *generous*, immunity to disease, inherited memory, lead 4/session, long life, parasite, radiation resistance, tactics 2/session, (+2 bonus), versatility (Balance, Climb, Hide, Intimidate, Listen, Move Silently, Survival, Tumble, Xeno-Cultures).

Skills: Balance+10, Bluff +10, Climb +11, Diplomacy +4, First Aid +9, Hide +10, Intimidate +9, Knowledge (Tactics) +8, Listen +10, Move Silently +10, Sense Motive +8, Survival (Forest) +12, Spot +4, Tumble +9, Xeno-Cultures +6.

Feats: Armor Group Proficiency (Light, Medium), Clockwork Tactics, Endurance, Expertise, Forest Training, Improved Equilibrium, Naquadah Sense, Surge of Speed, Track, Weapon Group Proficiency (Melee, Handgun, Rifle).

Attacks

Zat'nik'tel	+9	3d6+2 (subdual, error 1-2, threat 20, range 10 ft.)
Staff weapon	+9	6d6 +2 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Unarmed	+9	1d3+5 (subdual)
Medium sword	+9	1d8+5 (accuracy -, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Zat'nik'tel, staff weapon, hunting toga, sword.

High-Level Atalanta

Specialty: Goa'uld Warmaster
Class: Pointman/ Scout
Level: 12/3

Strength:	17	**Dexterity:**	16
Constitution:	13	**Intelligence:**	13
Wisdom:	14	**Charisma:**	16
Vitality:	101	**Wounds:**	13

Defense: 21 (+6 class, +3 Dex, +2 rough living)
Initiative Bonus: +11 (+8 class, +3 Dex)
Speed: 30 ft.

Fort: +10 **Ref:** +10 **Will:** +11

Special Qualities: +4 Species bonus to damage rolls, assistance (¼ time), cross-class abilities (bonus combat feat ×3), dominated body, *generous*, immunity to disease, inherited memory, lead 5/session, long life, parasite, radiation resistance, rough living +2, serendipity 1/session, stalker, tactics 3/session, +2 bonus, versatility (Balance, Climb, Hide, Intimidate, Listen, Move Silently, Open Lock, Survival, Tumble, Xeno-Cultures).

Skills: Balance+11, Bluff +12, Climb +10, Concentration +6, Cultures +6, Diplomacy +5, First Aid +10, Handle Animal +4, Hide +12, Intimidate +9, Jump +8, Knowledge (Tactics) +10, Listen +12, Move Silently +12, Search +8, Sense Motive +10, Survival +18, Spot +13, Tumble +10, Xeno-Cultures +10.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Clockwork Tactics, Endurance, Expertise, Forest Training, Improved Equilibrium, Martial Arts, Naquadah Sense, Outdoorsman, Surge of Speed, Throwing Basics, Track, Weapon Focus (Medium Sword), Weapon Group Proficiency (Melee, Handgun, Hurled, Rifle).

Attacks

Zat'nik'tel	+14	3d6+4 (subdual, error 1-2, threat 20, range 10 ft.)
Staff weapon	+14	6d6 +4 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Unarmed	+14	1d6+7 (subdual)
Medium sword	+15	1d8+7 (accuracy –, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Zat'nik'tel, staff weapon, hunting toga, sword.

Dr. Abraham Weiss, Philosopher and Spy (Supporting NPC)

Recruited by the NID as a cultural advisor to an unspecified intelligence project, Dr. Weiss soon found himself seconded to the Department's growing Stargate project as a translator and scientific consultant. He never really agreed with the methods of the NID, and the only thing keeping him from quitting was the "friendly" advice of his commander. Fearing for his life, he dialed through to P5C-982 on what was to be his last mission with the Department. On his squad's first night on Kalydon, Weiss left the team, disappearing in the forest and leaving the NID behind forever. The decision saved his life, as the Guard of Ages fell upon his squad immediately thereafter, killing them all. Through sheer luck, Dr. Weiss eluded his pursuers and came to the fort town of Nephele, where the old King questioned him at great length on his strange manner of dress and how he came to Kalydon.

Weiss spoke with King Aeolus for a week. Many of the concepts he referred to fascinated the King and his court. The doctor soon found himself traveling from town to town under a guard of Kalydon's finest hunters, quietly spreading dissent against Cronus. He has since taken on the role of a radical preacher. His status as an icon of revolution coupled with the naturally dangerous environment of Kalydon and the Guard of Ages who hunt him tirelessly have combined to make Dr. Weiss more than a little agitated, and he is beginning to lose touch with reality. Depending on when an SG team catches him, the runaway could be their greatest ally or their biggest problem.

Dr. Abraham Weiss

Specialty: NID Rogue Stargate Team Member
Class: Explorer
Rank: Grade 1 Specialist
Level: 5

Strength:	8	**Dexterity:**	10
Constitution:	9	**Intelligence:**	15
Wisdom:	13	**Charisma:**	15
Vitality:	24	**Wounds:**	9

Defense: 15 (+3 class, +2 specialty bonus)
Initiative Bonus: +4 (+4 class)
Speed: 30

Fort: +4 **Ref:** +4 **Will:** +4

Special Qualities: All over the world (basic), bookworm (½ research time), direction sense +3, *obsessive*, uncanny dodge.

Skills: Balance +4, Boating +5, Climb +5, Cryptography +5, Cultures +8, First Aid +6, Gather Information +5, Handle Animal +8, Jump +3, Knowledge (Philosophy) +8, Knowledge (Kalydon) +6 Languages +5, Listen +8, Survival (Forest) +8, Xeno-Languages +4.

Feats: Armor Group Proficiency (Light), Charmer, Flawless Identity, Great Fortitude, Outdoorsman, Stargate Explorer, Weapon Group Proficiency (Melee, Handgun), World Traveler.

Attacks

Unarmed	+2	1d3-1 (subdual)
Survival knife	+2	1d6-1 (accuracy –, error 1, threat 17-20, range 5 ft.)
FN Five-seveN	+3	1d10+1 (normal, error 1, threat 20, range 25 ft., qualities and mods AP)

Gear: Survival knife, FN Five-seveN, 2 remaining clips, local clothing, scouting bundle (non-perishable items only).

Hathor

(Hat-ur, Sekhmet) Goddess of Love, Drunkeness, and Music; "Eye of Ra" (Presumed Deceased)

Specialty: Goa'uld Queen
Rank: N/A
Class: Pointman/Scientist
Level: 15/2

Strength:	12	**Dexterity:**	15
Constitution:	14	**Intelligence:**	16
Wisdom:	15	**Charisma:**	20
Vitality:	138	**Wounds:**	14

Defense: 20 (+8 class, +2 Dex)
Initiative Bonus: +9 (+7 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +9 **Will:** +14

Special Qualities: +4 threat range to Bluff & Sense Motive (¼), class abilities (accelerated healing, all around the world, damage reduction 1/–, sneak attack +1d6), dominated body, *generous*, immunity to disease, inherited memory, lead 7/session, learned, long life, parasite, radiation resistance, PhD. (Knowledge (Biochemistry)), serendipity, strategy 1/session, tactics 3/session (+3 bonus), versatility (Cultures, Gather Information, Innuendo, Intimidate, Languages, Listen, Perform, Search, Spot, Xeno-Cultures, Xeno-Languages).

Skills: Appraise +5, Bluff +17, Bureaucracy +8, Computers +5, Concentration +6, Cultures +16, Diplomacy +28, Electronics +4, First Aid +10, Gather Information +17, Innuendo +19, Intimidate +17/+21, Knowledge (Biochemistry) +17, Knowledge (Pheromones) +19, Languages +11, Listen +9, Perform (Dancing) +17, Search +8, Sense Motive +18, Spot +9, Xeno-Cultures +18, Xeno-Languages +14.

Feats: Advanced Skill Mastery (Persuasive), Advanced Technology, Armor Group Proficiency (Light, Medium), Charmer, The Look, Mark, Persuasive, Naquadah Sense, Scholarly, Silver Tongue, Weapon Group Proficiency (Handgun, Melee, Rifle), World Traveler.

Attacks

Unarmed	+13	1d3+1 (subdual)
Kinetic blast	+12	2d6+2 and 2d6+2 subdual

Gear: Kara kesh, nish'ta.

History and Background

Hell hath no fury like a goddess scorned, no matter how long her vengeance has been delayed. An ancient Goa'uld who took on the identity of the goddess of love (as well as fertility, inebriety and music), Hathor's personal history with Stargate Command made her one of Earth's most tenacious foes, despite the apparent benevolence of her Egyptian identity. The lesser-known face of Hathor is closer to her true personality: Sekhmet, Eye of Ra, devourer and destroyer.

Historically, Hathor was supposed to be the daughter of Ra, and her name also refers to being of the House of Horus, suggesting a relation to Heru-ur. She was the Egyptian consort-daughter to Ra in mythology as well as in reality. Her cult of personality and Charismatic impact may have spread to Greece, Italy, Mesopotamia, and beyond (Aphrodite, Venus, Ishtar may have been modeled on her) as a "love goddess" and figure of feminine beauty – and accompanying feminine rage.

Hathor's host for the last few thousand years is partially responsible for the Greek myth of Andromeda, a princess who was fed to a serpent in order to pay for her mother's vanity. Reportedly, the mother of Hathor's host, a queen in Asia Minor, refused to pay tribute to the Goa'uld during a festival in Hathor's honor, claiming that her own militia could defeat Hathor's Jaffa. After the queen's army was summarily defeated, Hathor required the life of the woman's daughter as payment for the outrage. Despite an attempt by the princess's betrothed to rescue her, Hathor still took the princess as a host, and ultimately made the girl's lover one of her many consorts.

Representations of her can be found throughout much of ancient Western culture, and her impression on the ancient mind was complex. While she was well-loved, her other face as Sekhmet (also associated with Bastet, which has led to some confusion regarding responsibility for her crimes), was supposedly sent by Ra to destroy mankind, and was feared and avoided when possible. Whether she decided not to carry out a mandate of destruction, or whether Ra reversed his decision, is open to some debate; what is known, is that their disagreement led to an estrangement that left Hathor outside the power structure of the Goa'uld, and ultimately stranded on Earth for 20 centuries.

After her disagreements with Ra (and persistent rumors of a thwarted coup attempt) Hathor either transported herself, or was ousted from Egypt, ending up in pre-Mayan Mexico. Images of the goddess of the moon, Ixal, correspond with Hathor's first appearance in Meso America, and for a time, her worship flourished. However, several years later, another coup, this time aimed at Hathor herself, left her in the equivalent of cryogenic suspension inside a sarcophagus for many centuries. One of her priestesses in Mexico grew fearful of Hathor's influence on the population, and concocted a scheme to supposedly save the goddess from threats, leaving her worshippers distraught but unable to find her resting place. This priestess sabotaged the sarcophagus mechanism, which may have prevented worship of Hathor from spreading throughout the continent and altering the course of human history.

When the pyramid which housed her imprisoned body was finally discovered in 1998, she immediately killed the archaeologists who awakened her. Uncertain as to the status of Ra and the other System Lords, she determined to find the Stargate and return to her place with the Goa'uld. Using Goa'uld technology to locate the nearest source of concentrated naquadah, she trekked more than 1,000 miles across Mexico and then seduced or tricked her way across the U.S. border. She finally arrived at Cheyenne Mountain, where she then infiltrated the SGC.

Claiming to be an enemy of Ra, and thus of a friend of man, Hathor showed up on the front door of the complex and demanded to be taken to the gate. Since she surfaced very early in the Stargate program, the overall character and strategies of the Goa'uld weren't well-known, and her claims were treated with more serious consideration than they might have been at a later point in time. By the time her story was dismissed, she already had a significant number of male SGC personnel under her control through the use of nish'ta pheromones.

After gaining undue influence over key officers, she imprisoned the female SGC personnel who objected to her increasing acquisition of classified intelligence and influence over policy suggestions, including then-Captain Carter and Dr. Fraiser. She went on to drug and seduce Dr. Jackson, using his DNA to spawn a new generation of Goa'uld symbiotes. She also used the "Jaffa-making" device on Colonel O'Neill before attempting to implant him with a juvenile symbiote, prior to making him her First Prime. Fortunately, Captain Carter and Dr. Fraiser staged a breakout of the secure lock-up, took control of a weapons stockpile, and managed to free Colonel O'Neill before implantation could take place, using Hathor's sarcophagus to heal the physical damage. A second raid was staged, and Hathor's infant larvae were exterminated, ending the threat to Earth; her sarcophagus was also destroyed during the conflict.

However, Hathor herself managed to escape the SGC through the Stargate. Returning to worlds where her worship had been previously established, she slowly built up her intelligence and resources. She went on to seduce and steal away Jaffa from remote bases that belonged to Heru-ur, Apophis, and other System Lords, continuing to build up her own army, and spawning again. These worlds are sufficiently outside the System Lords' control as to not draw attention to her efforts. After centuries out of the loop, Hathor remained cautious, and not about to make any immediately challenging moves to the current hierarchy. While delighted in Ra's death, she held too many grudges against the SGC to ever consider becoming allies with Earth. Her recent theft of personnel from Heru-ur and Apophis canceled out any family loyalties that might come into play, and her theft of resources from other System Lords (like Nirrti and Yu) likewise made her other enemies who she attempted to avoid.

That left her alone and vulnerable, which the Tauri were ultimately able to take advantage of. During her attempt to coerce information out of SG-1 through the use of fake Stargate Command, Hathor instituted the use of liquid nitrogen (cryogenic) storage in order to lend weight to the idea that the team was 70 years in the future. During a hand-to-hand confrontation with one of the Tok'ra and Captain Carter, Hathor was surprised by Colonel O'Neill, seized, and thrown into one of the liquid nitrogen baths in order to prevent her from murdering both Carter and the undercover Tok'ra. The average temperature of these baths being well below -70 degrees centigrade, she was unable to escape from the pool, and subsequently died of massive shock.

Hathor controlled her enemies and potential friends by the use of the pleasure principle – give the people what they want, and they'll follow you anywhere. On a macro-level, she usually encouraged celebrations, sports competitions, and festivals in her honor and the honor of her beloved hosts when she arrived on a planet, using them as a cover for her intelligence-gathering activities. On a personal level, she regularly controlled the human men around her by use of body-generated nish'ta, rendering them extremely suggestible and willing to trust her with vital resources and information – but only in addition to her own abilities as a liar and fabricator, telling her audience exactly what they wanted to hear.

Hathor was extremely Charismatic and beautiful, used to seducing Jaffa and personnel away from other System Lords, and using her diplomatic skills to gather information not available to others. Adventurous and not lacking in nerve, she arrived on many different planets, scounted for resources, and spirited away the people and things that could be most useful to her. Many Jaffa became exiles from their home societies for her sake. She actively sought the means to obtain her own ha'tak and weapons, exploring the Stargate system on her own and with the assistance of small groups of Jaffa.

Hathor's view toward other females was often dismissive, underestimating either their importance or their abilities. This weakness proved her downfall more than once: she didn't notice the last Tok'ra infiltrator in her retinue because, as Mingala has noted, she doesn't pay enough attention to her female personnel. She also failed to account for the threat posed by the female personnel at the SGC until it was almost too late, and never bothered to use nish'ta on them, preferring to imprison them instead. Hathor was a product of her culture and conditioning; used to getting her own way through personal charm and ruthlessness, she concentrates on those she perceives as a threat first, and all others second.

Hathor, like many System Lords, has a well-documented record of punitive actions. She also mastered layered and highly intricate deceptions – witness the Potemkin-strategy for deceiving SG-1. However, her vanity and blind spots leave her vulnerable to direct attack, and her impatience with being thwarted can lead to reckless actions. Her thirst for vengeance – against the Tauri, the Tok'ra, and any who have wronged her – led to emotional decisions that were not tactically sound.

Extremely beautiful and curvaceous, Hathor's use of nish'ta as an attractant was redundant given her physical appeal. The last host which Hathor took was rumored to be a Greek princess, and possibly one of the inspirations of the Perseus and Andromeda myths *(another can be found in the "Zeus" section on page 128).* Deceptively fragile-looking, pale-skinned and startlingly red-haired, she did not fit the physical stereotype of the ancient Egyptians, but the rumors of royal blood or Greek background cannot be confirmed. Hathor, like many of the System Lords, favored old Egyptian court dress with the maximum amount of jewels, decoration, precious metals, and eye-catching designs. She dressed to seduce, to intimidate, and to impress, and was never seen wearing armor or other accoutrements of battle.

ESKAL (P4Z-326)

Thermosphere: Cool (CR 0; standard orbit; 2d20° F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto [None]; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain/snow, 94-96: thunderstorm or snowstorm, 97-98: blizzard, 99: 1d10 MPH, 100: 1d10+10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes: none).

Seasons: Severe (spring 1-25, unchanged; summer 26-50 +4d12° F; 51-75 autumn, unchanged temp; 76-100: winter -4d12° F).

Anthrosphere: 20,000 residents; Goa'uld; (7 picks, 6 RP); Theocracy; Hostile -2; (-4/-8 Human/Goa'uld interaction with disposition checks); Expansionistic (20,000 soldiers, squad size 2d4 soldiers); Horrid civil rights.

Origin: Exotic (recently imported troops to staff base).

Stargate Location (prairie region): Flat terrain in prairie near forest. The Stargate is located on an open plain, 5,000 feet from the nearest treeline, within line-of-sight of four armed guard towers.

This is the location Hathor chose for her false Stargate Command set-up, a "Potemkin" (false image) village used to fool members of SG-1 into believing they were back at the Cheyenne Mountain Complex, among SGC personnel. She used the facade in an attempt to get them to unknowingly divulge classified information via a debriefing with the Tok'ra memory devices.

There are no natives on this planet: Hathor expressly chose it for its isolated location and lack of interference or interest from other System Lords. It was originally a mining planet ruled by Ra, but the mines proved unproductive and the Sun God abandoned it shortly thereafter. The land around the Stargate was terraformed to evergreen forests and grasslands. 200 miles in any direction, the climate begins to fall away into undifferentiated swampland, incapable of hosting life more complex than birds and fish. Most of the planet is chilly and uninviting, and there is nothing of interest to draw the attention of other System Lords.

Beneath the incredibly detailed complex – which is contained within a larger, Egyptian-style Goa'uld base – lie a series of twisting crystal tunnels initiated by the Tok'ra. These tunnels are organically "grown" from crystals, and extend beyond the perimeter of the base. Guard towers with pulse cannons stationed around the perimeter of the Stargate are ready to repel attack through the Stargate, and a powerful energy field surrounds the entire complex, keeping it safe from attack.

Within the core of the base lies a fabrication of the SGC, approximately 10 levels, in a style meant to suggest the year 2070. Fabricated advances in technology can be seen throughout, supposedly the result of an alliance with the Tok'ra. However, several key details are left unfinished – doors lead nowhere, some devices do not work, and the wall behind the false Stargate allows access to the Goa'uld base outside of it. Hathor's photographic memory recreated most of the details correctly, but for those portions of the



base she did not see, or could not build, she substituted dead ends and mazes.

Hathor's Jaffa on the planet are backed by a commeasurate scientific and construction support staff. Most food and minerals supplies are being transported through the Stargate from Javabli and Neone. No death gliders or ha'tak are available to her here as yet, but some are on their way: her slaves are building new ones and stealing a few from other System Lords.

Hathor's Shield

The shield in use on Eskal is an effective barricade against all forms of harm. Weapon fire of any sort simply bounces off of it, and vehicles or characters will be unable to pass through it while it is activated. This protection includes bombardment from space as well. The shield can be shut off by destroying the power generators inside the base (Hardness 15, 75 wound points needed to disable). Though the sphere of protection extends to the Tok'ra tunnels beneath the base, a few may be uncovered, giving a daring team a chance to infiltrate the base and sabotage the shield.

Javabli (P3X-111)

Thermosphere: Hot (CR 0; standard orbit; base temperature 3d20+50° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto; Exp. Inc: 0; SV 0; Dmg (None) Recup (None)

Hydrosphere: Super humid (CR 0; daily weather 1-72: none; 73-75 flood: 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH; 79-88: rain 2d4in. 89-95: thunderstorm, 96-98: hurricane; 99: wind 1d10 MPH 100: wind 1d10+10 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; 1 small volcano within 30 miles of Stargate).

Seasons: Jungle (spring 1-17, +2d10° F; summer 18-50 +4d12° F; autumn, 51-83 unchanged; 83-100: winter, unchanged).

Anthrosphere: 50,000 natives; Stone Age (1 picks, 0 RP); Theocracy; Suspicious (-1 with disposition checks), Expansionistic (10,000 soldiers, squad size: 2d4 soldiers); Moderate civil rights.

Origin: Amazonian.

Stargate Location (jungle region): Within 4,000 feet on a medium-sized river – crossable with rope bridges and boats – flowing through a jungle, with a small volcano 30 miles upriver from the location of the Stargate.

Prior to the burying of the Stargate on Earth, Hathor transplanted the local culture to Javabli from Mesoamerica, primarily as a slave labor force for mining naquadah and other minerals used in starship design. During her absence, worship of her flourished, thanks to the local priests who retained power through her religion. With her release from stasis, Javabli provided a welcoming planet from which to gather her resources and plot further forays into the System Lords' territories.

The total number of native humans on the planet is unknown, but approximately 50,000 members of the primitive tribes in the region live within a week's walking distance of the Stargate. This local population used to be much smaller, but with Hathor's return and demands for naquadah and metals, more have either immigrated to the region, or been captured and brought to the mines as prisoners.

Hathor's main interest in the planet is her worshippers, whom she has either been converting to Jaffa or using as cannon fodder in her covert forays against other System Lords. The limited experience and low technological sophistication of the inhabitants made their submission relatively straightforward, and most of the population is unquestioningly loyal to her. It currently houses her sarcophagus, combat weapons, and invisibility device.

The river and the volcano near the Stargate both present special hazards. The volcano is still active, and its cycle of eruption results in major lava flows and dust clouds on an average of about once every five years. Groundquakes and rumblings typically precede a major eruption, but it occasionally explodes with little warning. The "Child of the Sun" is regarded with superstitious awe by the locals, and Hathor's use of Goa'uld technology to predict quakes went a long way to convincing the population of her divinity.

The river, on the other hand, floods at least every three months, bringing necessary soil downstream to the ecosystems closer to the ocean. The cycle of storms in the region guarantees that the river remains at its highest point for an entire month during the summer's wet season. There are rapids downstream of the Stargate (approximately 100 miles), but during milder seasons, the river does not present a significant challenge to experienced swimmers. Should a flash flood occur, however, it is advised that the SGC team leave the region via the gate until the river becomes passable again.

Neone (P6X-098)

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Thick (CR 0; 1.6 atmospheres; -2 Int/Wis Penalty; Exp. Inc: None; SV [Fort DC10]; Dmg 1d3 subdual; Recup 1 round).

Hydrosphere: Semi-arid (CR 0; daily weather 1-88: none, 89: flood 1d10 MPH, 90-92: rain/snow rain, 1d3-1 in. or snow, 1d6-2 in., 93: thunderstorm, 94: dust storm, 95: hurricane, 96-97 wind 1d10 MPH, 98: wind1d10+10 MPH, 99: wind 1d10+20 MPH, 100: wind 1d20+30 MPH).

Geosphere: Hills. Stable tectonic activity (daily earthquakes 1-99: none, 100: minor).

Seasons: Mild (spring 1-17, unchanged; summer 18-50 +2d10+10° F; autumn 51-92, unchanged; 93-100: winter -2d10° F).

Anthrosphere: 1,000,000 natives; Industrial (5 picks, 3RP); Oligarchy; Open (+2 with disposition checks); Moderate (1,000 soldiers, squad size 1d4 soldiers); Moderate civil rights.

Origin: Hindu.

Stargate Location (coastal region): Open parkland in warm scrub, with the Stargate in a small memorial park area in the middle of the capital city.

In contrast to Hathor's takeover of the SGC, her standing strategy of "arrive, be charming, be diplomatic, and make everyone like you" worked quite well on Neone. Another planet abandoned by the Goa'uld, the Neoneans were originally transplanted here by Nirrti, who lost interest when the population failed to adapt to her genetic experiments. A persistent vulnerability to toxins made them useless for her purposes, and so they were left to their own devices approximately 300 years ago. However, Nirrti left behind a legacy which Hathor was quick to take advantage of: a history of a healing and technologically advanced "goddess" who only wanted to help the population develop its potential.

Hathor re-established control easily, due to a prevailing religious culture which still held the Goa'uld in reverence (albeit more as a myth than a reality) and little interference by nearby System Lords. After undermining a number of high officials in the planet's ruling oligarchy, she instigated recruiting measures for her army and the paying of tribute to her in the form of fuel and raw materials for the construction of her secret base. By establishing a series of sports and music festivals (supposedly celebrations of prosperity) she has managed to keep the remaining population from objecting too strenuously to her new influence on their leaders. Her custom of taking "pharaohs" from the winners of some of the competitions has earned her the censure of a minority of the population, while inspiring others to join her armies.

Technologically, the Neoneans are relatively sophisticated, and much of the construction work of her faux-SGC base took place through their labors. Their style of architecture and dress is consistent with late Hindu, and they have developed their science into a late industrial technology period, with trains, factories, and motorized cars just beginning to make an appearance. Hathor's emergence as a force on the planet has sped up their technological sophistication with the addition of key Goa'uld devices to assist in her ship building and design, but has set them back socially with their unquestioning belief in a higher power.

Hathor obtained food, raw materials, and recruits from the Neoneans, but she didn't keep a close eye on their interaction with the Stargate. A single squad of Jaffa was enlisted to watch the comings and goings through the gate, supplemented by the local authority. The gate is located in the center of the capital city of Yitaal, in a public parkland. If the SGC or the Tok'ra wish to infiltrate the planet, it would be risky but by no means impossible. Any who arrive after Hathor's death will be questioned about the goddess and, depending upon their answers, either find ready allies or implacable enemies.

UNDERLINGS

TROFSKY, FIRST PRIME OF HATHOR (PRESUMED DECEASED)

Trofsky's main weakness is that he adores Hathor. Most generals are not in love with their sovereigns at the risk of compromising their military judgment, but unfortunately for Hathor, her Charisma has rendered Trofsky's effectiveness utterly inert. His extreme loyalty often leads him to making tactical mistakes since he rarely questions Hathor's orders, no matter the military reality of a given situation. When left to his own initiative, he is a very competent Prime, but his belief in Hathor as a goddess does not allow him to see any flaws in her strategies or goals, nor to adapt to new circumstances very well.

A Jaffa formerly in the service of Heru-ur, Trofsky failed to accumulate significant victories in the service of his god and thus was exiled to distant outpost of Heru-ur's domain. A decade of routine service without action, honor, or change left him ripe for subversion by Hathor. After exploring several other worlds in Heru-ur's territory, she determined that Trofsky was the most competent officer who would not be missed, and offered him the opportunity to become the First Prime in her new regime. Overwhelmed with gratitude (and Hathor's mesmerizing Charisma) Trofsky immediately pledged his allegiance to her, as well as 5,000 of his troops, who were equally ready to defect for the chance of regaining glory and honor.

Trofsky's military education is typical of most Jaffa of his generation. He is 110 years old, and would be approaching the end of his military career and usefulness, had he remained in Heru-ur's service. A skilled (albeit uninspired) tactician, Trofsky relies heavily on armaments and weaponry rather than new maneuvers or trickery to gain him victories. In situations where his troops are outnumbered or out-maneuvered, he will dig in and order his Jaffa to fight to the last man. He truly believes he is participating in the glorious building of a new empire, and will support Hathor over all dissenters. He was slain by elements of SG-1 shortly after the death of his beloved queen.

LOW-LEVEL TROFSKY

Specialty: Jaffa Horus Guard
Class: Soldier
Level: 4

Strength:	14	**Dexterity:**	14
Consitution:	12	**Intelligence:**	10
Wisdom:	13	**Charisma:**	13
Vitality:	40	**Wounds:**	12

Defense: 14 (+2 Dex, +2 Jaffa armor)
Initiative Bonus: +6 (+2 class, +2 Dex, +2 species)
Speed: 30

Fort: +3 **Ref:** +3 **Will:** +5

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, radiation resistance.

Skills: Balance +5, Concentration +5, Diplomacy +2, Intimidate +6/+5, Jump +5, Listen +2, Spot +4, Survival (Desert) +4, Xeno-Languages +2.



Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, By the Book, Symbiote (Immunity to Disease, Long Life), Weapon Focus (Dagger), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

Background: At Risk 1, Exile 1.

ATTACKS

Unarmed	+6	1d6+2 (subdual)
Staff weapon	+4	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

MID-LEVEL TROFSKY

Specialty: Jaffa Horus Guard
Class: Soldier/Prime
Level: 6/1

Strength:	14	**Dexterity:**	14
Consitution:	12	**Intelligence:**	10
Wisdom:	13	**Charisma:**	13
Vitality:	60	**Wounds:**	12

Defense: 14 (+2 Dex, +2 Jaffa armor)
Initiative Bonus: +10 (+6 class, +2 Dex, +2 species)
Speed: 30

Fort: +6 **Ref:** +5 **Will:** +7

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, death squad +1, *prepared,* radiation resistance, weapon specialty (dagger).

Skills: Balance +6, Concentration +6, Diplomacy +4, Intimidate +7/+8, Jump +6, Listen +6, Spot +6, Survival (Desert) +5, Xeno-Languages +2.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, By the Book, Far Shot, Point Blank Shot, Symbiote (Immunity to Disease, Long Life), Weapon Focus (Dagger), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

Background: At Risk 1, Exile 1.

ATTACKS

Unarmed	+8	1d6+2 (subdual)
Staff weapon	+8	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

HIGH-LEVEL TROFSKY

Specialty: Jaffa Horus Guard
Class: Soldier/Prime
Level: 8/3

Strength:	15	**Dexterity:**	14
Consitution:	12	**Intelligence:**	10
Wisdom:	13	**Charisma:**	13
Vitality:	90	**Wounds:**	12

Defense: 15 (+2 Dex, +3 Jaffa armor)
Initiative Bonus: +13 (+8 class, +2 Dex, +3 species)
Speed: 30

Fort: +8 **Ref:** +6 **Will:** +9

Special Qualities: *Accurate,* armor use +2, damage reduction 1/-, death squad +1, *prepared,* radiation resistance, ring of defense 1/session, Second Prime, soak 1/session, weapon specialty (dagger).

Skills: Balance +8, Concentration +9, Diplomacy +7, Intimidate +11/+10, Jump +8, Listen +8, Spot +8, Survival (Desert) +7.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind Fight, By the Book, Extreme Range, Far Shot, Lay Down Fire, Point Blank Shot, Symbiote (Immunity to Disease, Long Life), Weapon Focus (Dagger), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

Background: At Risk (1), Exile (1).

ATTACKS

Unarmed	+12	1d6+6 (normal, threat 20)
Staff weapon	+10	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

MINGALA/THINA (AKA "DR. RAULLY"), TOK'RA SPY AND SCIENTIST (PRESUMED DECEASED)

One of the more highly-placed Tok'ra spies in recent years, Mingala infiltrated Hathor's growing army from a far outpost of Bastet's, claiming she wanted more prestige and recognition for her scientific abilities. Inserted when the Tok'ra realized that Hathor was building her troops, Mingala acted as a medical technician and scientific advisor to Hathor. She was one of the leading inspirations behind the "cryogenic freeze" ruse, using a true cryogenic process which can safely keep a person in stasis for several hours.

Upon her arrival on Eskal, she helped establish the underground Tok'ra tunnels and outgoing message relay to the Tok'ra network. Three other Tok'ra remained in hiding on the planet in these tunnels, relaying information which Mingala left for them on data crystals left in the air shafts. With carefully coded downloads once every three days, she gave the Tok'ra regular information which they sent out to operatives on other planets.

Mingala and her host had been joined for approximately fifty years, since Thina joined with the Tok'ra in order to honor the memory of her slain Tok'ra husband. Thina had previously been a botanist from one of Ba'al's worlds, and met and married her husband while he was undercover there. His sudden death – and the necessity of passing along the information he'd obtained – put her in contact with the Tok'ra network, and eventually her partnership with her symbiote. Mingala herself was approaching four hundred years old, and originally began her work undermining the Goa'uld on her own within Kali's domain, sabotaging troop transports and staging other difficulties for Goa'uld in the area.

Years of study made Mingala a skilled and empathetic doctor, whose fields of study included Goa'uld and Tok'ra biology as well as human medicine. Her main focus, as dictated by Hathor, was new methods of synthesizing nish'ta to increase its efficacy and range, but she carefully sabotaged this project and stalled its completion. She also fermenting discontent between Trofsky and certain select personnel, trying to inspire a coup which would have left Hathor without a First Prime or competent general.

Mingala and Thina had their disagreements, but on one issue, they are in complete agreement: Hathor was despicable. Despite her purported claims of interest in promoting women within her ranks, the Goa'uld queen by and large ignored the existence of human, Jaffa, and Goa'uld females, concentrating her attentions and persuasion on the males in her vicinity. This made Mingala's job much easier, but her growing disgust with Hathor became more difficult to hide as time has gone on. Finally, with the arrival of SG-1 into the goddess's clutches, she had had enough. She helped free the team members and prevented Col. O'Neill from being possessed by a Goa'uld symbiote. Unfortunately, she was killed by Hathor's ribbon device in the process, when evidence of her treachery came to light. Her sacrifice was not in vain, however; shortly after reviving, O'Neill slew the upstart goddess, ridding the galaxy of Mingala's hated foe.

LOW-LEVEL MINGALA/THINA

Specialty: Tok'ra Undercover Agent
Class: Scientist
Level: 5

Strength:	11	**Dexterity:**	11
Constitution:	10	**Intelligence:**	16
Wisdom:	13	**Charisma:**	12
Vitality:	24	**Wounds:**	10

Defense: 14 (+4 class)
Initiative Bonus: +2 (+2 class)
Speed: 30

Fort: +1 **Ref:** +1 **Will:** +5

Special Qualities: Improvise +3, immunity to disease, inherited memory, learned, long life, *professor,* PhD (Knowledge (Chemistry)), radiation resistance, research (Bluff/Gather Information), shared body, symbiotic blending.

Skills: Bluff +11, Bureaucracy +5, Computers +10, Concentration +8, Cryptography +11, Diplomacy +9, Gather Information +10, Innuendo+8, Knowledge (Chemistry) +17, Search +7, Sense Motive +10, Spot +8, Surveillance +9.

Feats: Armor Group Proficiency (Light, Medium), Field Operative, Flawless Identity, Mathematical Genius, Naquadah Sense, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee).

Background: Long-term assignment (1).

ATTACKS

Unarmed	+2	1d3 (subdual)
Kinetic blast	+2	2d6 and 2d6 subdual

Gear: Kara kesh.

Mid-Level Mingala/Thina

Specialty: Tok'ra Undercover Agent
Class: Scientist/Field Analyst
Level: 8/1

Strength:	11	**Dexterity:**	11
Constitution:	10	**Intelligence:**	17
Wisdom:	14	**Charisma:**	12
Vitality:	49	**Wounds:**	10

Defense: 17 (+7 class)
Initiative Bonus: +3 (+3 class)
Speed: 30

Fort: +2 **Ref:** +4 **Will:** +7

Special Qualities: Brilliant +1, evidence analysis (analyst), *eye for detail,* improvise +4, immunity to disease, inherited memory, learned, long life, *professor,* PhD (Chemistry), radiation resistance, research (Bluff/Bureaucracy/Gather Information/Innuendo), shared body, symbiotic blending.

Skills: Bluff +16, Bureaucracy +9, Computers +13, Concentration +14, Cryptography +11, Diplomacy +10, Gather Information +15, Innuendo +10, Knowledge (Chemistry) +17, Listen +5, Search +17, Sense Motive +14, Spot +14, Surveillance +18.

Feats: Advanced Technology, Alertness, Analyst, Armor Group Proficiency (Light, Medium), Field Operative, Flawless Identity, Naquadah Sense, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle).

Background: Long-term assignment (1).

Attacks

Unarmed	+4	1d3 (subdual)
Kinetic blast	+4	2d6 and 2d6 subdual

Gear: Kara kesh.

High-Level Mingala/Thina

Specialty: Tok'ra Undercover Agent
Class: Scientist/Field Analyst
Level: 12/5

Strength:	11	**Dexterity:**	11
Constitution:	10	**Intelligence:**	19
Wisdom:	14	**Charisma:**	14
Vitality:	93	**Wounds:**	10

Defense: 24 (+14 class)
Initiative Bonus: +7 (+7 class)
Speed: 30

Fort: +5 **Ref:** +8 **Will:** +11

Special Qualities: Brilliant +3, evidence analysis (Analyst, Advanced, Grand), *eye for detail,* favor for a favor 1/session, improvise +6, immunity to disease, inherited memory, know it all 1/mission, leap of logic 1/session, learned, long life, *professor,* PhD (Knowledge (Chemistry, Genetics)), radiation resistance, research (Bluff/Bureaucracy/Gather Information/Innuendo), shared body, shutterbug, symbiotic blending.

Skills: Bluff +22, Bureaucracy +17, Computers +24, Concentration +18, Cryptography +19, Diplomacy +17, Gather Information +25, Innuendo+16, Intimidate +9/+11, Knowledge (Chemistry) +33, Knowledge (Genetics) +32, Listen +5, Search +25, Sense Motive +17, Spot +16, Surveillance +20, Xeno-Languages +10.

Feats: Advanced Skill Mastery (Analyst), Advanced Technology, Alertness, Armor Group Proficiency (Light, Medium), Field Operative, Flawless Identity, Grand Skill Mastery (Analyst, Persuasive), Naquadah Sense, Persuasive, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle).

Background: Long-term assignment (1).

Attacks

Unarmed	+9	1d3 (subdual)
Kinetic blast	+9	2d6 and 2d6 (subdual)

Gear: Kara kesh.

Levan, Jaffa captain

Levan, like Trofsky, was also in love with Hathor... and thoroughly jealous of her First Prime, all consorts, and anyone else near her. Whether it rose from a toxic reaction to nish'ta, or whether he was simply obsessed, he wanted to be Hathor's First Prime in every way possible. As such, he schemed against Trofsky in order to take his position. He looked upon all new recruits as rivals for her attention, and despite his lack of experience, he tried to put together a viable cadre of supporters in order to challenge Trofsky for his position. He didn't have much success; although some Jaffa believed another general would be better qualified to lead them, they didn't see anything from Levan to convince them of his worthiness.

Levan was previously a human on Neone, working his way up the military. When Hathor came calling on his outpost near Neone's Stargate, Levan was the first officer she drugged, using him as a means of obtaining access to higher officers and convincing them to join her cause. After bringing him and several others to Eskal, she made him a Jaffa, and implanted him with the first symbiote from her latest spawning. As such, he should have been immune to her chemical attractions now, but this was apparently not the case.

Levan, however, being both proud and rather pig-headed, did not believe that his feelings to Hathor are either exaggerated or unjustified. His feelings for her are much less those of worshipper to idol than they are of stalker to obsession. Hathor found him amusing, and occasionally teased him about his love for her, mocking him on occasion and then praising him later.

To say he took her death hard is an understatement. He went wild, slaying several nearby Jaffa and swearing vengeance against the Tauri. He has since traveled to several planets in her former domain, trying to raise troops for a massive attack against Earth. His efforts have largely met with failure – he rightfully comes across as a lunatic – but a few Jaffa have rallied to his side. While attacking Earth would be suicide, the same cannot be said for attacking an

off-world SG team. Naturally, he saves his greatest anger for Col. O'Neill and SG-1, but any Tauri will do in a pinch...

Low-Level Levan

Specialty: Serpent Guard
Class: Soldier
Level: 4

Strength:	12	**Dexterity:**	13
Constitution:	14	**Intelligence:**	14
Wisdom:	10	**Charisma:**	12
Vitality:	41	**Wounds:**	14

Defense: 13 (+1 Dex, +2 Jaffa armor)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +4 **Ref:** +2 **Will:** +4

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, radiation resistance.

Skills: Balance +6, Bluff +4, Climb +6, Concentration +5, First Aid +2, Innuendo +2, Intimidate +7/+7, Spot +6, Survival (Mountain) +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Hard Core, Naquadah Sense, Symbiote (Immunity to Disease, Long Life), Stone Cold, Weapon Group Proficiency (Exotic, Hurled, Handgun, Melee, Rifle, Tactical).

Background: Ambitious (1).

Attacks

Unarmed	+5	1d3+1 (subdual)
Staff weapon	+3	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

Mid-Level Levan

Specialty: Serpent Guard
Class: Soldier
Level: 6

Strength:	12	**Dexterity:**	13
Constitution:	14	**Intelligence:**	14
Wisdom:	10	**Charisma:**	12
Vitality:	59	**Wounds:**	14

Defense: 13 (+1 Dex, +2 Jaffa armor)
Initiative Bonus: +10 (+5 class, +1 Dex, +4 feat)
Speed: 30

Fort: +5 **Ref:** +3 **Will:** +5

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, radiation resistance, weapon specialization (staff weapon).

Skills: Balance +8, Bluff +4, Climb +8, Concentration +5, First Aid +2, Innuendo +2, Intimidate +11/+11, Spot +8, Survival (Mountain) +10.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Combat Instincts, Hard Core, Improved Initiative, Naquadah Sense, Quick Draw, Symbiote (Immunity to Disease, Long Life), Stone Cold, Weapon Group Proficiency (Exotic, Hurled, Handgun, Melee, Rifle, Tactical).

Background: Ambitious (3).

Attacks

Unarmed	+7	1d3+1 (subdual)
Staff weapon	+5	6d6+2 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon

High-Level Levan

Specialty: Serpent Guard
Class: Soldier/Bodyguard
Level: 8/2

Strength:	12	**Dexterity:**	14
Constitution:	14	**Intelligence:**	15
Wisdom:	10	**Charisma:**	12
Vitality:	95	**Wounds:**	14

Defense: 15 (+2 Dex, +3 Jaffa armor)
Initiative Bonus: +14 (+8 class, +2 Dex, +4 feat)
Speed: 30

Fort: +8 **Ref:** +7 **Will:** +8

Special Qualities: *Accurate,* armor use +2, damage reduction 1/-, radiation resistance, *safeguard,* ward (Initiative, Defense), weapon specialization (staff weapon).

Skills: Balance +11, Bluff +3, Climb +9, Concentration +7, First Aid +5, Innuendo +2, Intimidate +13/+13, Listen +3, Search +5, Spot +12, Survival (Mountain) +12.

Feats: Alertness, Armor Group Proficiency (Light, Medium, Heavy), Combat Instincts, Glint of Madness, Hard Core, Naquadah Sense, Symbiote (Immunity to Disease, Long Life), Quick Draw, Stone Cold, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Exotic, Hurled, Handgun, Melee, Rifle, Tactical).

Background: Ambitious (3).

Attacks

Unarmed	+9	1d3+1 (subdual)
Staff weapon	+10	6d6+2 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.



Heru-ur

The Avenger (Presumed Deceased)

Specialty: Goa'uld Warmaster
Class: Pointman/Conqueror
Level: 12/5

Strength:	17	**Dexterity:**	16
Constitution:	16	**Intelligence:**	14
Wisdom:	17	**Charisma:**	15
Vitality:	157	**Wounds:**	16

Defense: 21 (+8 class, +3 Dex)
Initiative Bonus: +12 (+9 class, +3 Dex)
Speed: 30

Fort: +13 **Ref:** +10 **Will:** +14

Special Qualities: Assistance (¼ time), conqueror's stratagem, cross-class abilities (accelerated healing, bonus combat feat ×1, enforcer (basic)), dominated body, *generous,* immunity to disease, lead 5/session, long life, order of battle 2/session, parasite, radiation resistance, rigid discipline, serendipity 1/session, spoils of war, tactics 3/session (+2 bonus), training regimen, vast might, versatility (Concentration, Demolitions, Gather Information, Hide, Intimidate, Listen, Pilot, Search, Spot, Xeno-Cultures).

Skills: Bluff +18, Bureaucracy +14, Concentration +17, Demolitions +9, Diplomacy +14, Gather Information +12, Hide +13, Intimidate +25/+24, Knowledge (Tactics) +22, Listen +13, Pilot +12, Search +10, Sense Motive +18, Spot +17, Xeno-Cultures +8.

Feats: Armor Proficiency (Light, Medium, Heavy), Command Decision, Enforcer, Naquadah Sense, Personal Lieutenant, Point-Blank Shot, Precise Shot, Rapid Healing, Stone Cold, Surge of Speed, Weapon Focus (kara kesh), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Kinetic blast	+18	2d6+4 and 2d6+4 subdual

Gear: Kara kesh, regal clothing.

History and Background

As a member of the royal family, Heru-ur was not afraid to use and abuse his power while Ra dominated the galaxy. The ancient Egyptians said that he was the son of Ra and Hathor, which likely means that he was the offspring of Hathor who was given a host body by Ra, and Heru-ur enjoyed a position for a time as an ally to the supreme System Lord himself and used his position and power to build up his own resources. Ra gave Heru-ur a sizeable fleet and control over much of his own domain, using him first as merely an underlord but eventually elevating him to System Lord status. Throughout the reign of Ra, Heru-ur continually reaped the benefits from his position at the right hand of the supreme System Lord. Though the two occasionally fought, Heru-ur and Ra were relatively solid allies, at least as far as the Goa'uld are concerned.

From the beginning, Heru-ur found himself in power and strove to stay that way throughout his career as a System Lord. As Ra's ally, he fought off any threat to his father's power because it was also a threat to his own. His fleet suffered heavy losses in battles against Apep and, when the time came to form the alliance of Goa'uld that ousted Sokar from his position of power, Heru-ur was among the first to join. In fact, Heru-ur was so tightly aligned with Ra that many ancient Egyptians worshipped him as the god of the east and of the sunrise – essentially, the god that brought the sun (Ra) into the sky. When Ra was slain by the Tauri and the fighting between the System Lords enveloped the galaxy, Heru-ur became the sworn enemy of Apophis and the two fought bitterly until Apophis finally vanquished Heru-ur in the Tobin System.

As Ra's ally, Heru-ur proved to be a brilliant tactician and a solid manager of military forces. In fact, he was so good at directing troops and commanding his fleets that Ra often called upon Heru-ur to act as the sword that lashed out at any foe. Heru-ur brought revenge to those that dared attack Ra's empire, or the holdings of those who were loyal to Ra. Due to this, Heru-ur was associated with the concept of vengeance and retribution in many Egyptian societies. Though it was not until later that Heru-ur himself wielded enough power to be a recognized and dominant force, many Goa'uld dreaded seeing the ships belonging to his fleet (whose death glider contingent features some of the most well-trained and capable pilots in the galaxy) for fear that they had unintentionally (or even intentionally) brought the wrath of such a powerful military leader down on themselves.

For a time after Ra's death, Heru-ur possessed one of the most powerful fleets in the galaxy. Though other System Lords claimed small chunks of Ra's empire, Heru-ur controlled one of them and warred constantly with Apophis over many territories and planets. He was a cunning and devious System Lord who could be both ruthless and brilliant when engaged in battle. He seized many of the planets and starships belonging to the dead System Lord and made them his own and was capable of bringing to bear enough

might to ward off almost any attack. In fact, it took a trap and trickery for Apophis to destroy him. Proposing a truce, Apophis lured the System Lord's ha'tak into a huge minefield, then detonated them, destroying the ship and presumably Heru-ur in the process. He has not been seen since that incident and the SGC believes him destroyed... though as with all Goa'uld, death may be less permanent than the Tauri would prefer.

"You DARE challenge me?"

– Heru-ur

Heru-ur inhabits the body of a lean human male with a bald head and a sandy-brown goatee. He wears earrings in each ear and is rarely found without his kara kesh on his hand. Additionally, Heru-ur is one of the few gods that enjoys wearing the armor of his Horus Guards and is frequently seen in the golden chain and helmet similar to that of his Jaffa. Like many of the System Lords, he believed that ruling with an iron fist was the most effective means of keeping a populace under control. His Horus Guards constantly patrolled the streets of any planet he ruled. Heru-ur tolerated no rebellion or heresy, and was prone to make examples not only of traitors but also of traitors' families, friends, coworkers, and sometimes even enemies. The people living under Heru-ur were at least as oppressed as those who lived under any other System Lord, if not more so, and Heru-ur's paranoia and temper frequently resulted in senseless violence against his own people.

Planets
Letopolis (P3X-423)

Thermosphere: Warm (CR 0; normal orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.2 atmospheres); Exotic (surface, inhospitable).

Hydrosphere: Sub-Humid (daily weather 1-85 none, 86-87 wind 1d10 MPH, 88-93: 1d4-1 inch of rain, 94-95: thunderstorm, 96: hurricane, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor).

Seasons: Normal (spring 1-25, unchanged; summer 26-50 +1d10° F; 51-75 autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 100,000 natives; Goa'uld (7 picks, 6 RP); Autocracy; Hostile (-2 with disposition checks); Aggressive (10,000 soldiers, squad size 2d6 soldiers); Poor civil rights.

Origin: Egyptian.

Stargate Location (urban region): Floating platform in the city of Letopolis

One of the most wondrous sites in the entire galaxy is the planet Letopolis, a major center of power for Heru-ur and an amazing piece of engineering. Originally, the planet was a lush and fertile world that housed incredibly rich deposits of trinium. Unfortunately, a natural disaster transformed the once-idyllic rainforest into an unlivable wasteland where a thick layer of toxic fogs and noxious gases covers the ground up to an altitude of 100 yards. When the crust cracked and released the fog over the world's surface, all of the natural wildlife was killed and the inhabitants – who were at the time followers of Bastet – were forced to flee. Most of the Goa'uld regarded the planet as completely off-limits and removed it from their tactical planning and star charts. One System Lord did not, however, and was unwilling to give up the trinium-rich world as lost. Heru-ur needed the resources to bolster his already-impressive forces and did so by controlling the sizeable deposit of valuable minerals.

In order to regain control over the mines, however, he was forced to enlist the assistance of a number of Goa'uld scientists. The result of their work was the creation of the city of Letopolis, from which the planet eventually took its name. It was constructed on a giant floating platform that hovered above the toxic fogs released on the world's surface. The city is, in truth, an interconnected group of smaller platforms that make use of the same anti-gravity technology that power the Goa'uld spacecraft.

"I was THINKING about it."

– Col. Jack O'Neill

In order to keep up the mining of the trinium deposits, Heru-ur had a number of special vehicles created that could travel along the now-toxic surface of the planet and continue the mining that was once done by hand. These vehicles are the mainstay of the entire Letopolis operation and without them the whole process would not be possible. After collecting the trinium from the underground mines, the vehicles transport large deposits of the valuable mineral to the surface where they are carried to the floating city. Once inside the city, the trinium is processed at one of the many manufacturing plants and is then sent to waiting cargo ships that transport it to whatever destination Heru-ur commands. Over the years, the miners have become very efficient and are able to refine the trinium in a fraction of the time it took to do the mining by hand.

Letopolis started as a mining operation but as the novelty of the world grew so did the demand for more attractive architecture. Buildings rise from the hovering platforms and reach well into the clouds high in the atmosphere, giving those at the top a magnificent view usually only seen from an aircraft. Several suspension bridges were constructed to provide access between the tallest buildings and have formed a spiderweb network of bridges that move from one end of the city to the other. In addition to the miners (who are mostly human slaves) and the Goa'uld nobles that live on Letopolis, many of Heru-ur's most honored Horus Guards and religious servants received estates here as a reward for their loyal service.

Despite Heru-ur's apparent death, no System Lord has yet moved to claim Letopolis. It is sufficiently deep within his territory to make seizing it an expensive operation, and – with Anubis still a huge concern and no guarantee that Heru-ur will not return, no one wishes to expend the resources.

The Horus Guard Academy

Many of Heru-ur's famed Horus Guards receive their training on Letopolis at a special academy designed to instruct the Jaffa in defensive tactics. Unfortunately for the trainees, the training regiment makes it more of a trial by fire than the dedicated instruction implied by the word "academy." Many do not survive the training as they are pitted against one another in a grueling competition to see who will emerge as the more powerful Jaffa. Many graduates go on to become First Primes (or at least trusted generals) of minor Goa'uld, further improving the reputation of the Horus Guards. The trainees at the Letopolis academy are forced to learn everything from melee and ranged combat to the finer points of death glider tactics. Like other System Lords, Heru-ur was not afraid to waste resources – or lives – in order to produce the most valuable soldiers available to the Goa'uld.

Horus Guards

The Horus Guards are often called the personal bodyguards of the royal family due to their association with Ra and all of his followers. Unlike the Jackal Guards that Ra confiscated from Anubis, the Horus Guards were originally created by Ra to act as the agents of his charges. When Ra granted Heru-ur the position of System Lord, he turned over the training and management of the Horus Guards to him. From that point on, the Horus Guards would be associated with Heru-ur even to the point where many of the natives on Earth confused the System Lord with his own Jaffa warriors.

The Horus Guards are, by and large, defenders of their masters more than generic shock troops. The Horus Guards are capable combatants but work best as bodyguards. They are also renowned for their abilities as death glider pilots, an aspect of their training that Heru-ur demands be emphasized in order to ensure that his agents be well-rounded. Often System Lords that cannot manage a significant complement of death glider pilots will recruit Horus Guards to act as both bodyguards and pilots for their space fleets.

Soma-Kesh (P3X-865)

Thermosphere: Warm (CR 0; normal orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.2 atmospheres).

Hydrosphere: Moist Sub-Humid (daily weather 1-85 none, 86-87 wind 1d10 MPH, 88-93: 1d4 inch of rain, 94-96: thunderstorm, 97-98: hurricane, 99: wind 1d10 MPH, 100 wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor).

Seasons: Normal (spring 1-25, unchanged; summer 26-50 +1d10° F; 51-75 autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 60,000 natives; Goa'uld (7 picks, 6 RP); Autocracy; Hostile (-2 with disposition checks); Aggressive (2,000 soldiers, squad size 2d6 soldiers); Poor civil rights.

Origin: Egyptian.

Stargate Location (plains region): Plains area 2 miles from death glider manufacturing plants.

The System Lords are known for their massive space fleets and their ability to transport themselves almost anywhere in the galaxy. Few stop to think of where these ships and weapons come from, however. The planet of Soma-Kesh is one of the few Goa'uld shipyards known throughout the System Lord hierarchy. Here, the death gliders and other combat starships of many Goa'uld are produced, only to later be sold to the highest bidder. Soma-Kesh's shipyards are one of the largest sources of profit for Heru-ur and only those who are openly engaged in war with him are prohibited from purchasing the starships manufactured on the world. As such, dozens of Goa'uld both major and minor have purchased portions (or, in some cases, entireties) of their space fleets from Heru-ur.

Soma-Kesh itself is a relatively unremarkable planet, chosen more for its central location in Heru-ur's empire than any other reason. The planet contains a few minor deposits of naquadah and trinium but for the most part the metals used in the manufacturing process are shipped in from other worlds (including Letopolis) rather than worrying about trying to mine the already thin natural resources. In fact, since the world has no natural resources it makes it significantly less valuable, allowing the manufacturing facilities and orbital shipyards to be transported to another world on short notice without the significant loss of resources. The world is mostly temperate grasslands and forests with mild seasons, a peaceful living environment for the human worshippers and Jaffa warriors that call Soma-Kesh their home.

Heru-ur himself frequently visited Soma-Kesh to oversee the production of starships and to ensure that everything continued on schedule. Since many minor Goa'uld depended on the starships provided by Heru-ur to protect their small holdings, the System Lord often pushed his servants to their limits in order to justify his reputation as a reliable provider of military might. The small cities on the planet's surface all housed temples to Heru-ur that the System Lord used as temporary accommodations when visiting the world on inspections. Additionally, the world was also used in the testing of prototypical designs and has a large swath of open terrain perfect for low-altitude flying and weapons testing.

The planet was seized by Apophis upon Heru-ur's death. He immediately eliminated all signs of his rival and demanded the populace switch allegiance to him. The orbital shipyards escaped before the Serpent God could seize them, however, making the world useless for his purposes. With Apophis' death, the shipyards returned to their traditional location, and now wait for their "true" god to reclaim his lost heritage. Should another System Lord attack, they are prepared to exercise the same tactics again.

Orbital Shipyards

A modular group of connected space platforms, the orbital shipyard is capable of producing everything from small transport vessels to the massive motherships most Goa'uld use as the flagships of their fleet. Like the manufacturing plants on the planet's surface that produce death gliders, the orbital shipyards provide not only Heru-ur himself with starships but also serve to create space-faring ves-

sels for a number of other Goa'uld. In case of an emergency, the orbital shipyards can separate from one another and make a faster-than-light jump in order to escape any incoming attacks by other System Lords.

UNDERLINGS

HEKORT THE PREDATOR

Heru-ur's fondness for his image of a vengeance-exacting deity led him to recruit a particular follower highly suited to his task. While most ashrak are cold, calculating killers, the one known as Hekort is a ghoulish sadist that revels in torturing his enemies. Heru-ur selected Hekort as his personal assassin after saving him from the vengeance of another System Lord, and made sure the ashrak knew what would happen if his protection ever vanished.

Hekort inhabits the body of a human male who is one of the most stunningly attractive specimens of the species. His physical beauty belies the blackness in his heart as he takes great pleasure in inflicting even greater pain. Hekort not only makes his targets pay for whatever they have done to raise the ire of the System Lords, he makes them beg for death for hours or days on end before finally ending their lives. Additionally, Hekort has been known to target other System Lords (albeit minor ones) for random attacks, which is what got him put on trial in the first place.

Heru-ur kept Hekort on a tight leash but loved to use the ashrak to deal with enemies that he found beneath his notice. Hekort is personally responsible for the deaths of at least one SG team and numerous Tok'ra that have been ferreted out from the ranks of Heru-ur's forces. On at least one occasion, he attempted to infiltrate Earth and attack the leaders of the Tauri, but his plot was discovered and the assault was averted barely in time to save countless lives.

His status following the reported death of Heru-ur is unknown, but even with the number of enemies he has made, he has survived too long and too well to be considered permanently out of action.

LOW-LEVEL HEKORT

Specialty: Goa'uld Warmaster
Class: Pointman
Level: 4

Strength:	16	**Dexterity:**	14
Constitution:	18	**Intelligence:**	14
Wisdom:	16	**Charisma:**	19
Vitality:	44	**Wounds:**	18

Defense: 14 (+2 class, +2 Dex)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +6 **Ref:** +4 **Will:** +7

Special Qualities: Assistance (½ time), dominated body, *generous*, immunity to disease, lead 1/session, long life, parasite, radiation resistance, tactics 1/session, versatility (Concentration, Gather Information, Intimidate, Listen, Pilot, Search, Spot).

Skills: Bluff +10, Bureaucracy +8, Concentration +8, Diplomacy +6, Gather Information +7, Intimidate +11, Knowledge (System Lords) +8, Listen +10, Pilot +4, Search +9, Sense Motive +10, Spot +10.

Feats: Armor Group Proficiency (Light, Medium), Naquadah Sense, Stone Cold, Surge of Speed, Track, Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Kinetic blast	+5	2d6+1 and 2d6+1 subdual

Gear: Kara kesh, mission-specific gear.

MID-LEVEL HEKORT

Specialty: Goa'uld Warmaster
Class: Pointman/Ashrak
Level: 6/3

Strength:	16	**Dexterity:**	14
Constitution:	18	**Intelligence:**	14
Wisdom:	17	**Charisma:**	19
Vitality:	94	**Wounds:**	18

Defense: 16 (+4 class, +2 Dex)
Initiative Bonus: +7 (+5 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +7 **Will:** +9

Special Qualities: Assistance (½ time), cross-class ability (bonus combat feat ×1), dominated body, *generous*, hand of shadow +2, immunity to disease, imperceptible 1/session, lead 2/session, long life, parasite, radiation resistance, *slayer*, tactics 1/session, the chosen +1, versatility (Concentration, Gather Information, Intimidate, Listen, Pilot, Search, Spot).

Skills: Balance +6, Bluff +14, Bureaucracy +10, Climb +5, Concentration +11, Diplomacy +10, Disguise +9, Gather Information +11, Intimidate +12/+13, Knowledge (System Lords) +10, Listen +13, Move Silently +6, Pilot +6, Search +11, Sense Motive +12, Spot +13, Survival (Desert) +9.

Feats: Armor Group Proficiency (Light, Medium), Bloodthirsty, Kara Kesh Basics, Naquadah Sense, Stone Cold, Surge of Speed, Track, Weapon Focus (kara kesh), Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Kinetic blast	+10	2d6+2 and 2d6+2 subdual.

Gear: Kara kesh, mission-specific gear.

HIGH-LEVEL HEKORT

Specialty: Goa'uld Warmaster
Class: Pointman/Ashrak
Level: 6/8

Strength:	17	**Dexterity:**	14
Constitution:	18	**Intelligence:**	14
Wisdom:	17	**Charisma:**	19
Vitality:	144	**Wounds:**	18

Defense: 19 (+7 class, +2 Dex)

Initiative Bonus: +10 (+8 class, +2 Dex)
Speed: 30

Fort: +11 **Ref:** +9 **Will:** +10

Special Qualities: Assistance (½ time), cross-class ability (bonus combat feat ×1), detect symbiote, dominated body, *generous*, hand of shadow +6, immunity to disease, imperceptible 2/session, lead 2/session, long life, mantle of fear, parasite, radiation resistance, shroud of night, *slayer*, tactics 1/session, the chosen +3, versatility (Concentration, Gather Information, Intimidate, Listen, Pilot, Search, Spot).

Skills: Balance +6, Bluff +16, Bureaucracy +12, Climb +8, Concentration +13, Diplomacy +10, Disguise +12, Gather Information +11, Intimidate +16/+17, Knowledge (System Lords) +12, Listen +14, Move Silently +11, Pilot +8, Search +13, Sense Motive +13, Spot +15, Survival (Desert) +9.

Feats: Armor Group Proficiency (Light, Medium), Bloodthirsty, Combat Instincts, Coolness Under Fire, Glint of Madness, Kara Kesh Basics, Naquadah Sense, Stone Cold, Surge of Speed, Track, Weapon Focus (kara kesh), Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Kinetic blast	+15	2d6+3 and 2d6+3 subdual

Gear: Kara kesh, mission-specific gear.

KALI

THE DESTROYER

Specialty: Goa'uld Spy
Rank: System Lord
Class: Pointman/Scout/Ashrak
Level: 6/7/5

Strength:	13	**Dexterity:**	16
Constitution:	12	**Intelligence:**	15
Wisdom:	20	**Charisma:**	14
Vitality:	121	**Wounds:**	12

Defense: 23 (+8 class, +3 Dex, +2 natural)
Initiative Bonus: +15 (+12 class, +3 Dex)
Speed: 30

Fort: +12 **Ref:** +13 **Will:** +13

Special Qualities: Assistance (½ time), cross-class ability (sneak attack +1d6), detect symbiote, dominated body, *generous*, hand of shadow +6, hunter (keen senses), immunity to disease, imperceptible 1/session, inherited memory, lead 2/session, long life, parasite, radiation resistance, rough living +2, *slayer*, sneak attack +1d6, tactics 1/session, the chosen +2, versatility (Bluff, Gather Information, Hide, Innuendo, Listen, Move Silently, Xeno Cultures, Xeno-Languages).

Skills: Balance +11, Bluff +13, Climb +6, Concentration +12, Cultures +10, Diplomacy +12, Disguise +10, Driver +7, Escape Artist +8, First Aid +6, Gather Information +12, Handle Animal +5, Hide +17, Innuendo +15, Intimidate +12, Jump +9, Languages +3, Listen +16, Move Silently +17, Search +10, Sense Motive +12, Sleight of Hand +6, Spot +17, Survival (Mountain) +13, Swim +7, Tumble +8, Xeno-Cultures +12, Xeno-Languages +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Assassin, Blind-Fight, Combat Instincts, Darting Weapon, Expertise, Master Assassin, Mountain Training, Naquadah Sense, Outdoorsman, Sidestep, Stealthy, Stone Cold, Surge of Speed, Track, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Combat knife	+17	1d6+1 (accuracy -, error 1, threat 17-20, range 5 ft.)
Kinetic blast	+17	2d8 and 2d8 subdual

Gear: Kara kesh, combat knife, other weapons as appropriate.

HISTORY AND BACKGROUND

Kali's rise to power began during the second Goa'uld Dynasty, shortly after the discovery of the Tauri by the Goa'uld. In fact, Kali was one of the first symbiotes to take a human host. At the time, she was a close ally to the Goa'uld Shiva, and served him as ashrak. Though not a System Lord in his own right, Shiva held a small dominion at the time, and was granted access to the Tauri by Ra. During this period, Kali eliminated elements opposed to Shiva's rule, including many among the Tauri – particularly those who refused to recognize Shiva's alleged divinity. Thus did she establish her role in the Hindu pantheon as a destroyer of ignorance.

Unfortunately, Shiva's behavior made it difficult for Kali to fulfill her role to his satisfaction: he refused to surrender his Unas host, which led the Tauri to frequently believe him a demon rather than a God. Though this satisfied Shiva, Kali recognized the potential for unrest in this situation far in advance of her lord, and pleaded with him to take a human host. Ra shared her concern, and demanded that so long as Shiva continued to make use of the Tauri, he must take a human host. When Shiva refused, Ra demanded an audience. Shiva balked, and Kali instead appeared before the supreme System Lord, seeking a way to divert the bloody conflict she knew would be the result of Shiva's defiance. Ra offered an alternate solution. Shiva would die at Kali's hand.

Though loathe to destroy her master, Kali had little choice. Ra was the most powerful of the System Lords and defiance would lead only to her death. Further, she knew that Shiva would simply be destroyed by other means should she refuse. Finally, Ra sweetened the deal: he would seize control of Shiva's territory following the rebellious Goa'uld's death, and Kali would be granted dominion over it, subordinate to Ra himself. Kali agreed; she struck down Shiva, and – as Ra had promised – assumed control of her victim's territory. In exchange for her service, Ra also granted Kali access to a small group of Tauri, in a region known today as Bengal. She then systematically eliminated subjects that remained loyal to the fallen Goa'uld, further cementing her position among those who worshipped her

as the destroyer of ignorance. At the same time, she quickly promoted those who were loyal to her, both within her Tauri subjects and her dominions on other planets. Iconography depicting her as a redeemer, standing over the fallen form of her spouse, soon became common among her worshippers.

Despite her rise to power, she chafed under the thumb of Ra, who treated her as little more than a mistrusted lieutenant. When the Tauri threw off Ra's dominion, and the Sun God's troubles with the Asgard continued, Kali seized her chance. She withdrew to a few tightly controlled planets, and carved out her own empire. Though Ra was displeased, the chaotic state of the Goa'uld empire drew the lion's share of his attention away from her activities. By the time order was restored, Ra concluded that reclaiming the small part of his empire seized by Kali was simply more trouble than it was worth, and dictated terms for her continued independence.

Fearful of Ra's retribution, Kali was in no position to refuse. She accepted his offer, but was not yet satisfied. Rather than struggle against Ra, she instead focused her efforts on neighboring System Lords closer to her own strength. She struck quickly, seizing many worlds belonging to Goa'uld such as Shak'ran and Sobek. Her attacks on Shak'ran further secured her own territory, as Ra approved of her attacks on his minor foe.

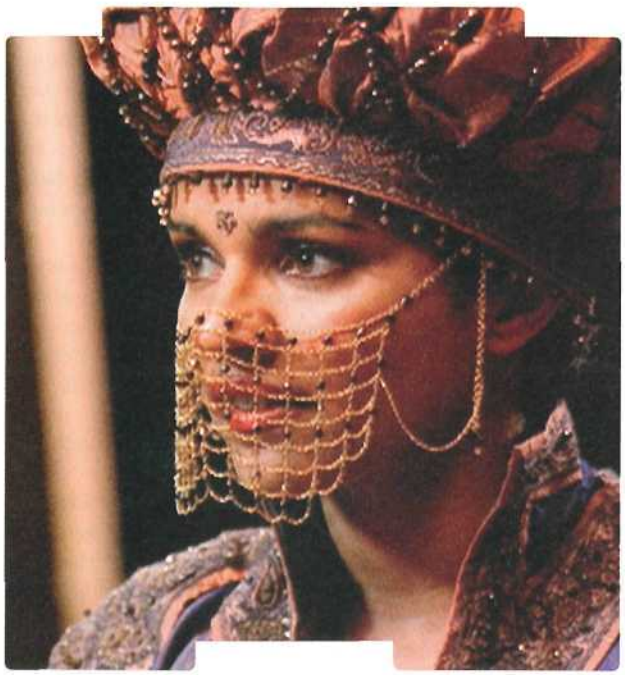
As Kali's power waxed, another System Lord's was on the wane. The goddess Bastet was overthrown during the same chaotic period in which Kali rose to power. Hard pressed to defend her new acquisitions, Kali recognized an opportunity to gain a much needed ally. Likewise, Bastet hoped to use Kali in order to buttress her crumbling dominion. Together, the pair became a force to be reckoned with, and each of their territories expanded exponentially by the close of the Second Goa'uld Dynasty. *(See page 35 for more on Bastet.)*

By the rise of the Third Dynasty, both were major powers among the Goa'uld, and founding forces among the new System Lords. Though Kali was powerful, her forces were still dwarfed by Ra's. As such, she tended to defer to his wishes during System Lord gatherings. Nonetheless, she maintained her alliance with the more independent Bastet, despite the occasional border dispute. Each recognized that despite their power, any of the mightier Goa'uld – Ba'al and Ra particularly – could crush them at a whim. Together, they stood a better chance of fending off their rivals.

With Ra's destruction, Kali scrambled with the rest to fill the power vacuum he left behind. Her forces frequently clashed with those of Apophis, who felt that the worlds granted her by Ra millennia ago were his to rule. She also suffered losses at the hands of Ba'al, and eventually sued for peace in order to focus her efforts against Apophis. This conflict continued for several years, until Apophis' destruction at the hands of the Tauri. She quickly moved to reclaim her lost territory, eliminating the remnants of Apophis' forces and consolidating her empire. The destruction wrought by Apophis, however, crippled her forces, and she now struggles to rebuild her empire by any means necessary.

Currently, Kali is predominantly occupied with maintaining her territory against the depredations of Ba'al. Though she holds no love for the Tauri, neither does she hate them with the fire of many System Lords. This is due largely to the destruction of Apophis at their hands. They are a possible resource to be turned against her foes among the System Lords – a dangerous, unpredictable resource, to be sure – but one to be considered if necessary. Though she acquiesced to Anubis' return, she still bears him ill will for the recent destruction of her forces. Though Anubis did not occupy the planet – which is Kali's own base of operations – she recognizes that he could have, and therefore fears his wrath. With the advent of open war against Anubis, her forces joined those of the System Lords arrayed against the powerful renegade.

Kali's host is a lovely young woman of Hindu ancestry. The goddess dresses in extravagant clothes and usually covers her face with a veil. Her ego is massive, as with any other Goa'uld, but strangely quiet. She rarely rants and raves, and affronts to her divinity are greeted with a stony silence. She prefers to let her actions speak for her, and rarely wastes time with idle words. When she strikes, her blows are swift and terrible, leaving her foe alive just long enough to realize their folly. Despite her aspect as the Destroyer, she treats her subjects with a modicum of fairness. Only those who defy her need fear her... and for those her destructiveness is terrifying indeed.



PLANETS

CERADOR (P8C-441)

Thermosphere: Hot (CR 1; medium orbit; 3d20+50° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres).

Hydrosphere: Semi-Arid (CR 0; daily weather 1-88: none, 89: windstorm 1d10 MPH, 90-92: rain 1d3-1 in., 93: thunderstorm, 94: dust storm, 95: hurricane, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind 1d10+20 MPH, 100: wind 1d20+30 MPH).

Geosphere: Very stable tectonic activity (daily earthquakes none; no volcanoes within 100 miles of Stargate).

Seasons: Mild (spring 1-17, unchanged; summer 18-50 +2d10° F; 51-83 autumn, unchanged; 84-100 winter -2d10° F).

Anthrosphere: 50,000,000 natives; Late Medieval (4 picks, 2 RP); Theocracy; Hostile (-2 with disposition checks); Aggressive (25,000 soldiers, squad size 2d4 soldiers); Horrid civil rights.

Origin: Hindu.

Stargate Location (equatorial region): heavily guarded plaza in urban area, Kali's capital city.

Cerador is a dry world, dominated by flora and fauna that thrive in such an environment. Large land masses occupy most of the planet's surface, leaving roughly a fifth of the world covered by seas and oceans. It is approximately half again the size of earth, though its lower core density means its gravity is roughly on par with Earth's. Its days are long, as the world spins slowly; a day on Cerador is about forty Earth hours. On the whole, Cerador's atmosphere is drier than that of Earth, though the vast majority of the planet's land mass remains habitable. Despite this, most of the population is focused in a few urban areas, leaving much of the planet undeveloped. These population centers are tightly controlled by Kali's Jaffa legions.

Considering its status as a System Lord's homeworld, the humans of Cerador are surprisingly advanced from a technological and social standpoint. Like many System Lords, Kali learned from the mistakes of the Tauri uprising, but unlike others, she elected to grant more freedom to her people rather than crush their spirit. The technological level of Cerador is roughly comparable to Earth's Late Medieval period, though inventions that present a threat to Kali's rule are ruthlessly destroyed by her Jaffa legions, and their creators executed. Similarly, excursions to Ra's fallen temples and cities are prohibited by Kali; each such temple is guarded by a host of her soldiers.

Much of Cerador's history has passed beyond the memory of its inhabitants, and few have any idea that the planet was once ruled by Ra. Such knowledge contradicts the assertion of Kali's priesthood, which posits that Cerador has always been - and shall always be – Kali's domain. Jaffa are forbidden to speak of such matters, for fear of the natives discovering their true history, and eventually the true nature of Kali herself.

Kali rarely takes a direct hand in the rule of Cerador, instead leaving such matters in the hands of her Jaffa priesthood. When she does choose to appear before her subjects, it is invariably at one of her Palaces of Rebirth, one of which exists in each of Cerador's cities. Such events usually serve either to make an example of one spurned her laws through invention or exploration, or to offer a reward to those who exalt her. Generally, this reward comes in the form of Goa'uld implantation, who then serves Kali as an underling. That said, the process of implantation is not for the eyes of her subjects. Instead, a ceremony of much pomp and circumstance is held before the Stargate, which lies in the courtyard before her Palace of Rebirth in Colcratta (Cerador's capital city). The new host is escorted through the Stargate by Kali's First Prime, Kel'Ry, whereupon the candidate is seized by her Jaffa on the far side and implanted. Generally, only the most loyal subjects are selected for this "honor," but occasionally, Kali implants dissenters in secret, then releases the now-controlled host back into the population in order to ferret out any networks of resistance to which the dissenter may have belonged. This tactic has proven effective many times, though Kali does not use it unless she has reason to believe such a network exists.

As Cerador is also the home of Kali's fleets, death gliders are a common sight above the planet, and only augment the population's awe. Glider patrols supplement Kali's Jaffa ground forces, and help ensure that the people do not stray too far into the wilderness (and stumble across one of Ra's lost cities).

The remnants of Ra's rule, though more or less intact, have been largely stripped of any useful technology. Nonetheless, secret passages and hidden chambers abound – as well as lethal traps for the unwary – and valuable technology and information may yet be discovered there. Ra even secreted several artifacts of the Ancients away on the planet and Ra's daughter, Anat – known as a warrior deity in Egyptian mythology – is imprisoned here as well, secreted away in an urn much like that which held Osiris on Earth. The reasons for her imprisonment are unknown, though it is likely she angered her father in some way. Should she be freed, she will doubtless attempt to reclaim her father's territory from Kali.

Cerador is far from the border of Kali's domain. With the return of Anubis, however, it is clear that the planet is not impervious to attack. Two motherships were stationed in Cerador's orbit, and they were recently attacked and destroyed by the resurgent Goa'uld. He did not claim Cerador, but he might have... and the reality of that eats away at Kali. Now, no less than four Goa'uld mother ships orbit Cerador at any given moment, and more are available should the situation merit.

Despite Kali's efforts to stymie technological development, discoveries are being made in secret with increasing regularity. Recently, a small cabal of intellectuals developed gunpowder. Though they have not yet made the leap to the development of simple firearms, it is only a matter of time before they do. Thus far, they have managed to keep this development secret, and have yet to be infiltrated by one of Kali's Goa'uld "turncoats." If Tauri or Tok'ra agents can make contact with this group (which is based in Colcratta itself) they could be a valuable asset in operations against Kali on her own ground.

Doligra (P8S-292)

Thermosphere: Warm (CR 0; medium orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.0 atmospheres).

Hydrosphere: Moist Sub-Humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH.

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 1 mile of Stargate).

Seasons: Normal (spring 1-25, unchanged; summer 26-50 +2d20° F; 51-75 autumn, unchanged; 76-100 winter -2d20° F).

Anthrosphere: 150,000,000 natives; Renaissance (5 picks, 3 RP)/Stone Age (1 picks, 0 RP); Aristocracy/Pantisocracy; Hostile (-2 with disposition checks)/

Suspicious (-1 with disposition checks); Moderate (3,000 soldiers, squad size 1d4 soldiers); Horrid civil rights.

Origin: Hindu.

Stargate Location (northern region): Hilly, forested terrain outside of Laikem, a city occupied by Kali's Jaffa.

Physically, Poligra is similar to Earth. Though slightly smaller, its core is denser, so gravity and atmospheric pressure is identical to Earth's. Poligra's surface is roughly two thirds water, with the remainder occupied by a single large continent. This land mass stretches from one polar region to the other, and is similarly broad in longitude. Poligra's terrain is therefore quite diverse, featuring both coniferous and deciduous forests, plains, hills, mountains, and deserts. The inhabitants of Poligra have seen a great deal of death and destruction recently. They were on the frontier of Kali's war against Apophis, and later, Ba'al. Previously made up of several pre-industrial nations, the battles between the System Lords' forces have quite literally bombed the Poligrans back to the stone age. Only remnants of their cities survive, and the inhabitants have retreated to the wilderness.

As Poligra is far from central to Kali's domain, she is generally content to ignore its development, so long as it does not present a threat to her order. Therefore, the legions of Jaffa that swarmed over the planet during its recent troubles were foreign to the Poligrans; Kali's forces had not visited the planet in generations. Nonetheless, they quickly learned fear for the alien warriors. The Poligrans knew no distinction between the Jaffa of Kali, Apophis, or Ba'al. They knew only that the invaders brought death on great wings, and later, in the fire staves they carried.

For their part, the invading Jaffa are little concerned with the natives. Poligran cities and villages provide convenient strong points and fortresses, so the Jaffa who fight across the planet's surface take pains to occupy such locations. Other than subjugating the citizens of these locations, the Jaffa have no interest in the Poligrans as a whole. Therefore, smaller and more remote villages carry on life as best they can, though they are occasionally inundated with refugees from the more sophisticated areas of the planet.

The vast majority of the planet is currently occupied by Kali's and Ba'al's forces, in roughly equal measure. The



frontier between the occupied cities is a no man's land of blasted forests, shattered mountains, and ruined villages with no stone standing on another. Further, several battalions of Apophis' Serpent Guard still occupy a few isolated settlements. In some cases, the Jaffa of Kali and Ba'al attempt to recruit these desperate Jaffa to their own cause, though their success rate is slim. Usually, when discovered, these Serpent Guard enclaves are simply bombed into oblivion with an orbital bombardment.

Though the natives worship Kali in a fashion similar to most other conquered planets, she is a remote goddess. Most worship is disorganized and casual, but even those who have fled their homes and taken refuge deep in the wilderness maintain at least token faith. Kali's Jaffa are beginning to capitalize on this remnant of faith, recruiting the Poligrans in a holy crusade against the forces of the "demon" Ba'al. Such recruits are considered little more than cannon fodder, and die by the thousands in each engagement.

The Poligrans are ill-prepared to mount any kind of organized resistance to the invaders. A few have tried, only to be ruthlessly put down. The rest learned that it is far better to remain hidden, miserable yet alive, than to fight back and be killed. Further, though some villages accept as many refugees as they can, such desperate souls are often turned away in order to avoid taxing already-strained resources or angering the invaders.

Interestingly, Anubis ignored Poligra in his drive toward Kali's forces at Cerador. Nonetheless, his presence is felt even here. With Kali's withdrawal back towards Cerador, her presence on Poligra is weakened a great deal. In only the few years since Anubis' return, Kali's Jaffa have lost much ground, and are now reduced to holding roughly a quarter of the planet's surface area. In response, her ships have stepped up their orbital bombardment of Ba'al's positions, further scarring the Poligran landscape.

At long last, the Poligrans may be desperate enough to mount a resistance effort. That said, even those who manage to stand up to the Jaffa invaders have little more than sticks and stones at their disposal. A few such desperate bands have allied themselves with the remaining Serpent Guard; Apophis' Jaffa were surprisingly open to this alliance, and many cities held by the Serpent Guard now host a combined population of Poligran natives and Serpent Guard, working toward mutual survival. Nonetheless, the Poligrans recognize they are working with the least of three evils, and would be eager to explore other options. An SG team offering alliance would be welcomed; while the Poligrans are eager to hear the Tauri's offer, they are generally wary of empty promises for support. In order to sway the Poligrans, an SG team will need to not only offer equipment and training, but demonstrate that they are capable of combating the Jaffa invaders effectively.

Alternately, some villages would welcome the chance to simply escape their world and start anew somewhere else. Unfortunately, the Stargate is within Kali's territory, and getting a group of more than a dozen or so through it is likely to be difficult.

Underlings

Kel'Ry

Kel'Ry is Kali's First Prime, and has served her loyally since his Prim'ta. He will continue to do so, even unto his death, for his belief in her divinity is unshakable. Kel'Ry remains close by Kali's side, often serving as much as a personal assistant and bodyguard as a field marshal for her Jaffa legions.

Low-Level Kel'Ry

Specialty: Jaffa Brahma Guard.
Rank: First Prime
Class: Guardian
Level: 3

Strength:	16	**Dexterity:**	11
Constitution:	14	**Intelligence:**	10
Wisdom:	12	**Charisma:**	12
Vitality:	31	**Wounds:**	14

Defense: 11 (+1 Jaffa armor)
Initiative Bonus: +3 (+3 class)
Speed: 30

Fort: +4 **Ref:** +0 **Will:** +2

Special Qualities: Enforcer (basic), radiation resistance (+3), soak 1/session, *unbreakable.*

Skills: Balance +1, Climb +5, Concentration +6, Demolitions +4, Escape Artist +1, First Aid +2, Hide +1, Intimidate +6/+4, Jump +5, Move Silently +1, Pilot +2, Spot +3, Survival (Urban) +2, Tumble +1.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Explosives Basics, Symbiote (Healing Trance), Power Attack, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+6	1d3+3 (subdual)
Staff weapon	+2	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

Mid-Level Kel'Ry

Specialty: Jaffa Brahma Guard.
Rank: First Prime
Class: Guardian/Prime
Level: 5/4

Strength:	17	**Dexterity:**	11
Constitution:	14	**Intelligence:**	10
Wisdom:	12	**Charisma:**	13
Vitality:	76	**Wounds:**	14

Defense: 11 (+1 Jaffa armor)
Initiative Bonus: +6 (+6 class)
Speed: 30

Fort: +10 **Ref:** +3 **Will:** +9

Special Qualities: Accelerated healing, death squad +1 attack/save, enforcer (basic), *prepared,* radiation resistance, ring of defense 1/session, Second Prime, soak 2/session, *unbreakable,* uncanny dodge (Dex bonus).

Skills: Balance +3, Climb +7, Concentration +9, Demolitions +7, Escape Artist +2, First Aid +4, Hide +5, Intimidate +10/+8, Jump +7, Move Silently +4, Pilot +4, Spot +9, Survival (Urban) +5, Tumble +3.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Explosives Basics, Iron Will, Power Attack, Symbiote (Healing Trance), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+11	1d3+3 (subdual)
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

High-Level Kel'ry

Specialty: Jaffa Brahma Guard.
Rank: First Prime
Class: Guardian/Prime
Level: 5/10

Strength:	17	**Dexterity:**	12
Constitution:	14	**Intelligence:**	10
Wisdom:	12	**Charisma:**	13
Vitality:	134	**Wounds:**	14

Defense: 12 (+1 Dex, +1 Jaffa armor)
Initiative Bonus: +9 (+8 class, +1 Dex)
Speed: 30

Fort: +13 **Ref:** +6 **Will:** +12

Special Qualities: Accelerated healing, battlefield tactics, death squad +2 attack/save/damage, enforcer (basic), First Prime, *prepared,* radiation resistance, ring of defense 2/session, Second Prime, soak 2/session, true warrior (2 grades), *unbreakable,* uncanny dodge (Dex bonus, can't be flanked), voice of the masters..

Skills: Balance +7, Climb +10, Concentration +11, Demolitions +14, Escape Artist +6, First Aid +7, Hide +7, Intimidation +21/+19, Jump +10, Move Silently +7, Pilot +8, Spot +12, Survival (Urban) +7, Tumble +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Explosives Basics, Iron Will, Power Attack, Symbiote (Healing Trance, Immunity to Disease), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+15	1d3+3 (subdual)
Staff weapon	+11	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon.

Anat

Worshipped as a warrior deity in ancient Egypt, Anat was imprisoned by her father Ra for some long forgotten offense. Ra secreted her urn deep beneath the surface of Cerador. When Kali seized the planet shortly after the Tauri rebellion, Ra abandoned his daughter's prison, confident that should she return, her lust for battle and power would set her against Kali. Should an SGC team discover Anat's resting place and free her, she could be a valuable – if unpredictable – ally against Kali. Once freed from her prison, she will try to seize the first available host; the statistics presented here assume that host is human. Further, Anat is presented without gear, as her available equipment depends on what she can attain after gaining a new host.

Low-Level Anat

Specialty: Goa'uld Warmaster
Rank: Underlord
Class: Soldier
Level: 4

Strength:	13	**Dexterity:**	16
Constitution:	14	**Intelligence:**	13
Wisdom:	14	**Charisma:**	11
Vitality:	39	**Wounds:**	14

Defense: 15 (+2 class, +3 Dex)
Initiative Bonus: +6 (+3 class, +3 Dex)
Speed: 30

Fort: +4 **Ref:** +4 **Will:** +6

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance.

Skills: Balance +4, Climb +3, Concentration +6, Demolitions +3, Driver +6, First Aid +4, Intimidate +6/+5, Jump +5, Languages +3, Spot +6, Survival (Desert) +5, Swim +3, Tumble +5, Xeno-Languages +3.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Martial Arts, Naquadah Sense, Stone Cold, Rapid Healing, Surge of Speed, Warrior's Grace, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

ATTACKS

Unarmed	+5	1d6+2 (subdual)

Gear: As host.

Mid-Level Anat

Specialty: Goa'uld Warmaster
Rank: Underlord
Class: Soldier
Level: 10

Strength:	14	**Dexterity:**	16
Constitution:	14	**Intelligence:**	13
Wisdom:	14	**Charisma:**	11
Vitality:	90	**Wounds:**	14

Defense: 17 (+4 class, +3 Dex)
Initiative Bonus: +15 (+8 class, +3 Dex, +4 feat)
Speed: 30

Fort: +7 **Ref:** +6 **Will:** +9

Special Qualities: *Accurate,* armor use +2, damage reduction 1/-, immunity dominated body, to disease, inherited memory, long life, parasite, portable cover (¼ cover), radiation resistance, weapon specialization (barehanded, kara kesh).

Skills: Balance +10, Climb +7, Concentration +8, Demolitions +6, Driver +9, First Aid +7, Intimidate +10/+8, Jump +9, Languages +3, Spot +9, Survival (Desert) +8, Swim +5, Tumble +8, Xeno-Languages +3.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Bloodthirsty, Improved Initiative, Martial Arts, Naquadah Sense, Ready Stance, Sidestep, Stone Cold, Rapid Healing, Surge of Speed, Warrior's Grace, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+12	1d6+7 (subdual)

Gear: As host.

High-Level Anat

Specialty: Goa'uld Warmaster
Rank: Underlord
Class: Soldier
Level: 16

Strength:	16	**Dexterity:**	16
Constitution:	14	**Intelligence:**	13
Wisdom:	14	**Charisma:**	11
Vitality:	130	**Wounds:**	14

Defense: 20 (+6 class, +3 Dex, +1 Sidestep)
Initiative Bonus: +20 (+13 class, +3 Dex, +4 feat)
Speed: 30

Fort: +9 **Ref:** +8 **Will:** +12

Special Qualities: *Accurate,* armor use +4, damage reduction 2/-, dominated body, immunity to disease, inherited memory, long life, one in a million, parasite, portable cover (¼ cover), radiation resistance, weapon specialization (barehanded, kara kesh, staff weapon, zat'nik'tel).

Skills: Balance +12, Climb +11, Concentration +11, Demolitions +9, Driver +12, First Aid +10, Intimidate +14/+11, Jump +12, Languages +3, Spot +12, Survival (Desert) +11, Swim +9, Tumble +11, Xeno-Languages +3.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Bloodthirsty, Combat Instincts, Confident Charge, Coolness Under Fire, "Keep Your Head Down!", Glint of Madness, Improved Initiative, Martial Arts, Naquadah Sense, Rapid Healing, Ready Stance, Sidestep, Stone Cold, Surge of Speed, Warrior's Grace, Weapon Focus (staff weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+19	1d6+9 (subdual)

Gear: As host.

Manannan mac Lir

Lord of the Cauldron Legions

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman
Level: 15

Strength:	11	**Dexterity:**	12
Constitution:	15	**Intelligence:**	14
Wisdom:	17	**Charisma:**	19
Vitality:	124	**Wounds:**	15

Defense: 17 (+6 class, +1 Dex)
Initiative Bonus: 7 (+6 class, +1 Dex)
Speed: 30

Fort: +9 **Ref:** +8 **Will:** +12

Special Qualities: +4 threat range to Bluff & Innuendo, assistance (¼ time), cross-class ability (basic skill feat ×2, research (feat), sneak attack +1d6), dominated body, *generous,* immunity to disease, inherited memory, lead 7/session, long life, parasite, radiation resistance, strategy 1/session, tactics 3/session (+2 bonus), versatility (Appraise, Computers, Concentration, Cultures, Forgery, Gather Information, Intimidate, Listen, Spot, Xeno-Cultures).

Skills: Appraise +9, Bluff +26, Bureaucracy +22, Computers +8, Concentration +10, Cultures +8, Diplomacy +26, Forgery +11, Gather Information +21, Innuendo +15, Intimidate +11/+14, Listen +10, Sense Motive +15, Spot +9, Xeno-Cultures +17.

Feats: Advanced Skill Mastery (Field Operative, Persuasive), Armor Group Proficiency (Light, Medium), Career Operative, Field Operative, Grand Skill Mastery (Persuasive), Master Fence, Naquadah Sense, Persuasive, Political Favors, Sidestep, Silver Tongue, Weapon Group Proficiency (Melee, Handgun, Rifle).

Attacks

Unarmed	+11	1d3 (subdual)
Kinetic blast	+12	2d6 and 2d6 subdual
Short sword	+11	1d8 (accuracy –, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Kara kesh, short sword.

The Black Cauldron

With this one-of-a-kind invention, Arawn has ensured that the Jaffa who serve Manannan have no freedom even in death. Although it looks like an immense cylindrical vat rather than a stone coffin, the Cauldron's design is based on that of the sarcophagi that the Goa'uld use to restore the dead to life. What it restores can hardly be called "life," however. While attempting to modify a sarcophagus to use less power, Arawn discovered that it was possible to revive a number of basic brain functions – all autonomic activities, plus the ability to receive and (to a limited degree) interpret sensory data – without having to reinstate the higher brain functions. Furthermore, he also determined that it was possible to "imprint" the minds of those resurrected with the voice of another individual, such that any commands issued in that voice would be obeyed without question. These "Cauldron-Born" soldiers acknowledged no fear or pain, but suffered from one strange drawback: though they were able to understand verbal commands, they could not speak.

Armed with this discovery, Arawn set out to establish an army of warriors who would never turn from the battlefield. He first deployed the Cauldron-Born during the uprising against Balor, and was not disappointed. The Cauldron has been in nearly constant use since then, and Cauldron-Born troops make up the lion's share of any ground force that Manannan sends into battle. He keeps it on the planet of Annwn *(see page 71)* and guards its secrets jealously. To date, no other Goa'uld has mastered the technology, and Manannan's servants on Annwn have orders to destroy it rather than let it fall into an enemy's hands.

History and Background

Even within Goa'uld society, few are familiar with the activities of Manannan mac Lir, easily one of the most reclusive of the System Lords. He prefers it this way. Patience, cunning, and near-anonymity have served him well in situations that have brought brasher System Lords low.

Like Morrigan *(see page 80)*, Manannan is the spawn of queen Danu *(see page 84)*, a distant Goa'uld whose obedience to Ra was tacit at best. Her brood was far too engaged in their own machinations to trouble the Sun God, at least initially, and they bent their knee mainly to gain access to the stock of Tauri on Earth. The young Manannan mastered the art of staying low on the radar during the centuries of infighting that have plagued the family. When his more warlike brethren initiated conflicts, he offered tacit support – even going so far as to offer strategic and logistical advice – but never sending any of his personal resources into the fray. He willingly allowed others to take the glory of victory; he was far more interested in the spoils, and even more so in the negotiations which followed.

It was in exactly this manner that Manannan developed the most important alliance of his existence: the Goa'uld scientist Arawn. During Manannan's sojourn as an underlord, a war leader named Gwydion stole several valuable artifacts from Arawn, who at the time was trying to build up his own power base outside the auspices of the System Lord Balor's empire. Arawn retaliated by sending an army of cybernetically modified Jaffa against Gwydion, who rallied his family and destroyed the army by force of overwhelming numbers. Afterward, Manannan – who had carefully reviewed the battle, and was most intrigued by the modifications the enemy soldiers sported – contacted Arawn and, offering him a hidden base from which to continue his experiments, forged a pact which has only strengthened over the centuries.

The treaty remained a secret until Manannan finally saw fit to tip his hand, during a revolt against Balor led by another underlord, Dagda. The upstart troops spearheaded the attack, softening up Balor's Fomorian hordes, while Manannan maneuvered his pieces into place. By this time, Arawn had set aside his experiments in cybernetic modification and had begun experimenting with direct manipulation of his test subjects' mental faculties, using a modified sarcophagus which came to be known as "the Black Cauldron." Wave after wave of "Cauldron-Born" shock troops – engineered to be immune to pain or fear and unable to disobey any order given to them by their controller – descended upon Balor's armies, providing an allied underlord named Lugh with the opportunity he needed to deliver a fatal blow. This left Dagda and Manannan in joint control of a vast empire, which they divided between themselves. Both petitioned to join the System Lords, and though the request initially met with murmurs of surprise – Dagda they had heard of, but Manannan was a mystery – both clearly held the necessary resources and military might to enter the highest ranks of the Goa'uld. Manannan's new status allowed him to take on Lugh as his warmaster, but also afforded him an even more important asset: his queen, Morgause.

For several hundred years, Manannan had drawn most of his Tauri slaves from Ireland, Britain, and the Isle of Man. Fostering discord among the warlike clans there was absurdly easy – especially for a Goa'uld who had spent centuries capitalizing on his own relatives' infighting – and provided an effective means of natural selection for the best breeding stock. Furthermore, he had fostered the belief that Emain Abhlach – his base of operations – was the magical Otherworld where powerful warriors spent their afterlives, leaving him with no shortage of worshippers ready to kill and die for the chance to serve their god in paradise. Not long after Balor's demise, though, one man threatened to destroy this efficient system which Manannan had set up: a local war leader by the name of Arthur. Through a combination of charisma and military skill, Arthur managed to unite the clans, forging them into a powerful, cohesive unit. Worse yet, the persuasive efforts of Arthur's cousin Illtyd, slowly began to woo the formerly fanatical Irishmen away from their devotion to Manannan.

But the System Lord had encountered cults of personality before. This one would fall like any other.

Morgause already had access to excellent genetic material from the slaves Manannan had previously acquired, but Arthur seemed too good of a prize to pass up. Intending to kill two birds with one stone, Manannan sent Morgause to Arthur's court with orders to seduce him, gather information, and kill him if possible. She succeeded in all but the last; before she had the opportunity to murder Arthur,

Morgause realized that her host body had become pregnant, and returned to Emain Abhlach to bear the child. Manannan was briefly disappointed, but counted the mission a success nonetheless – after all, his queen had just brought him a new weapon. She bore a boy, who she named Mordred, and as soon as he was old enough, he Blended with one of Morgause's own larvae.

Mordred spent the next several years at Lugh's side, training in the arts of war. The boy took after both his host and symbiote parents in cunning, and did not get on well with the rash, aggressive Lugh; still, he learned much, and when Manannan sent him back to Ireland at the head of an army of Fianna warriors, he broke Arthur's hold over the clans in a matter of weeks. Mordred met Arthur in battle and broke the Tauri using his kara kesh. He brought Arthur's dead body back to Emain Abhlach as tribute to Manannan, giving rise to the legend that the mortally wounded King Arthur was removed to Avalon, from which he will one day return in Britain's greatest hour of need.

Not long afterward, the then-underlord Morrigan brought forth evidence that Lugh was plotting to destroy Danu *(see page 81)*. Manannan secretly suspected the evidence was fabricated, but allowed the charges to proceed unchallenged; he and Lugh had disagreed repeatedly on the conduct of military operations, and now that Mordred had proven himself a worthy leader, Morrigan's allegations proved the perfect means of putting Lugh out of the way. This may yet prove dangerous for Manannan, as Mordred is both ambitious and patient, and will not put up with being an underlord forever – but for now, their lord-and-vassal relationship holds.

Currently, Manannan is content to remain on the fringes of Goa'uld politics, preferring to expand his power base through colonizing new planets and supporting Arawn's research rather than sparring over existing systems and resources. He recently suffered a setback when his longtime queen Morgause inexplicably became barren, but his rank among the Goa'uld affords him the right to the larvae of other queens, so he does not count it a serious blow. Many of the worlds under his sway are extremely far apart, and a considerable portion of his assets goes into maintaining his empire – but his organization has passed the point of becoming self-supporting, and when he finally leverages the power at his command, the other System Lords will have no choice but to give him the respect and glory he has passed up for so long.

Planets

Emain Abhlach (P4M-702)

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (1.15 atmospheres; Int/Wis Penalty None; Exp. Inc None; SV None; Dmg None; Recup None).

Hydrosphere: Moist sub-humid (daily weather 1-85: none, 86-87: flood1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1, 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no active volcanoes within 5,000 miles of Stargate).

Seasons: Mild (spring 1-17, unchanged; summer 18-50, +2d10° F; fall 51-83, unchanged; winter 84-100, -2d10° F).

Anthrosphere: 140,000 natives; Iron Age (3 picks, 1 RP); Stratocracy; Suspicious (-1 to disposition checks); Sensitive (7,500 soldiers, squad size 1d4 soldiers); Moderate civil rights.

Origin: Celtic.

Stargate Location (hills region): Nestled in a grove not far from Manannan's fortress, surrounded by a ring of enormous basalt stones.

Emain Abhlach – literally, "the Isle of Apples" – holds a place in Celtic lore as one of the Islands of the Blessed, where bold warriors could at last find rest from all sorrow and fatigue, and where the sea-god Manannan mac Lir ruled in splendor. The tales are half right. Over the course of several hundred years, Manannan culled Britain and Ireland for its genetic stock, occasionally sending a brainwashed Tauri back with some minor but impressive technological toy *(see New Equipment and Technology)* in order to fuel the humans' desire to visit the Blessed Isles. Of course, none ever returned for good.

The inhabited territory is organized into counties, each with its own lord; most people live on family farms surrounding a village or small town, nestled among rolling hills and vast temperate forests. High King Cormac mac Art – Manannan's First Prime – rules over the lords, and also commands the all-male Fianna, which can be considered Emain Abhlach's army. Membership in the Fianna is determined through contests of physical and bardic skill, and loyalty to the Fianna supersedes loyalty to one's local lord. Jaffa society on Emain Abhlach is best described as a weak military dictatorship: the First Prime's word is law – backed by the strength of the Fianna – but the military does not often play a direct role in people's lives unless called in to mediate or put down disputes. All Jaffa under Manannan bear a forehead tattoo of a triskelion; the Fianna recolor their tattoos blue by making incisions into the tattooed area and rubbing a plant-based dye into the wounds.

Speaking the Tongue

Communicating with the natives will prove difficult, as the primary language is descended from Goidelic, the ancestor of Old Irish; even a skilled linguist will have difficulty with both vocabulary and accent. (Old Irish is considered Obscure/Specialized (DC 30), and Goidelic only exists today as a reconstructed language – there are no written records of it. 5 or more ranks in Old Irish, or 7 or more ranks in Modern Irish, confer a +2 synergy bonus to Xeno-Languages checks in this instance.) Written records are kept in Ogham, a 25-character alphabet made up of angled lines which meet or cross a central line. Reading and writing is the province of priests (known as druids) alone, though inscriptions frequently adorn trees and stonework. Ogham is read from bottom to top; if a character fails in an attempt to decipher an Ogham text before learning this fact, a successful Inspiration check will allow a reroll.

Emain Abhlach's Stargate occupies the center of a circle of stones in a wooded grove that the planet's inhabitants consider sacred ground, not far from the main population center. The area is regularly patrolled by roving bands of Fianna warriors; any activity at the gate, whether a MALP or an SGC team, will attract immediate attention, and if no soldiers are present at the time something comes through, a squad will show up within 2d4 rounds. Outsiders are distrusted, and even the most bitter rival clans are quick to unite against a perceived external threat. An approaching SGC team will not be attacked on sight, but if the characters respond to a first contact situation with violence, they will find it extremely difficult to establish friendly relations with any of the natives thereafter.

Manannan maintains his headquarters in the capital city, primarily as a communications center. The edifice is well guarded, ringed in a double wall in a style externally similar to that of a pre-medieval castle but built of far sterner stuff. At one time, it housed a spawning pool for Morgause, but now it is merely a stronghold and retreat for Manannan and his favored underlords. Mordred also maintains a residence in Manannan's castle, but spends most of his time on other worlds, furthering the expansion of his master's empire.

ANNWN (P9D-278)

Thermosphere: Cool (CR 0; distant orbit; 2d20° F).

Atmosphere: Thick (CR 1; 2.2 atmospheres; Int/Wis Penalty -4; Exp. Inc. None; SV Fort (DC 15) after 10+ consecutive rounds of strenuous activity; Dmg 1d3 subdual; Recup 1 round).

Hydrosphere: Exotic (wet) (daily weather 1-72: none, 73-75: flood 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH, 79-88: rain 1d6 in. or snow 1d10 in., 89-95: thunderstorm or snowstorm, 96-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor).

Seasons: Very Mild (spring 1-42, unchanged; summer 43-50, +2d6° F; fall 51-92, unchanged; winter 93-100, -2d6° F).

Anthrosphere: 250,000 natives; all but a few hundred are Cauldron-Born; Autocracy (ruled by Arawn); Extremely Hostile (-3); all Cauldron-Born are soldiers (squad size 2d4 soldiers); Horrid civil rights.

Origin: Celtic.

Stargate Location (mountain region): Set into a sheer rock face in the middle of a network of winding mountain trails, several miles away from one of the cave entrances which lead into Arawn's underground laboratories.

The dim, mist-enshrouded world of Annwn is Arawn's private domain, ceded to him by Manannan in exchange for an endless supply of Cauldron-Born warriors. It orbits a large M-class star, and although the planet is distant enough that the its surface is cool, the heavy cloud cover always has a hellish, furnace-like cast from the red-orange light that filters through.

Its most important feature is the immense laboratory which lurks beneath the mountain range that splits Carmarthen, the northernmost of Annwn's three continents, from north to south. Arawn is no fool; although his stronghold is well-hidden, Annwn's Stargate is located far enough from Arawn's lair, and in sufficiently confusing terrain, to present a real challenge to any interlopers. A MALP arriving through the Stargate is unlikely to discover any signs of sentient life. A functional DHD is present, but it appears to have been unused for hundreds of years. (Arawn rarely leaves Annwn himself, and it's more efficient to transport Cauldron-Born via ha'tak.) The DHD is situated beneath a stone ledge which is rigged with sensors and explosives; if anyone arrives through the Stargate, a signal is transmitted to Arawn's headquarters, where a surveillance team may choose to detonate the trap, burying the DHD beneath a mountain of rock in order to prevent the intruders from using the gate again. (After all, they can always send Cauldron-Born to excavate the DHD once the threat has been dealt with.) Rules for rockslides can be found in the *Stargate SG-1 core rulebook*.

The Cauldron-Born themselves are housed in grim, utilitarian underground barracks with no amenities to speak of. There is one Jaffa present for every 50 Cauldron-Born, 5,000 all told. Most of them act as commanders for the Cauldron-Born, but many take care of the massive underground hydroponic farms or maintain the power generators and laboratory facilities. A select few assist Arawn in his experiments, but these typically number no more than four or five.

Most of the animal life on Annwn is either tree-dwelling or airborne. Many tree-dwelling animals are also gliders, like the biljagh, a large squirrel-like creature. The rich atmosphere allows trees to grow extremely tall, with a dense canopy that blocks out a great deal of sunlight, so many animals which have nocturnal cousins on other planets behave diurnally here. Outside of the mountain ranges, most of the terrain varies from hills to swamps, even at the equator. The only true deserts are in the polar regions, where it is too cold for precipitation.

Over many generations, the inhabitants of Annwn have adapted to the dense atmosphere, and do not suffer the usual Int/Wis penalties, nor do they need to save when performing strenuous activity. Cauldron-Born do not possess the higher brain functions that are impaired by nitrogen narcosis, and the process which reanimates them makes them resilient to environmental effects. *(See Cauldron-Born, page 149.)*

UNDERLINGS

ARAWN

Arawn styles himself the Skull Lord of Annwn, and on first appraisal, one might conclude that he has deliberately surrounded himself with the regalia of leadership. The receiving chambers of his fortress are adorned with tapestries and gold and silver ornaments; lush red carpeting winds through the hallways of the underground castle; his non-Cauldron-Born servants dine on fresh hydroponically grown fruits and vegetables and livestock raised in vast, artificially climate-controlled caverns below the planet's surface, giving the appearance of a decadent reproduction of a medieval feast hall.

However, Arawn generally absents himself from these festivities. He prefers to keep to the spartan glass-and-steel laboratories where he researches, designs and tests the

technological devices which keep Manannan's empire running smoothly. Like any other Goa'uld, he lusts for power, and is known to revel (if infrequently) in the trappings of luxury that his favored-underlord status affords him. Secretly he acknowledges that he does not possess the gift for holding the reins of leadership. He knows all too well that his position in Manannan's good graces – and therefore, his safety – depends on his ability to provide useful technology to support the System Lord's ambitions, and while he has earned enough favor to feel that he's no longer considered "only as good as his last project," he's unwilling to rest on his laurels.

What Arawn admits to himself does not necessarily match what he's willing to admit to the rest of the universe, however. To his own underlings and even his fellow underlords, he keeps up a sinister, even malevolent mask. When forced to attend social gatherings, he makes a point of mentioning the most unpleasant details of his latest experiments – not too far a stretch, given that he genuinely enjoys the cruelty he inflicts upon so-called "lesser races" – and goes out of his way to be as curt and intimidating as possible. He is a petty tyrant who is quite aware of his pettiness, and does all he can to hide his awareness from everyone else.

Low-Level Arawn

Specialty: Goa'uld Spy
Rank: Ruler of Annwn
Class: Scientist
Level: 4

Strength:	11	**Dexterity:**	13
Constitution:	12	**Intelligence:**	18
Wisdom:	16	**Charisma:**	10
Vitality:	25	**Wounds:**	12

Defense: 13 (+2 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +2 **Ref:** +2 **Will:** +7

Special Qualities: Dominated body, immunity to disease, improvise +2, inherited memory, learned, long life, parasite, PhD (Electronics), *professor*, radiation resistance, research (inspiration).

Skills: Concentration +8, Diplomacy +7, Disguise +7, Electronics +20, Hide +6, Knowledge (Physics) +8, Listen +9, Mechanics +13, Move Silently +6, Profession (Technician) +8, Search +11, Sense Motive +10, Spot +10, Survival (Mountain) +9, Xeno-Cultures +10.

Feats: Armor Group Proficiency (Light), Electronic Warfare Basics, Grease Monkey, Naquadah Sense, Scholarly, Stealthy, Weapon Group Proficiency (Melee, Handgun).

Attacks

Unarmed	+2	1d3 (subdual)
Kinetic blast	+3	2d6 and 2d6 subdual
Short sword	+2	1d8 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)

Gear: Kara kesh, short sword, tools.

Mid-Level Arawn

Specialty: Goa'uld Spy
Rank: Ruler of Annwn
Class: Scientist
Level: 8

Strength:	12	**Dexterity:**	13
Constitution:	12	**Intelligence:**	19
Wisdom:	16	**Charisma:**	10
Vitality:	50	**Wounds:**	12

Defense: 17 (+6 class, +1 Dex)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +3 **Will:** +9

Special Qualities: Brilliant +1, dominated body, immunity to disease, improvise +4, inherited memory, learned, long life, parasite, PhD (Electronics), *professor*, radiation resistance, research (inspiration).

Skills: Concentration +13, Diplomacy +11, Disguise +11, Electronics +25, Hide +6, Knowledge (Physics) +17, Listen +14, Mechanics +18, Move Silently +6, Profession (Technician) +14, Search +14, Sense Motive +13, Spot +13, Survival (Mountain) +12, Xeno-Cultures +11.

Feats: Armor Group Proficiency (Light), Advanced Skill Mastery (Grease Monkey), Electronic Warfare Basics, Electronic Warfare Mastery, Grease Monkey, Naquadah Sense, Scholarly, Stealthy, Weapon Group Proficiency (Melee, Handgun).

Attacks

Unarmed	+5	1d3+1 (subdual)
Kinetic blast	+5	2d6 and 2d6 subdual
Short sword	+5	1d8+1 (accuracy –, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Kara kesh, short sword, tools.

High-Level Arawn

Specialty: Goa'uld Spy
Rank: Ruler of Annwn
Class: Scientist
Level: 14

Strength: 12	**Dexterity:** 14
Constitution: 12	**Intelligence:** 20
Wisdom: 16	**Charisma:** 10
Vitality: 82	**Wounds:** 12

Defense: 23 (+11 class, +2 Dex)
Initiative Bonus: +8 (+6 class, +2 Dex)
Speed: 30

Fort: +5 **Ref:** +5 **Will:** +12

Special Qualities: 10-second solution 1/session, brilliant +3, dominated body, immunity to disease, improvise +7, inherited memory, know it all 1/mission, learned, long life, parasite, PhD (Electronics, Mechanics), *professor*, radiation resistance, research (inspiration).

Skills: Concentration +22, Diplomacy +15, Disguise +15, Electronics +33, Hide +6, Knowledge (Physics) +25, Listen +21, Mechanics +33, Move Silently +6, Search +23, Sense Motive +20, Spot +21, Survival (Mountain) +18, Xeno-Cultures +20.

Feats: Advanced Skill Mastery (Grease Monkey, Scholarly), Alertness, Armor Group Proficiency (Light), Electronic Warfare Basics, Electronic Warfare Mastery, Grand Skill Mastery (Grease Monkey), Grease Monkey, Naquadah Sense, Scholarly, Stealthy, Traceless, Weapon Group Proficiency (Melee, Handgun).

ATTACKS

Unarmed	+8	1d3+1 (subdual)
Kinetic blast	+9	2d6 and 2d6 subdual
Short sword	+8	1d8+1 (accuracy –, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Kara kesh, short sword, tools.

MORDRED

Though Manannan himself provides the direction for the expansion of his empire, it is Mordred who sees each battle through. Ambitious yet patient, calculating but capable of blinding speed when necessary, Mordred has watched one of his superiors act too rashly and another – he is convinced – of acting too slowly. Soon, he believes, it will be time for him to show the System Lords how best to manage one's power.

Although he manages to hide it from those who are not terribly perceptive, Mordred oozes arrogance and self-satisfaction, even more than the average Goa'uld. When in the presence of those superior to him, he works hard to place himself in their good graces in the hopes of eliciting useful information from them, though he also looks for weaknesses to exploit in order to strengthen Manannan's power base, since he expects it to be his some day. He is not quite as good at being secretive as he thinks – he revels in his own hidden treachery far too much – and while no one has yet guessed that he plans to overthrow Manannan, cannier System Lords may very well suspect that Mordred has plans up his sleeve.

Mordred's lust for power is, in part, hereditary. The mother of his human host was at the time the host of Morgause, the Goa'uld Queen who spawned him. His host's father was merely human, so there was no danger of conceiving a Harsesis child, but it is suspected that a few fragments of the Goa'uld genetic memory passed into the host's genome. As a child, Mordred's host was especially cruel and merciless toward others; his later blending served only to reinforce this tendency. Because of this, Mordred's symbiote allows its host a slightly greater degree of freedom than most, for the simple reason that they think alike and can work well together. However, having spent his first eighteen years internalizing the shorter temporal perspective that humans have, Mordred's host does not have as solid a grasp on the long-range outlook of the Goa'uld; as a result, several of Mordred's command decisions have been made in haste, and his power-madness may very well lead him to strike against Manannan before the time is right.

LOW-LEVEL MORDRED

Specialty: Goa'uld Warmaster
Rank: General
Class: Pointman
Level: 5

Strength:	16	**Dexterity:**	12
Constitution:	16	**Intelligence:**	14
Wisdom:	13	**Charisma:**	12
Vitality:	47	**Wounds:**	16

Defense: 13 (+2 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +6 **Ref:** +4 **Will:** +5

Special Qualities: Assistance (½ time), dominated body, *generous*, immunity to disease, inherited memory, lead 2/session, long life, parasite, radiation resistance, tactics 1/session, versatility (Concentration, Gather Information, Innuendo, Intimidate, Move Silently, Perform, Spot).

Skills: Bluff +11, Bureaucracy +6, Concentration +10, Diplomacy +10, Gather Information +3, Innuendo +3, Intimidate +13/+11, Knowledge (Tactics) +10, Perform +8, Sense Motive +9, Spot +6, Survival (Forest) +6.

Feats: Armor Group Proficiency (Light, Medium), Naquadah Sense, Persuasive, Scholarly, Surge of Speed, Weapon Group Proficiency (Melee, Handgun, Rifle).

ATTACKS

Unarmed	+6	1d3+4 (subdual)
Kinetic blast	+4	2d6+1 and 2d6+1 subdual
Short sword	+6	1d8+4 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)

Gear: Kara kesh, hand-and-a-half sword, any bundles as needed.

MID-LEVEL MORDRED

Specialty: Goa'uld Warmaster
Rank: General
Class: Pointman/Soldier
Level: 6/3

Strength:	16	**Dexterity:**	12
Constitution:	16	**Intelligence:**	14
Wisdom:	14	**Charisma:**	12
Vitality:	88	**Wounds:**	16

Defense: 14 (+3 class, +1 Dex)
Initiative Bonus: +6 (+5 class, +1 Dex)
Speed: 30

Fort: +8 **Ref:** +5 **Will:** +10

Special Qualities: Assistance (½ time), cross-class ability (uncanny dodge (Dex bonus)), damage reduction 1/–, dominated body, *generous*, immunity to disease, inherited memory, lead 2/session, long life, parasite, radiation resistance, tactics 1/session, versatility (Concentration, Gather Information, Innuendo, Intimidate, Move Silently, Perform, Spot).

Skills: Bluff +16, Bureaucracy +9, Concentration +14, Diplomacy +15, Gather Information +3, Innuendo +5, Intimidate +16/+14, Knowledge (Tactics) +13, Perform +8, Sense Motive +13, Spot +10, Survival (Forest) +10.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium, Heavy), Naquadah Sense, Persuasive, Point Blank Shot, Precise Shot, Scholarly, Surge of Speed, Weapon Focus (short sword), Weapon Group Proficiency (Melee, Handgun, Hurled, Rifle, Tactical).

ATTACKS

Unarmed	+10	1d3+5 (subdual)
Kinetic blast	+8	2d6+2 and 2d6+2 subdual
Short sword	+11	1d8+5 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)

Gear: Kara kesh, hand-and-a-half sword, any bundles as needed.

High-Level Mordred

Specialty: Goa'uld Warmaster
Rank: General
Class: Pointman/Soldier
Level: 9/6

Strength:	16	**Dexterity:**	12
Constitution:	16	**Intelligence:**	14
Wisdom:	15	**Charisma:**	12
Vitality:	136	**Wounds:**	16

Defense: +7 (+6 class, +1 Dex)
Initiative Bonus: +10 (+9 class, +1 Dex)
Speed: 30

Fort: +10 **Ref:** +7 **Will:** +13

Special Qualities: Armor use +1, assistance, cross-class ability (sneak attack +1d6, uncanny dodge (Dex bonus)), damage reduction 1/–, dominated body, generous, immunity to disease, inherited memory, lead 4/session, long life, parasite, radiation resistance, tactics 2/session (+2 bonus), versatility (Concentration, Demolitions, Gather Information, Innuendo, Intimidate, Move Silently, Perform, Spot, Survival).

Skills: Bluff +20, Bureaucracy +17, Concentration +16, Demolitions +5, Diplomacy +21, Gather Information +5, Innuendo +6, Intimidate +21/+19, Knowledge (Tactics) +18, Move Silently +4, Perform +7, Sense Motive +18, Spot +14, Survival (Forest) +14.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium, Heavy), Grand Skill Mastery (Persuasive), Improved Weapon Focus (short sword), Naquadah Sense, Persuasive, Point Blank Shot, Precise Shot, Scholarly, Surge of Speed, Weapon Focus (short sword), Weapon Group Proficiency (Melee, Handgun, Hurled, Rifle, Tactical), Weapon Master (short sword).

ATTACKS

Unarmed	+13	1d3+7 (subdual)
Kinetic blast	+11	2d6+4 and 2d6+4 subdual
Short sword	+15	1d8+11 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)

Gear: Kara kesh, hand-and-a-half sword, any bundles as needed.

Cormac, First Prime of Emain Abhlach

Manannan mac Lir rules Emain Abhlach, but High King Cormac mac Art is the instrument of his will. Cormac is a gruff, middle-aged man who rules by might rather than wisdom or cunning. His lieutenants in the Fianna are responsible for filtering information up to him, but he is a hands-on leader at heart. Any strange happenings – such as an SGC team's arrival – will be brought to his attention immediately. He prefers to deal with problems directly as much out of pride in his own capabilities as fear of the System Lord's retribution.

Low-Level Cormac

Specialty: Jaffa Fianna Warrior
Rank: First Prime
Class: Guardian
Level: 4

Strength:	18	**Dexterity:**	16
Constitution:	15	**Intelligence:**	12
Wisdom:	10	**Charisma:**	10
Vitality:	42	**Wounds:**	17

Defense: 15 (+2 class, +3 Dex)
Initiative Bonus: +5 (+2 class, +3 Dex)
Speed: 30

Fort: +6 **Ref:** +4 **Will:** +4

Special Qualities: Enforcer (basic), soak 1/session, radiation resistance, *unbreakable.*

Skills: Concentration +6, Craft (Poetry) +5, Intimidate +11/+7, Move Silently +10, Spot +6, Survival (Forest) +7.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Great Fortitude, Symbiote (Long Life, Healing Trance), Toughness, Track, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle).

ATTACKS

Unarmed	+8	1d3+4 (subdual)
Short sword	+8	1d8 (accuracy –, error 1, threat 18-20, range –, increment qualities and modes: 1h)
Short bow	+7	1d6 (accuracy –, error 1, threat 20, range -40 ft./ increment qualities and modes: 2h)

Gear: Crown, short sword, short bow.

MID-LEVEL CORMAC

Specialty: Jaffa Fianna Warrior
Rank: First Prime
Class: Guardian/Prime
Level: 7/3

Strength:	18	**Dexterity:**	16
Constitution:	16	**Intelligence:**	12
Wisdom:	10	**Charisma:**	13
Vitality:	105	**Wounds:**	18

Defense: 19 (+6 class, +3 Dex)
Initiative Bonus: +11 (+5 class, +3 Dex, +3 species)
Speed: 30

Fort: +13 **Ref:** +7 **Will:** +7

Special Qualities: Accelerated healing, death squad +1 attack/save, enforcer (basic, advanced), *prepared,* radiation resistance, ring of defense 1/session, soak 2/session, *unbreakable.*

Skills: Concentration +13, Craft (Poetry) +6, First Aid +5, Intimidate +20/+15, Listen +5, Move Silently +16, Spot +10, Survival (Forest) +10.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Cleave, Enforcer, Great Fortitude, Power Attack, Symbiote (Long Life, Healing Trance), Toughness (×2), Track, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle).

ATTACKS

Unarmed	+13	1d3+4 (subdual)
Short sword	+13	1d8+4 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)
Short bow	+12	1d6 (accuracy –, error 1, threat 20, range -40 ft./ increment qualities and modes: 2h)

Gear: Crown, short sword, short bow.

HIGH-LEVEL CORMAC

Specialty: Jaffa Fianna Warrior
Rank: First Prime
Class: Guardian/Prime
Level: 10/5

Strength:	18	**Dexterity:**	16
Constitution:	16	**Intelligence:**	12
Wisdom:	10	**Charisma:**	14
Vitality:	155	**Wounds:**	18

Defense: 22 (+9 class, +3 Dex)
Initiative Bonus: +14 (+7 class, +3 Dex, +4 species)
Speed: 30

Fort: +16 **Ref:** +9 **Will:** +10

Special Qualities: Advanced healing ×2, death squad +1 attack/save and +2 damage, enforcer (basic, advanced), *prepared,* radiation resistance, ring of defense 1/session, Second Prime, soak 2/session, superior conditioning, superior metabolism (no damage with save), *unbreakable,* uncanny dodge (Dex bonus).

Skills: Concentration +13, Craft (Poetry) +9, First Aid +8, Intimidate +21/19, Listen +8 Move Silently +20, Spot +17, Survival (Forest) +17.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Cleave, Enforcer, Great Cleave, Great Fortitude, Power Attack, Stone Cold, Symbiote (Long Life, Healing Trance, Immunity to Disease), Toughness (×2), Track, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle).

ATTACKS

Unarmed	+17	1d3+4 (subdual)
Short sword	+17	1d8+4 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)
Short bow	+16	1d6 (accuracy –, error 1, threat 20, range -40 ft./ increment qualities and modes: 2h)

Gear: Crown, short sword, short bow.

MARDUK

THE BULL OF THE SUN (PRESUMED DECEASED)

Specialty: Goa'uld Strongman
Rank: N/A
Class: Guardian/Ashrak/Predator
Level: 10/4/4

Strength:	20	**Dexterity:**	17
Constitution:	18	**Intelligence:**	13
Wisdom:	12	**Charisma:**	13
Vitality:	204	**Wounds:**	20

Defense: 24 (+11 class, +3 Dex)
Initiative Bonus: +12 (+9 class, +3 Dex)
Speed: 30

Fort: +15 **Ref:** +12 **Will:** +12

Special Qualities: Accelerated healing, alpha hunter, detect symbiote, dominated body, enforcer (basic, advanced), hand of shadow +2, imperceptible 1/session, immunity to disease, inherited memory, instinctual (Dex to def), law of the pack, long life, radiation resistance, *slayer,* soak 1/session, superior conditioning, superior metabolism (no damage on save), survival of the fittest, the chosen +1, *unbreakable,* vast grace +2.

Skills: Balance +9, Bluff +11, Bureaucracy +4, Climb +8, Concentration +12, Disguise +7, Escape Artist +12, Hide +12, Intimidation +26/+21, Jump +9, Knowledge (Goa'uld) +7, Listen +7, Move Silently +10, Open Lock +10, Pilot +6, Search +11, Sense Motive +12, Sleight of Hand +5, Spot +7, Survival +12, Tumble +5.

Feats: Absorbed Memory (×2 – Bureaucracy, Knowledge (Goa'uld), Open Lock, Sense Motive), Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Bloodthirsty, Enforcer, Iron Will, Martial Arts, Naquadah Sense, Phase Sense, Power Attack, Stone Cold, Surge of Speed, Traceless, Toughness (×2), Track, Weapon Group Proficiency (Handgun, Hurled, Melee, Primitive, Rifle).

Attacks

Unarmed	+22	1d6+5 (subdual)
Dagger	+22	1d4+5 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+20	2d6 and 2d6 (subdual)

Gear: Kara kesh, dagger.

* *Note:* These stats reflect Marduk's power in his final host, Major Sergei Vallarin of the Russian SG team.

History and Background

His original designation unknown, Marduk took that name, meaning "bull of the sun," after Ra sent him to kill Asarluhi, the Goa'uld ruler of Eridu, in what is now southern Iraq. At first little more than an ashrak, he quickly rose to become one of Ra's greatest – if not most trusted – generals, and in a prime position to benefit when the great queen Tiamat launched a revolt. Driven mad by the constant war and slaughter, determined to wipe out the Goa'uld and start over, she openly threatened to destroy Earth's population of hosts. Marduk pledged to remove the mad queen if the System Lords would give him a free hand to do so – and acknowledge him as one of them. A few wanted him killed out of hand for his presumption, but most readily agreed, hoping the bloodthirsty warrior would either succeed or die in the attempt. Either outcome would benefit them.

Taking command of their combined fleets, Marduk executed several attack feints, drawing Tiamat's forces into a few key star systems. He then destroyed those stars in concert, taking the vast majority of the enemy fleet with them. From Tiamat's position on Earth, it would have appeared as the winking out of an entire constellation – if she had lived to see it. Always the skilled assassin, Marduk had infiltrated her court and engaged her in person while his distraction played out in space. Even without the might of her fleet, the formidable queen nearly killed Marduk with her bare hands. He saved himself by triggering a trap he had prepared with ring transporters, which literally cut her in two, leaving one half in her temple and the other on her flagship in orbit.

To celebrate his victory, Marduk expanded on an ancient tradition and ritually prepared and ate the body of his fallen foe. Unexpectedly, this meal gifted him with most of Tiamat's knowledge and memories. In this way he learned that she planned to create an army of "monster Goa'uld" to replace the squabbling System Lords. The memories also led him to Qingu, the Ohnes-hosted son/consort to whom Tiamat had entrusted the Eye of Tiamat – a powerful artifact which had once powered Anubis' superweapon *(see page 17).* Capturing Qingu alive, Marduk took him before the assembled System Lords. To seal the pact naming him a System Lord and master of the Eye of Tiamat and all her possessions, Marduk decapitated and ate Qingu before their eyes.

From the seat of his new empire, Marduk expanded his following through the queen Zarpani, a daughter of Tiamat he had spared. To suit his high opinion of himself, he wanted nothing less than physical perfection in his subordinates. If he was to deal with them day after day for eternity, he wanted to ensure they were pleasing to the eye as well as strong in body; it was not uncommon for Marduk to personally choose hosts for Goa'uld servants of even the lowest stature. If a symbiote rejected its selected host, it was killed and served to the others as a reminder. Zarpani was kept busy creating replacements.

Though they acknowledged their debt to him, most System Lords did not welcome Marduk's rise to power. He took over the territories of his neighbors as if he knew them intimately, while enemy spies sent to his court revealed all they knew to him instead of reporting his actions back to their masters. His continued use of cannibalism and other terror tactics to shock and intimidate his enemies united them in denunciation of this barbarian. But many of the weaker Lords feared that in open conflict they too would be devoured before he could be taken down. Meanwhile, as long as he continued to be useful to them, powerful Lords such as Ra and Cronus blocked any attempt to rally support against him. Soon Marduk counted over a hundred Goa'uld kills, not a few Lords among them. Sometimes, he did not kill his prey. But when he did, the hunger to consume them and their memories grew with every conquest, eventually becoming his primary focus. Occasionally, he would absorb the memories of one, as he had with Tiamat. Towards the end, the flood of others' memories was a cacophony of voices in his head. He killed not only enemies, but any who suited his increasingly bizarre whims. His erstwhile allies among the Lords no longer had reason to support him, and worse, his own priesthood began to balk. Any one of them could be on the menu next.

Seizing this opportunity, another Goa'uld named Bel – one of Marduk's sons – encouraged their rebellion and supplied a fitting punishment. During a prolonged bout of irrational behavior, the priests finally had enough. They sealed their master inside a sarcophagus, with a flesh-eating creature to keep him company. This would continually eat his host body while the sarcophagus kept him alive, perpetually suffering the torment of his victims. In Marduk's absence, his Goa'uld servants tried to hold on to his power

base, but were outmatched as other System Lords carved up his territories. Some of the most loyal remain active, seeking some means of regaining their previous glory. A few entered the service of others, though many were rejected as being tainted by Marduk's madness. Even the ritual cannibalism of infant Goa'uld at Summits was suspended for a time as the whole society attempted to forget everything about Marduk.

For thousands of years Marduk was trapped with the flesh-eating creature enduring unspeakable torture. At last he gathered enough wits to switch bodies with the creature and end his torment. He passed the time torturing his old host until it eventually died despite the power of the sarcophagus, leaving him alone until a team of Russian Stargate explorers released him. Unable to control his animal instincts after his long imprisonment, he hunted down and devoured them all, leaving himself trapped without an adequate host he could use to escape.

When SG-1 and a second Russian team arrived, he regained control of himself long enough to possess one of their number, Major Vallarin. Once again able to employ technology, Marduk attempted to retrieve the Eye of Tiamat, but was trapped in an explosion set off by the escaping SG-1, and presumably destroyed.

At the height of his power Marduk commanded over a dozen ha'tak motherships, and countless other support craft. His planets included several naquadah mines, trinium production facilities as well as two shipyards. His armies numbered in the hundreds of thousands, and grew after each victory as he absorbed the forces he defeated. He realized that his real strength lay in the name he had made for himself, and the awe he could inspire in his allies and the terror in his foes. As such, whenever possible, Marduk personally commanded his attack fleets. He believed that ultimately his ships and troops were easily replaceable. Without compunction he would order maneuvers certain to cripple or destroy multiple ships in order to achieve the objective. Once completed, the captured population and its resources would be incorporated into his worship, and requisitioned for replacements to serve their new god.

Though he did not hesitate to commit his forces to the death, he never overcommitted them, even in his last days of madness. A shrewd general, he picked his battles wisely, and attacked targets that his lightning-strike tactics could subdue. This was especially true for primitive planets that were valuable for their human resources only. He could crash in, convert, and take what he needed with a minimum of fuss. Once successful, he would personally address the populations, making extensive use of teleportation rings to insure he was never exposed as a target for long.

For battles where brute force from outside would not suffice, he was known to still make use of transport rings, but secretly, to insert his forces into key areas. He could take years building up a fifth column inside a foe of near-equal stature (such as the Goa'uld Sin, whose Empire of the Moon fell to him after a lot of preparatory groundwork). Typically his foe would not know the blow was coming until Marduk himself appeared via concealed rings to deliver the fatal stroke.

Warriors joining his forces quickly got used to his tactics, as he was often among them practicing the same lessons. If that was not enough to instill loyalty; these warriors were constantly reminded of his past successes and most glorious battles. The peltaks, engine rooms, and other vital areas of his ships and temples were secured with a unique affectation of Marduk's – cuneiform representations of his defeats of Tiamat and others. To effectively do their jobs, his warriors and priests had to read legends of his exploits (which the Tauri would recognize as Babylon creation myths) several times daily. Like a combination lock, parts of the myth would be out of order, and only a follower who knew the stories by heart could correctly unlock the doors by identifying the incorrect sequences. Even outside transport beams would have to key in some form of the myths in order to activate the receiving stations within Marduk's strongholds. With this constant repetition as a form of brainwashing, Marduk thought he had identified the ultimate means of securing the loyalty of his followers. He was wrong.

Planets

Marduk's Zoo (PR7-632)

Thermosphere: Deathly Cold (CR 3; standard orbit; --(2d20+200)° F).

Atmosphere: Thin (CR 0; 0.5 atmospheres; Auto -1; Exp. Inc: 1 hour; SV Fort (DC15) ½; Dmg 1d3 subdual; Recup 1 round).

Hydrosphere: None (CR 0; daily weather 1-85: none, 86-90: dust storm, 91-94: wind 1d10 MPH, 95-96: wind 1d10+10 MPH, 97-98: wind 1d10+20 MPH, 99: wind 1d10+30 MPH, 100: wind 1d10+50 MPH).

Geosphere: Cataclysmic (daily earthquakes 1-50: none, 51-75 minor, 76-95: moderate, 96-100: major; 1 medium volcano within 6 miles of Stargate).

Seasons: No seasons (spring 1-25, unchanged; summer 26-50 unchanged; 51-75 autumn, unchanged; 76-100 winter unchanged).

Anthrosphere: 75 natives; Exotic (– picks, – RP); Anarchy; Extremely Hostile (-3 with disposition checks); Extremely Sensitive (75 soldiers, squad size 1d4 soldiers); Horrid civil rights.

Origin: Indeterminate.

Stargate Location (arctic region): Rocky terrain in tundra, desolate plateau near mountain range.

PR7-632 should by all rights be a dead planet. Originally a breeding ground for Tiamat's new army, it nearly died the day Marduk commanded naquadah-filled motherships to plunge into its star. The resulting mini-nova immediately wiped out the small human population, as well as Tiamat's remaining orbital facilities. Yet life clung on to that barren rock in the form of packs of wild animals genetically enhanced to house Tiamat's symbiotes. And after the flares died down, radiation-resistant lichens and other simple plants that could tolerate the greatly reduced heat and light emanating from the ruined sun began to flourish. And so a new, brutal, lifecycle began.

The Stargate occasionally brought in fresh meat for the beasts in the form of travelers, and there was no escape for these unfortunates – the DHD had also perished in the

firestorm. As the months dragged on, however, even this respite dwindled away, and for the next few years the survivors had to prey on each other. Eventually Marduk returned during an inspection of his new holdings, and was pleased to see that the harsh conditions had produced some truly terrifying creatures. Setting up the world as a preserve for breeding monsters, he delivered just enough food through the Stargate to keep the population steady and supply his campaigns with warbeasts and his recreation with exotic creatures to hunt.

When Marduk disappeared, Bel claimed the world, and turned it back to its original purpose: army formation. Instead of breeding his warriors there, he gathered the likeliest candidates from her other worlds and sent them to this one to undergo an ordeal of survival. He relocated the Stargate near the southern pole to allow for access to the minimal water left trapped in that frozen wasteland. Those who faced the environment and beasts and survived were destined to become the hardiest and craftiest of his troops, and were eventually picked up by ship and indoctrinated into her corps. Those who completed the training sometimes tell of organized bands of seemingly intelligent creatures stalking them. This has lead to the speculation that Marduk never completely wiped out Tiamat's monster Goa'uld spawn, but instead kept samples in perpetual imprisonment here for his own amusement, or against the day he might need to unleash them on a rival. Whether or not this is true, Bel's soldiers are routinely checked for Goa'uld implantation upon their retrieval from the world, just in case.

Zigara (P7K-135)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 0.8 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in., snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Mild (1-42: spring, unchanged; 43-50: summer +2d6°F; 51-92: autumn, unchanged; 93-100: winter -2d6° F).

Anthrosphere: 275,000,000 natives; Exotic Nuclear (5 picks, 4 RP); Republic; Suspicious (-1 with disposition checks); Extremely Cautious (4,000,000 soldiers, squad size 1d4 soldiers); Moderate civil rights.

Origin: Assyrian.

Stargate Location (lower region): Exotic terrain underground, large caverns amidst archeological dig.

P7K-135 is home to a human community going through its first great electronics boom. It is similar to mid-20th century Earth as envisioned in pulp stories, and the exploration of space has progressed to small manned bases on the largest of its three moons. Once one of Marduk's treasury planets, this world contains large natural deposits of gold, naquadah and the various crystals and gems used in Goa'uld technology.

After Marduk's overthrow, an underling named Sarconis tried to grab the planet for himself. His claim of acting on behalf of their lord was met with suspicion by the local priesthood, especially given Marduk's habit of appearing directly to his people via transport rings. Since speaking for their lord was traditionally their job, the priests attempted to confirm this story with the "home office." They were shocked to learn the truth of Marduk's demise; that he could have been so easily captured and that the plot was orchestrated by the high priests! This inconceivable situation caused the Zigarans to accept the truth that had been whispered for generations – the Goa'uld were not gods. Secretly they spread the word throughout Zigara, and Sarconis soon had a full-scale rebellion on his hands. If their lord was not a god, then his servant was even less worthy of their respect.

After a short battle, in which many Jaffa who had remained loyal to Marduk helped the people to overthrow and kill Sarconis, the Stargate was buried and the Zigarans waited for what they felt would be inevitable retaliation from space, but that never came. Marduk kept the Stargate address of his prized planets a secret to all but a select few, and none knew their physical location. After two generations, the people thought they had seen the last of the System Lords, and turned to reconstructing their lives.

Thousands of years later, the Zigarans have prospered technologically, and gradually forgotten the truth about their past. They do not believe in gods, and their legends tell tales of false ones claiming to be gods, coming through a shimmering gate. The actual knowledge of the gate and Marduk slipped away in the ensuing millennia. Knowledge of the Goa'uld did survive, though, after a fashion. The descendants of those Jaffa who threw their lot in with the Zigarans kept the oral traditions going, if incompletely. The original warriors and priests all died within a few years, when their symbiotes matured. The last actions they took were invariably to insure their symbiotes preceded them to oblivion. In that time, however, some had taken wives, and there were children, and so the stories were passed down generation after generation. It was these "jaffs" – descendants of the original Jaffa who retain only trace elements of their ancestors' characteristics – who knew nothing but trouble would come when an archaeological dig uncovered the Stargate a few decades ago.

The jaffs, after unsuccessfully lobbying to have the Stargate reburied, were successful in getting the government to significantly expand the funding on the military's research into the weapons and other items discovered at the dig. So by the time the Zigarans began sending offworld expeditions through the gate, their weapons technology was far in advance of their other fields. Unfortunately one of the first worlds they explored (the address of which they discovered decorating an ancient ruin in a nearby cavern) belonged to Bel. Interrogating captured Zigarans, the Goa'uld realized the importance of their homeworld and set about to reclaim it.

The initial surprise attack led to swift control of the caverns surrounding the Stargate by Bel's forces. It was only when the army broke out the new experimental energy weapons that the enemy advance was checked. Bel's forces were rebuked, but they retained control of the Stargate and

continue to hold it to this day. A stalemate has been maintained for over a year, the Zigarans cut off from any outside help via the gate, and Bel limited to bringing his forces through the caves.

The Zigarans know that eventually the invaders will break through their defenses, or deduce their stellar location and send ships. Redoubling their efforts to crack the technology salvaged from the ruins, the military recently set up ring transporters to their moon base. That is just a prelude to the massive expansion of the base planned to turn it into the new bulwark of their defenses against any attacks that come from deep space.

Underlings

Bel, Son of Marduk

Originally named Hamar, Bel was but the last in a long line of offspring to become Marduk's favorite; he held the title Bel Merodach, or the Lord of Marduk. Marduk's forces always included a large number of Jaffa, but he often eschewed the use of Jaffa Primes in favor of appointing one of his sons to the equivalent role.

Following the priests' revolt (which he had helped engineer), Bel escaped to Ra-controlled space with a few trusted associates. He dropped the Marduk part of the title, and began a slow crawl up the political ladder. His father's reputation still fresh, Bel was mostly left alone by other ambitious Goa'uld, which meant his efforts to build contacts of his own were mostly thwarted. He succeeded in grabbing a few worlds – mostly from his father's old territory – and occasionally he was able to recruit Marduk's former underlings, but none remained in his service for long. Even the beautiful Surpanakha, in whom both he and his father placed much trust, was lost to him once she grew restless and unwisely chose to seek the secrets of Cimmeria as a path to glory. (Her host, Kendra, was freed of her; *see the Season One sourcebook and the episode Thor's Hammer for more details.)*

His ascension through Ra's ranks stalled, his salvation came from an unlikely source – Earth. When Ra was killed, Bel chose quickly, and defected with as much of Ra's forces as he could to the banner of Apophis. While he was not as important as in his father's court, Apophis recognized his worth, and he became a minor lieutenant. It was in that position that he sensed the enmity of a fellow underling, Zipacna *(see page 22)*, who thought that Bel had not truly earned position in the same way he had. A rivalry resulted, which remains unresolved until this day.

Then, when Apophis' forces were all but destroyed in the nova around Vorash *(see the Season Five episode Between Two Fires)*, Bel seized this new opportunity. Familiar from his father's training with the signs of an imminent supernova, Bel was able to escape the area with only minimal damage to his ha'tak. Making his way to the worlds he controlled (nominally under Apophis' name), he bided his time, repairing the ha'tak and awaiting word that Apophis was truly dead this time. Through his control of Marduk's zoo and several other planets, he was in a position to react when the Zigarans appeared through the Stargate. He believes that seizing the planet will consolidate his power, and eventually allow him to become a System Lord in his own right.

Low-Level Bel

Specialty: Goa'uld Warmaster
Rank: N/A
Class: Soldier
Level: 3

Strength:	14	**Dexterity:**	16
Constitution:	13	**Intelligence:**	17
Wisdom:	11	**Charisma:**	12
Vitality:	33	**Wounds:**	13

Defense: 14 (+1 class, +3 Dex)
Initiative Bonus: +10 (+3 class, +3 Dex, +4 feat)
Speed: 30

Fort: +3 **Ref:** +4 **Will:** +3

Special Qualities: *Accurate,* damage reduction 1/–, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance.

Skills: Balance +7, Bluff +3, Climb +5, Concentration +4, Demolitions +5, Intimidate +8/+7, Jump +4, Knowledge (Goa'uld) +5, Move Silently +5, Search +4, Spot +5, Survival (Arctic) +5, Tumble +7.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, Improved Initiative, Martial Arts, Naquadah Sense, Speed Trigger, Surge of Speed, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+5	1d6+3 (subdual)
Zat'nik'tel	+6	3d6+1 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, dagger.

Mid-Level Bel

Specialty: Goa'uld Warmaster
Rank: N/A
Class: Soldier
Level: 6

Strength:	14	**Dexterity:**	16
Constitution:	13	**Intelligence:**	17
Wisdom:	11	**Charisma:**	13
Vitality:	63	**Wounds:**	13

Defense: 15 (+2 class, +3 Dex)
Initiative Bonus: +12 (+5 class, +3 Dex, +4 feat)
Speed: 30

Fort: +4 **Ref:** +5 **Will:** +5

Special Qualities: *Accurate,* armor use +1, damage reduction 1/–, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance, weapon specialization (knife).

Skills: Balance +10, Bluff +5, Climb +5, Concentration +5, Demolitions +5, First Aid +3, Intimidate +11/+10, Jump +8, Knowledge (Goa'uld) +6, Move Silently +5, Search +4, Spot +7, Survival (Arctic) +9, Swim +3, Tumble +9.

Feats: Acrobatic, Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, Far Shot, Improved Initiative, Martial Arts, Naquadah Sense, Speed Trigger, Surge of Speed, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

ATTACKS

Unarmed	+8	1d6+4 (subdual)
Dagger	+8	1d4+6 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+9	3d6+2 (subdual, error 1-2, threat 20, range 10 ft.)
Kinetic blast	+9	2d6+2 and 2d6+2 subdual

Gear: Kara kesh, zat'nik'tel, dagger.

HIGH-LEVEL BEL

Specialty: Goa'uld Warmaster
Rank: N/A
Class: Soldier/Prime
Level: 6/3

Strength:	14	**Dexterity:**	16
Constitution:	14	**Intelligence:**	17
Wisdom:	11	**Charisma:**	13
Vitality:	63	**Wounds:**	13

Defense: 17 (+4 class, +3 Dex)
Initiative Bonus: +12 (+5 class, +3 Dex, +4 feat)
Speed: 30

Fort: +8 **Ref:** +7 **Will:** +7

Special Qualities: *Accurate,* armor use +1, damage reduction 1/–, death squad +1 attack/save, dominated body, immunity to disease, inherited memory, long life, parasite, *prepared,* radiation resistance, ring of defense 1/session, soak 1/session, weapon specialization (knife).

Skills: BBalance +10, Bluff +7, Climb +5, Concentration +7, Demolitions +7, Diplomacy +5, First Aid +4, Hide +7, Intimidate +14/+13, Jump +8, Knowledge (Goa'uld) +6, Move Silently +7, Search +4, Sense Motive +4, Spot +7, Survival (Arctic) +12, Swim +3, Tumble +9.

Feats: Acrobatic, Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, Far Shot, Improved Initiative, Martial Arts, Naquadah Sense, Speed Trigger, Stealthy, Surge of Speed, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

ATTACKS

Unarmed	+10	1d6+4 (subdual)
Dagger	+10	+81d4+6 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+11	3d6+2 (subdual, error 1-2, threat 20, range 10 ft.)
Kinetic blast	+11	2d6+2 and 2d6+2 subdual

Gear: Kara kesh, zat'nik'tel, dagger.



MORRIGAN

THE PHANTOM QUEEN

Specialty: Goa'uld Queen
Rank: System Lord
Class: Pointman/Manipulator
Level: 12/4

Strength:	12	**Dexterity:**	14
Constitution:	14	**Intelligence:**	17
Wisdom:	18	***Charisma:***	15
Vitality:	147	**Wounds:**	14

Defense: 22 (+8 class, +2 Dex, +2 natural armor)
Initiative Bonus: +10 (+8 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +12 **Will:** +16

Special Qualities: +4 threat range to Bluff & Sense Motive, assistance (¼ time), cross-class ability (research (inspiration 1/session), rough living +2, soak 1/session,), dominated body, fatal ruse, *generous,* immunity to disease, inherited memory, lead 5/session, long life, master's blessings, parasite, play to win, produce larvae, radiation resistance, serendipity 1/session, tactics +3/session (+2 bonus), vast cunning +2, versatility (Concentration, Gather Information, Hide, Innuendo, Intimidate, Move Silently, Perform, Search, Spot, Survival), web of lies +5.

Skills: Bluff +20, Bureaucracy +19, Concentration +14, Cultures +8, Diplomacy +18, First Aid +12, Forgery +8, Gather Information +14, Hide +10, Innuendo +13, Intimidation +15/+16, Knowledge (Goa'uld) +17, Languages +4, Listen +7, Move Silently +11, Perform +7, Pilot +4, Search +15, Sense Motive +12, Surveillance +6, Spot +13, Survival (Forest) +12, Xeno-Cultures +10, Xeno-Languages +6.

Feats: Armor Group Proficiency (Light, Medium), Command Decision, Mark, Naquadah Sense, Persuasive, Stargate Explorer, Stealthy, The Look, Undermine, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+13	1d3+1 (subdual)
Dagger	+13	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+14	2d6 and 2d6 subdual

Gear: Kara kesh, dagger.

From the beginning, the "Phantom Queen" distinguished herself among the offspring of the queen Danu as much by her capricious temperament as with her cunning mind. When Danu's spawn stopped squabbling amongst themselves long enough to overthrow the System Lord Balor, Lugh struck the fatal blow, and Dagda and Manannan mac Lir divided the spoils *(see pages 69-70)*, but it was Morrigan who planned the battle. For a time she appeared content to remain a power behind the throne, the faithful advisor that Dagda could not do without. This in itself began to sway the allegiance of many in the court in her favor.

She also positioned herself as Danu's protector, gaining additional influence through her expanding control over access to the queen. From there it was relatively easy to remove a primary obstacle to her ambitions: Lugh, the staunch advocate of Manannan and Dagda's alliance. Concocting apparently incontrovertible evidence that Lugh was bent on destroying Danu and her vulnerable young, Morrigan then demanded the right to punish him on the queen's behalf. She stripped him from his host, and rumor has it he remains imprisoned in stasis in her private apartments to this day.

In his place, Dagda and Manannan, their partnership already deteriorating into an uneasy truce, each promoted a new general from among his own underlords. Dagda's choice, the ambitious young Cuchulainn, was very nearly Morrigan's undoing. His host had first been chosen to seed the queen, and thus he knew that Morrigan was herself a queen, a secret she guarded by mingling her own larvae with her mother's at birth. She attempted to turn this liability to her advantage by recruiting him in her scheme against Dagda, promising him far broader power than the mere command of a war fleet. Cuchulainn refused, scorning her as a "phantom queen" lacking the power to make good on her offer. When he began openly mocking her with the epithet and privately threatening to reveal her secret, she arranged for the sabotage of his flagship during a critical battle. Once again deployed according to Morrigan's strategy, Dagda's forces won the day, but Cuchulainn did not live to see it.

The threat had been eliminated, but if she was to become more than a phantom, Morrigan knew that there was one blow she must strike directly: the death of Dagda himself. Even her supporters were taken aback when she turned on him without warning in the midst of a council of his leading underlords. With three blasts from a zat'nik'tel, the System Lord Dagda ceased to exist, and Morrigan declared herself ruler of his realm. Though the long years of scheming and manipulation had guaranteed her a critical mass of support from his underlords, Morrigan fully expected the assassination to throw Dagda's empire into temporary chaos, and perhaps cost her a portion of it. She had not, however, reckoned on Heru-ur launching a multi-front assault against her at the same time. Morrigan survived the assault, but was left with a fraction of the territory she had thought she had, barely enough to call herself a ruler. A place among the System Lords was further out of her reach than ever.

Learning this lesson well, the Phantom Queen – a title she now wore with perverse pride, to spite the memory of the ungrateful fool who might have ruled beside her – took full advantage of every opportunity presented by the incessant strife among the Goa'uld, while jealously guarding the resources she already had. For centuries this meant aggravatingly slow expansion of her domain, until emergence of the Tauri threat created a sudden power vacuum. Most satisfying by far – though she would have preferred a far more agonizing death at her own hands – was the demise of Heru-ur. At last taking back what he had stolen from her, Morrigan could no longer be denied. The title of System Lord was hers.

The proximity of her territory to other System Lords – unlike the rest of Danu's brood – made her a *de facto* spokesperson, representing her kin before the other Goa'uld. The position helped increase her power, and of those she spoke for, only Manannan had the strength to oppose her. He, of course, was content to let her take the forefront, while remaining hidden in the shadows as he always had *(see page 68 for more on Manannan mac Lir)*. Morrigan's fortunes took another dip, however – along with the other System Lords – with the reappearance of Anubis. Seeing few alternatives, she voted for his reinstatement, but soon regretted the move when she learned that he had recovered the Eye of Balor from her own planet of Magtireth, over which it had been believed destroyed with Balor's ship. She does not know how Anubis' agents found the jewel, but she added her ha'taks without hesitation to those gathered against him over Abydos.

To the humans who live under her authority, knowing little of these matters, their goddess is the object of adoration and fear, her passions and her very form as changeable as the wind. Many are descended from the Celtic tribes of western Europe and the British Isles – where Balor and then Dagda and Manannan held sway on Earth – and regard her as the Mother of all things, sovereign of life, death, and rebirth. On worlds taken from other System Lords, her propaganda paints the previous god as an erring child she had to punish.

Inspired by existing legends of the primitive goddess whose identity she assumed, Morrigan has added a layer of mystery to the typical *modus operandi* of establishing divine status through dazzling technology. She maintains several hosts, kept in stasis in sarcophagi hidden throughout her empire. With her human subjects already expecting her to appear in varying guises, she also posts underlords to impersonate her on worlds where she wishes to have a constant presence. This also allows her to demonstrate an ability to be seen in more than one place at a time.

With her rising status has come increasing scrutiny, and the rumor that the Phantom Queen is an actual queen has spread too widely to stamp out. She is more reluctant than ever to confirm it, fearing that the other System Lords would curtail her autonomy in the face of the dwindling number of queens. For the moment she has no solution but

to cloud the issue as she always has, by keeping Danu close by. Not even their most trusted personal slaves know the whole truth: the elder queen has not produced a brood in years, and all of "Danu's" larvae that now make their way into the world under her name are in fact Morrigan's own.

While still considered something of an upstart by her fellow System Lords, the depth of Morrigan's strategic experience surpasses that of some with much greater raw power at their disposal. She carefully selects targets for which she has the most reliable intelligence, then lays traps to cut them off from support and take advantage of their vulnerabilities. These elaborate plans generally require her to strike at precisely the right instant, a point on which her volatile temper is known to sabotage her. She learned early and well to avoid committing too many resources to any one action, no matter how certain the outcome might seem, and thus to minimize the setbacks she suffers when things do not go as planned.

The Jaffa warriors bearing the mark of the raven are few in comparison to the armies fielded by powerhouse System Lords such as Ba'al, but Morrigan wields them with the same economy and precision as she does her ships. Long centuries of building an empire from scraps have left her with no tolerance for the waste of typical Goa'uld ways, a lesson best learned quickly by underlings who hope to advance in her service. While her highest-ranking Jaffa are aware of her pragmatism, far more believe that their god values their lives more highly than the gods served by other Jaffa value theirs.

Though she delights in appearing in multiple guises, Morrigan's favorite and most recognizable host presents her as the Celtic ideal of beauty and power. None can predict whether the regal redhead with the robust figure will favor them with honeyed promises or venomous fury. Either way, the encounter will not be forgotten.

Planets

Gleanavar (P8H-725)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 0.8 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Mild (1-42: spring, unchanged; 43-50: summer, +2d6° F; 51-92: autumn, unchanged; 93-100: winter -2d6° F).

Anthrosphere: 5,000 natives; Copper Age (2 picks, 0 RP); Theocracy; Open (+2 with disposition checks); Cautious (40 soldiers, squad size 1d2 soldiers); Poor civil rights.

Origin: Celtic.

Stargate Location (lower region): Rolling terrain in grassland, large clearing near edge of forest.

Among the first planets claimed by Morrigan in her rise to power, Gleanavar was once a busy mining colony with rich deposits of naquadah. To the humans beneath her dominion, it was a punishing place, an exile that wore down unruly slaves through relentless labor. They dubbed their prison *Glean-na-Bodhar*, "Valley of the Deaf," where a slave would hear nothing of the world he left behind, and it would never again hear of him. Their amused ruler adopted the name officially.

Though it was key in earlier stages of Morrigan's scheming, Gleanavar's importance waned as the naquadah resources were depleted and more strategic locations demanded her attention. She has maintained her claim over the last several centuries through a succession of regent underlords. Due to Gleanavar's isolation, the Phantom Queen must trust the Goa'uld in this position to rule in her name with little supervision. One recent appointee, Sholred, turned out to be a particularly poor choice when she was revealed as a Tok'ra infiltrator who had spent nearly a decade secretly sowing rebellion among both the human population and the Jaffa of her temple guard, for whom the assignment was one of low status and honor.

The naquadah mine is located about four kilometers southwest of the Stargate, with several excavations delved into low cliffs of chalk and limestone that mark the beginning of a range of hills. The same soft stone is found beneath the thin topsoil of the boreal forest region where the inhabitants have settled in a scattering of farms and villages. The capital (if is can be called such) is Ladyhaven, the single large town centered on Morrigan's temple, founded near the edge of the forest, about three kilometers due south of the gate. The Stargate itself is situated in a large clearing of the forest, overlooked by a low rise to the north. Numerous trails and woodland streams connect the various farms and small settlements. The climate and terrain of the rest of the planet occur in cycle similar to Earth's. A few far-flung communities have been established in the prairie grasslands to the south and southeast, but for the most part human habitation remains limited to the forested areas within a few days' walk of the Stargate.

The people of Gleanavar are a hardy breed, descended from those who survived the backbreaking labor of the naquadah mines. Most are subsistence farmers with little to spare for luxuries, especially after reserving the finest portion of any crop for the temple. Like her worshipers elsewhere, they ascribe to their goddess the power to appear in many forms, and a degree of omnipresence. They believe the regent is an aspect of Morrigan herself – to whom they refer simply as "the Lady" in whatever guise she appears – thus avoiding any fracturing of their loyalty.

A few meager veins of the naquadah mine near Ladyhaven remain workable, and Morrigan's Jaffa still round up strong backs from throughout the countryside to work it. A troublemaker is more likely to be taken, but for the most part the selection is random, and the hardship it imposes on families is considered a necessary sacrifice in service of the Lady. Once conscripted into the mines, a worker remains there until injury, illness or age makes him unfit to work, at which time he is returned to his family. Relatives are permitted brief visits, and may bring food and

clothing to augment the barest necessities allotted to the miners. All ore extracted from the mine is immediately sent through the Stargate to Morrigan's homeworld of Eriu.

The current regent, Evnith, has clamped down hard, increasing the tributes to the temple, restricting travel, and rooting out Sholred's former handmaidens and those to whom they have passed the dangerous knowledge of the Goa'uld's true nature. Those caught are executed and publicly denounced as traitors to the Lady, an irony not lost on the remaining few who know that this Lady is not the same one who taught them the truth they now whisper to their children. The brief uprising they inspired to cover Sholred's escape (she fled with an SG team through the Stargate) may not be repeated in their lifetimes or their children's, but they remain convinced that someday the people of Gleanavar will be free.

Magtireth (P9K-429)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Thin (CR 0; 0.5 atmospheres; Auto -1; Exp. Inc: 1 hour; SV Fort (DC15) ½; Dmg 1d3 subdual; Recup 1 round).

Hydrosphere: Arid (CR 0; daily weather 1-89: none, 90: flood 1d10 MPH, 91-93: rain 1 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Unstable (daily earthquakes 1-98: none, 99: minor, 100: moderate; no volcanoes within 10 miles of Stargate).

Seasons: Mild (1-17: spring, unchanged; 43-50: summer +2d6° F; 51-92: autumn, unchanged; 93-100: winter -2d6° F).

Anthrosphere: 27,000 natives; Goa'uld (7 picks, 6 RP); Theocracy; Suspicious (-1 with disposition checks); Extremely Cautious (20,000 soldiers, squad size 1d4 soldiers); Very Poor civil rights.

Origin: Celtic.

Stargate Location (upper region): Rocky terrain in wasteland, desolate center of a multi-mile crater.

A scarred planet with a turbulent history, Magtireth is a cornerstone of Morrigan's military might, as it was for Balor and Dagda before her. Here generations of Jaffa have arrived as wide-eyed boys, Morrigan's raven mark fresh on their brows, and left as skilled warriors ready to fight for her glory. It is also the location of one of several orbiting shipyards for the building and repair of her battle fleet. The Stargate, once located in a more hospitable region, was later moved at Morrigan's command to the center of an enormous impact crater, formed by a piece of debris from the destruction of Balor's mothership. The barren wasteland that greets those arriving through the gate gives the impression of a world devoid of life. While this is not entirely accurate, the pockets of habitat left to a handful of hardy species represent barely a third of the planet's surface, and are slowly but steadily disappearing. Already all the food and supplies required by the apprentices and warriors quartered on Magtireth must be imported; in another century or two the atmosphere will not be breathable without artificial maintenance.

When Morrigan first laid eyes on it thousands of years ago, Magtireth was a very different place, with fruitful farms to feed Balor's armies. From here his empire had been built on the strength of those armies and backed by the destructive power of the Eye of Balor. It was here, or nowhere, that his power must have been broken. The victory cost the better part of the challengers' fleet and laid waste to the surface of Magtireth, but in the end Balor's mothership was outflanked and destroyed.

Despite the inconveniences presented by the planet's desolation, Magtireth remains valuable for its strategic position, and Morrigan has held tightly to it through times when she had little else. Large numbers of troops can be transported relatively quickly by ship to several hotly contested frontiers, and the forces stationed here are a key first-line defense against incursions into the Phantom Queen's territory. In light of this, the region is heavily patrolled by her fleet, and the orbiting shipyard is heavily armed in its own right.

When the surface is not in use as a staging area, it is generally left entirely in the hands of the Jaffa masters and their young charges. For them the harsh environment is an advantage, weeding out the weak links before they can jeopardize a battle, and tempering the strong. Never one to discard a good idea, Morrigan has continued the tradition, established under Balor, of identifying boys with promise and gathering them here shortly after they undergo the Prim'ta, set apart from playmates not destined for the same honor.

Unknown to Morrigan, the rebel Jaffa movement has penetrated even here, carried like a disease by traitors among her seasoned troops as they pass through on the way to battle. For the moment it is only an adolescent whisper in the night, but – like the whisperers themselves – it is growing.

Eriu (P4F-026)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 0.8 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; 1 small volcano within 10 miles of Stargate).

Seasons: Mild (1-42: spring, unchanged; 43-50: summer +2d6° F; 51-92: autumn, unchanged; 93-100: winter -2d6° F).

Anthrosphere: 5,000,000 natives; Goa'uld (7 picks, 6 RP); Theocracy; Suspicious (-1 with disposition checks); Extremely Cautious (200,000 soldiers, squad size1d4 soldiers); Very Poor civil rights.

Origin: Celtic.

Stargate Location (equatorial region): Hill terrain in grassland, stone circle at base of temple hill.

In sharp contrast to the training ground for her troops, Morrigan's primary homeworld is an idyllic paradise. Like Chulak, it is a crèche world, housing the mingled offspring of various Goa'uld queens prior to their implantation within Jaffa. The splendid white temple stands on a hill overlooking the Stargate, which is surrounded by a circle of upright stones in the same white marble. On the opposite

side of the hill, the sepulchre sheltering the newborn larvae is set apart in a grove of oak trees, planted in a circle mirroring the stones around the Stargate.

The temple complex stands ominous and lonely on an island in a small archipelago off the coast of the largest of the three continents. Eriu's Jaffa population ranges over the remaining islands, and is much smaller than that of Chulak. To be born here carries considerable prestige among the Jaffa in Morrigan's service; most of her highest-ranking warriors are natives of Eriu, and it is a requirement for priesthood in the temple. A warrior originating elsewhere may be rewarded for exceptional service with a home here, thus ensuring that any similar aptitude shown by his sons will be acknowledged and cultivated.

On the mainland are more utilitarian facilities, including warehouses for commodities such as naquadah, gathered for distribution through her empire. She also maintains three private retreats, one on each continent, in addition to her apartments in the temple. These are staffed at all times by full complements of human slaves and Jaffa guards. . They are usually occupied by underlords to whom Morrigan lends them as either a reward or as a convenient means of keeping them under her thumb. Visiting System Lords may occasionally accept her hospitality in one of these palaces also, though they are far more likely to be housed in opulent quarters within the temple.

Beyond these settlements, the remainder of the planet is wilderness, primarily given over to tropical or temperate forest. While none of Eriu's vast array of indigenous life is acknowledged as sentient, an inquisitive and sociable species of mammal native to the smallest continent has shown itself capable of learning simple tasks such as opening doors and turning on lights. Resembling a ferret three to four feet high on its hind legs, this creature was dubbed the *puka* by Morrigan's human slaves, who lost no time in domesticating it. The little animals' popularity quickly spread as the entourages traveling with Morrigan and her underlords were introduced to them, and pet pukas can now be found fetching small objects and carrying messages on planets far from Eriu.

While the crèche worlds, including Chulak, have fallen under the control of individual System Lords at various times, Morrigan's outright claim on Eriu as her own homeworld is not without risk or controversy. Thus far her peers are satisfied that she is playing by the rules. But as larval symbiotes grow increasingly scarce, she knows she may be faced with a choice: relinquish her claim or fight for it in defiance of them all.

Underlings

Danu, The Dreaming Queen (Supporting NPC)

If Morrigan is the Phantom Queen, Danu has become a real queen bearing phantom young. One of the most ancient queens still living, she is also quite mad, genuinely believing herself immune to the infertility plaguing other queens, when in fact she has been unable to spawn for years. Often she forgets entirely that the crisis exists, or even that the Goa'uld were driven from Earth millennia ago. In her mind she reigns in timeless splendor, her every whim attended to. While this fantasy irritates (and unnerves) Morrigan, it also facilitates the masquerade she has maintained for so long. She can happily pass her own spawn off as Danu's, and thus remain secure in her status. So long as the unpredictable Danu does not speak the truth at some inopportune moment, all will be well.

Danu

Specialty: Goa'uld Queen
Rank: N/A
Class: Goa'uld Dilettante
Level: 4

Strength:	8	**Dexterity:**	12
Constitution:	10	**Intelligence:**	10
Wisdom:	9	**Charisma:**	16
Vitality:	26	**Wounds:**	10

Defense: 14 (+3 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +3 **Will:** +2

Special Qualities: Child of the gods, dominated body, immunity to disease, inherited memory, long life, radiation resistance, specialty (bureaucracy).

Skills: Bluff +7, Bureaucracy +10, Climb +1, Concentration +1, Diplomacy +7, Gather Information +7, Intimidate +3/+7, Knowledge (Goa'uld) +2, Listen +1, Move Silently +3, Search +2, Sense Motive +1, Spot +1, Survival +1, Swim +1.

Feats: Athletic, Armor Group Proficiency (Light), Charmer, Naquadah Sense, Persuasive, The Look, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+1	1d3-1 (subdual)
Dagger	+1	1d4-1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+3	2d6 and 2d6 subdual

Gear: Kara kesh, dagger.

Note: Danu has lost her produce larvae quality.

Evnith, Lady of Gleanavar

The current regent governing Gleanavar is humorless, cruel, suspicious to the point of paranoia, and not exceptionally intelligent. In short, she is the perfect antidote to her predecessor, a highly capable ruler who (unfortunately for Morrigan) was also a Tok'ra operative. Aware that the System Lord will be closely monitoring her progress, Evnith has set out to reverse the damage done by Sholred's sedition and demonstrate how a true Goa'uld rules: through awe and terror. If she has an inkling that her manipulative mistress intends, once the slaves of Gleanavar are sufficiently cowed, to recall her to court and replace her with a kindlier aspect, she is sure that Morrigan will be impressed enough by her regent's success to change her mind... or, perhaps, even reward Evnith with a position of more power.

Low-Level Evnith

Specialty: Goa'uld Spy
Rank: N/A
Class: Explorer/Pointman
Level: 2/2

Strength:	13	**Dexterity:**	15
Constitution:	15	**Intelligence:**	11
Wisdom:	13	**Charisma:**	14
Vitality:	39	**Wounds:**	15

Defense: 14 (+2 class, +2 Dex)
Initiative Bonus: +5 (+3 class, +2 Dex)
Speed: 30

Fort: +6 **Ref:** +7 **Will:** +6

Special Qualities: All over the world (basic), assistance (½ time), bookworm (½), direction sense +2, dominated body, immunity to disease, inherited memory, long life, obsessive, parasite, radiation resistance. versatility (Balance, Bluff, Hide, Move Silently, Open Lock, Pilot).

Skills: : Balance +5, Bluff +4, Cultures +4, Disguise +7, First Aid +4, Gather Information +6, Hide +5, Intimidate +4/+5, Jump +6, Knowledge (Goa'uld) +4, Languages +5, Listen +3, Mechanics +2, Move Silently +6, Open Lock +4, Pilot +3, Search +2, Spot +3, Survival +5, Swim +2, Tumble +6, Xeno-Cultures +4.

Feats: Acrobatic, Armor Group Proficiency (Light), Naquadah Sense, Sidestep, Stealthy, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+3	1d3+1 (subdual)
Dagger	+3	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+4	2d6 and 2d6 subdual

Gear: Kara kesh, dagger.

Mid-Level Evnith

Specialty: Goa'uld Spy
Rank: N/A
Class: Explorer/Pointman
Level: 4/3

Strength:	13	**Dexterity:**	15
Constitution:	15	**Intelligence:**	11
Wisdom:	13	**Charisma:**	14
Vitality:	59	**Wounds:**	15

Defense: 16 (+4 class, +2 Dex)
Initiative Bonus: +12 (+6 class, +2 Dex, +4 feat)
Speed: 30

Fort: +6 **Ref:** +7 **Will:** +5

Special Qualities: All over the world (Basic), bookworm (½), direction sense +3, dominated body, immunity to disease, inherited memory, lead 1/session, long life, *obsessive,* parasite, radiation resistance, uncanny dodge (Dex bonus), versatility (Balance, Bluff, Hide, Move Silently, Open Lock, Perform, Pilot).

Skills: Balance +5, Bluff +5, Cultures +5, Disguise +8, First Aid +5, Gather Information +11, Hide +7, Intimidate +7/+8, Jump +6, Knowledge (Goa'uld) +4, Languages +6, Listen +3, Mechanics +2, Move Silently +6, Open Lock +5, Perform +3, Pilot +3, Search +2, Sense Motive +2, Spot +4, Survival +5, Swim +3, Tumble +6, Xeno-Cultures +4.

Feats: Acrobatic, Armor Group Proficiency (Light), Improved Initiative, Naquadah Sense, Point Blank Shot, Sidestep, Stealthy, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+6	1d3+1 (subdual)
Dagger	+6	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+7	2d6 and 2d6 subdual
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Kara kesh, zat'nik'tel, dagger.

High-Level Evnith

Specialty: Goa'uld Spy
Rank: N/A
Class: Explorer/Pointman
Level: 6/4

Strength:	13	**Dexterity:**	15
Constitution:	16	**Intelligence:**	11
Wisdom:	13	**Charisma:**	14
Vitality:	99	**Wounds:**	18

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +13 (+7 class, +2 Dex, +4 feat)
Speed: 30

Fort: +8 **Ref:** +11 **Will:** +7

Special Qualities: All over the world (Basic, Advanced), bookworm (½), direction sense +3, dominated body, immunity to disease, inherited memory, long life, *obsessive,* parasite, radiation resistance, tactics 1/session, uncanny dodge (Dex bonus).

Skills: Balance +6, Bluff +7, Cultures +6, Disguise +8, First Aid +6, Gather Information +11, Hide +7, Intimidate +8/+9, Jump +6, Knowledge (Goa'uld) +7, Languages +7, Listen +5, Mechanics +4, Move Silently +8, Open Lock +7, Perform +4, Pilot +5, Search +4, Sense Motive +3, Spot +5, Survival +5, Swim +3, Tumble +6, Xeno-Cultures +4.

Feats: Acrobatic, Advanced Skill Mastery (World Traveler), Armor Group Proficiency (Light), Improved Initiative, Lightning Reflexes, Naquadah Sense, Point Blank Shot, Precise Shot, Sidestep, Stealthy, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+8	1d3+1 (subdual)
Dagger	+8	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)

Kinetic blast	+9	2d6 and 2d6 subdual
Zat'nik'tel	+9	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Kara kesh, zat'nik'tel, dagger.

Catain Ni Donall, Gleanavar Subversive (Supporting NPC)

A humble farm girl, Catain was surprised when, in return for healing her baby daughter of a deadly fever during the fall festival, the Lady commanded that Catain enter the temple as one of her handmaidens. Entrusting her children to her own mother's care, the young woman obeyed. There were more shocking surprises in store, and at first she thought Sholred's fantastic assertions – that the Lady was not one, but many, and all of them false gods – were simply a test of her faith. Eventually, though, she came to believe the truth of what her mistress taught. She remained in the temple for eight years, nearly all of Sholred's reign, and witnessed the strangers' defiance of Morrigan herself on the last day of that reign. Inspired by their example, she helped to spark the festival riot when word came that her beloved Lady and the warriors of the Tauri needed a diversion to cover their escape. So far no one has denounced her to the harsh new Lady. If they do, she hopes only that her young son and daughter will escape with the secret knowledge she has given them.

Catain Ni Donall

Specialty: Primitive Society Near Human
Rank: N/A
Class: Native Off-Worlder
Level: 5

Strength:	8	**Dexterity:**	11
Constitution:	10	**Intelligence:**	12
Wisdom:	15	**Charisma:**	14
Vitality:	20	**Wounds:**	10

Defense: 12 (+2 class)
Initiative Bonus: +2 (+2 class)
Speed: 30

Fort: +4 **Ref:** +3 **Will:** +5

Special Qualities: Primitive.

Skills: Bluff +5, Climb +2, Craft (Pottery) +7, Listen +5, Profession (Farmer) +9, Search +6, Spot +7, Survival +7.

Feats: Advanced Skill Mastery (Ordinary Past), Armor Group Proficiency (Light), Ordinary Past, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+2	1d3-1 (subdual)
Dagger	+2	1d4-1 (normal, error 1, threat 19-20, range 5 ft.)

Gear: Dagger, robes.

Rel'Nar, Jaffa Master of Magtireth

Once First Prime of Morrigan, Rel'nar lived to see that honor pass to his son Mek'nar. If he is no longer the greatest of her warriors, though, he is still acknowledged as the wisest, and has been entrusted with shaping the next generation. To be selected as Rel'nar's apprentice all but guarantees an exemplary career; he also oversees the training conducted by others. His ears are not so old that they do not hear the winds of change, or the murmurs among the boys. Perhaps they are true; perhaps these young warriors will never die in the name of any Goa'uld. For now, though, the dream of freedom remains only a dream. Rel'nar will continue to teach them to live with honor in the only reality he has ever known.

Low-Level Rel'Nar

Specialty: Jaffa Raven Guard
Rank: N/A
Class: Guardian
Level: 6

Strength:	16	**Dexterity:**	12
Constitution:	15	**Intelligence:**	12
Wisdom:	14	**Charisma:**	12
Vitality:	65	**Wounds:**	17

Defense: 15 (+4 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +7 **Ref:** +3 **Will:** +7

Special Qualities: Accelerated healing, enforcer (basic, advanced), radiation resistance, soak 1/session, *unbreakable.*

Skills: Balance +4, Concentration +6, Escape Artist +2, Gather Information +6, Hide +5, Intimidation +13/+11, Knowledge (Goa'uld) +2, Move Silently +4, Pilot +4, Spot +4, Surveillance +5, Survival +6, Tumble +4.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Mark, Martial Arts, Rapid Healing, Symbiote (Immunity to Disease, Long Life), Toughness, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+9	1d6+3 (subdual)
Dagger	+9	+9 1d4+3 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+5	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Staff weapon, dagger, robes.

Mid-Level Rel'Nar

Specialty: Jaffa Raven Guard
Rank: N/A
Class: Guardian
Level: 9

Strength:	16	**Dexterity:**	12
Constitution:	15	**Intelligence:**	12
Wisdom:	14	**Charisma:**	13
Vitality:	93	**Wounds:**	19

Defense: 16 (+5 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)

Speed: 30

Fort: +8 **Ref:** +4 **Will:** +8

Special Qualities: Accelerated healing (×2), enforcer (Basic, Advanced), radiation resistance, soak 1/session, superior metabolism (no damage with save), *unbreakable.*

Skills: Balance +5, Climb +6, Concentration +9, Escape Artist +5, Gather Information +7, Hide +5, Intimidation +16/+14, Jump +5, Knowledge (Goa'uld) +3, Move Silently +5, Pilot +5, Spot +6, Surveillance +6, Survival +6, Tumble +4.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Mark, Martial Arts, Rapid Healing, Symbiote (Immunity to Disease, Long Life, Shallow Breathing Trance), Toughness (×2), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+12	1d6+3 (subdual)
Dagger	+12	1d4+3 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+10	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Staff weapon, dagger, robes.

High-Level Rel'Nar

Specialty: Jaffa Raven Guard
Rank: N/A
Class: Guardian/Prime
Level: 9/3

Strength:	16	**Dexterity:**	12
Constitution:	16	**Intelligence:**	12
Wisdom:	14	**Charisma:**	13
Vitality:	127	**Wounds:**	20

Defense: 18 (+7 class, +1 Dex)
Initiative Bonus: +7 (+6 class, +1 Dex)
Speed: 30

Fort: +12 **Ref:** +6 **Will:** +10

Special Qualities: Accelerated healing (×2), death squad +1 attack/save, enforcer (Basic, Advanced), *prepared,* radiation resistance, ring of defense 1/session, soak 2/session, superior metabolism (no damage with save), *unbreakable.*

Skills: Balance +5, Bureaucracy +4, Climb +5, Concentration +9, Demolitions +4, Diplomacy +4, Escape Artist +5, First Aid +4, Gather Information +8, Hide +5, Intimidation +17/+15, Jump +5, Knowledge (Goa'uld) +3, Listen +6, Move Silently +5, Pilot +6, Spot +6, Surveillance +7, Survival +8, Tumble +4.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Mark, Martial Arts, Rapid Healing, Symbiote (Immunity to Disease, Long Life, Shallow Breathing Trance), Stone Cold, Toughness (×2), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+14	1d6+3 (subdual)
Dagger	+14	1d4+3 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+12	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Staff weapon, dagger, robes.

Nirrti

Goddess of Destruction (Presumed Deceased)

Specialty: Goa'uld Schemer
Rank: N/A
Class: Scientist
Level: 16

Strength:	10	**Dexterity:**	14
Constitution:	16	**Intelligence:**	24
Wisdom:	12	**Charisma:**	14
Vitality:	133	**Wounds:**	16

Defense: 25 (+13 class, +2 Dex)
Initiative Bonus: +8 (+6 class, +2 Dex)
Speed: 30

Fort: +8 **Ref:** +7 **Will:** +11

Special Qualities: 10-second solution 1/session, brilliant +4, dominated body, immunity to disease, improvise +8, inherited memory, know it all 1/mission, long life, parasite, PhD (Knowledge (Biology), Knowledge (Medicine)), radiation resistance, research (biology, inspiration 1/session, Gather Information/Move Silently).

Skills: Appraise +8, Balance +12, Bluff +19, Computers +18, Concentration +20, Cryptography +11, Cultures +9, Demolitions +14, Diplomacy +3, Electronics +19, Escape Artist +4, First Aid +11, Forgery +10, Gather Information +15,

Hide +5, Innuendo +7, Knowledge (Biology) +35, Knowledge (Goa'uld) +19, Knowledge (Medicine) +34, Languages +11, Listen +9, Mechanics +16, Move Silently +10, Open Lock +11, Pilot +8, Search +13, Sense Motive +15, Spot +11, Surveillance +19, Survival +11, Xeno-Cultures +16, Xeno-Languages +14.

Feats: Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light), Biology Prodigy, Field Operative, Grand Skill Mastery (Scholarly), Martial Arts, Naquadah Sense, Phase Sense, Rapid Healing, Stealthy, Talented (Bluff), Weapon Group Proficiency (Handgun, Melee), Xeno-Studies.

ATTACKS

Unarmed	+8	1d6 (subdual)
Dagger	+8	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+10	2d6 and 2d6 subdual

Gear: Healing device, invisibility device, kara kesh, dagger.



In the tongue of the land where she once walked, her very name means destruction. For those who have encountered Nirrti – human or Goa'uld – there is no need to ask why. While her peers built empires and peopled them with devout human slaves, Nirrti wasted countless lives, even entire civilizations, pursuing her research.

In the days of Goa'uld dominion over Earth, Nirrti had little interest in the turbulent politics of the System Lords, preferring to keep to herself as she tested the limits of these "perfect hosts" they had discovered. Humans represented a leap forward from other species they had inhabited in the past, but to Nirrti's mind they were far from perfect. Technology and fragmentary records discovered on long-abandoned worlds offered tantalizing glimpses of what they could be, sparking a line of inquiry that would become an obsession.

Just as the needs of her experiments were growing, the System Lords' claims over territory on Earth pushed Nirrti ever farther in search of human test subjects, until she found herself limited to the southern tip of the Indian subcontinent, her presence barely tolerated by Kali and her autonomy severely curtailed. Faced with these constraints, she realized she had no choice but to play their game, carving out an empire of her own where she would be free to work as she saw fit. The question of how to begin was answered when Olukun proposed a partnership, seeking her expertise and offering the slaves of his small sphere of influence in western Africa in pursuit of what he saw as their common goals. The outcome of the collaboration was disastrous for Olukun, who was forced to retreat from Earth entirely; but Nirrti gained valuable insights into both her ongoing genetic work and the dynamics of the System Lords whose society she had largely ignored up to that point.

Suspending her experiments for the moment, she turned her attention to matters of war. She did not command the vast armies with which the System Lords harried one another, but she could cripple them with engineered bioweapons that debilitated even the vaunted Jaffa warriors for critical hours or even days before their symbiotes could heal them. She moved first against Kali, taking control of a substantial holding in India as well as key technological resources in the stars that would allow her to expand her dominance. She also learned the value of negotiation for acquiring other resources, such as the larval Goa'uld needed for certain aspects of her research, which she obtained from the ambitious queen Hathor in exchange for an early version of a device rendering its wielder nearly invisible.

Once regarded as an inconvenience, Nirrti steadily established herself as a force to be reckoned with. By the time of the Tauri revolt, she had earned recognition as a System Lord in her own right, partly through domination of a number of planets, where she set long-term evolutionary experiments in motion, but also with sheer blackmail. It took several demonstrations in which she wiped out entire populations of slaves and rendered the food and water supplies of Jaffa armies useless, but eventually they conceded that she possessed sufficient power – however unconventional – to be numbered among them. That most of them despised her even more than they did each other barely concerned her, so long as they left her alone. For the most part they did, at least for a time.

Returning to her neglected research, she was surprised to discover that in her absence the test group inhabiting one of the first worlds she had populated were surpassing all her expectations. More individuals in each of the last several generations had manifested advanced traits previously unseen in humans, reminiscent of the tantalizing clues she had encountered in the ruins across the galaxy. They also died young and painfully from a variety of congenital defects, and none were able to bear children. Selecting several outwardly perfect specimens, she took them to Chulak and contributed them to the pool of potential hosts for the next choosing, ostensibly as a peace offering to her fellow System Lords. Two were taken as hosts by newly mature Goa'uld, but even with the aid of the sarcoph-

agus they were unable to repair the deep flaws, and they too soon died. These were not the perfect hosts Nirrti sought, and in two more generations they were extinct. Still, the experiment had brought her a step closer, and she meticulously recorded the particulars of the genetic anomalies for future reference.

Even as the human colonies seeded throughout the galaxy expanded and multiplied, Nirrti once again began to feel constrained by the limits of her own territory. Rather than waste time and resources in a bid to expand her empire, she returned to her old habit of surreptitiously experimenting on slaves belonging to others. Despite the adept concealment of her movements, the marks of her meddling were unmistakable. A special Summit was convened at the command of Kali and Bastet, and the System Lords voted unanimously for Nirrti's expulsion.

Undeterred, she pressed on with her research, a task that grew easier as the System Lords lost track of many worlds in their empires. This state of affairs allowed her to work largely unhindered, but also cut her off from some resources to which she had grown accustomed. The destruction of Ra prompted a flurry of power grabs, allowing Nirrti to reassert control over much of the territory that she had lost, and her bid for reinstatement was accepted by a narrow margin.

Since then, however, her fortunes steadily worsened, due in no small measure to the upstart Tauri. After they outsmarted her plan to destroy them by means of a bomb implanted in an orphaned child, she demanded a place in the negotiations to include Earth in the Protected Planets Treaty with the Asgard. There, she attempted to slay another Goa'uld delegate – Cronus – and arrange for the Tauri to take the blame, thus ridding herself of a hated rival and the irritating Terrans in one fell swoop. Her duplicity was exposed, however, and the misadventure ended with the loss of all the concessions the Goa'uld had demanded. Once again she was stripped of her rank; this time she also endured more than a year as Cronus' prisoner for her attempt to kill him. She might have remained in his clutches for eternity – tortured by countless unspeakable measures – but the Titan's death at the hands of the Tauri allowed her to escape. Returning to her research, Nirrti twice came tantalizingly close to achieving the advanced human host she had sought for so long. On the first occasion the Tauri again snatched her victory away; on the second, prompted by their exposure of her lies, her own creations turned their newfound talents against her, and ended her trail of destruction at last.

Nirrti's strength was never in force of arms, though at times she commanded up to a half-dozen ha'tak motherships at once. She made up for it in the exotic nature of her tactics and her troops, of which a greater proportion than usual were made up of humans. These humans were primarily recruited from the worlds she had originally seeded or claimed over the years, with a small percentage liberated from worlds under the control of her fellow Lords. This led to a small but diverse fighting force, with specialized squads of two to six soldiers with unusual talents bred or otherwise awakened in them for their tasks.

The Jaffa wearing the Nirrti's Sanskrit symbol on their foreheads were few in number, and not particularly loyal, for Jaffa. Nor did they have reason to be, as Nirrti had little regard for them – even less than a typical Goa'uld would. She just wasn't interested in such matters, but her eyes were always looking over their heads towards her ultimate goal. Until that was reached, however, she did have to deal with the mundane tasks occasionally.

This schism has caused some to defect to the rebel Jaffa army, taking valuable weapons and other resources with them. Not admitting to her own complicity in this betrayal, Nirrti instead focused on the inferiority and lack of trustworthiness inherent in all Jaffa. This relationship had not changed significantly in some time, and as such, she had not had a Jaffa Prime for over a thousand years. Her generals were modified humans, generally the most genetically promising of the lot. Occasionally she would take them as lovers, trying to get closer to that perfection she could almost see in them. Invariably, though, a prolonged examination always revealed the flaws, and she would then quickly tire of them.

When worlds contained resources she felt she needed for her researches, she had no reservations about going to war to obtain them, but open battles weren't her style. If she could not covertly recover what she was interested in under the cover of her invisibility device, she much preferred to achieve victory by more insidious means, such as releasing a tailored bacterium, or virus, into a biosphere that she knew an enemy would be visiting. She had no qualms with destroying entire eco-systems as a means to reach a certain end, as long as the necessary resource wasn't endangered in the process.

Sometimes, if there was little hope of success, she would act to prevent the resources from being available to anyone. This tactic drove her to develop the biological bombs that have on occasion taken out the Stargates on the worlds of her rivals, as well as a significant portion of the world in question. With a planet temporarily cut off from outside assistance, Nirrti would swoop in and take what she wanted, if possible, or sample what she could before destroying the object of her attentions. This tactic become widely known towards the end, however, and her enemies learned to guard against it, just as the SGC did.

Nirrti's host was a beautiful woman of unknown descent, often garbed in Hindu clothing. She rarely changed hosts, as this one had been subjected to various minor modifications and improvements over the years. She spoke with barely concealed contempt and made no secret of her duplicitous nature. In her mind, politicking was best left to "lesser" Goa'uld, and thus she saw no need to disguise her true feelings.

Planets

Kandara (PV2-502)

Thermosphere: Hot (CR 0; close orbit; 3d20+50° F).

Atmosphere: Thick (CR 0; 1.8 atmospheres; Auto -2; Exp. Inc: None; SV Fort (DC 15) ½; Dmg 1d3 subdual; Recup 1 round).

Hydrosphere: Super-humid (CR 0; daily weather 1-72: none, 73-75: flood 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH, 79-88: rain 2d4 in. or snow 2d6 in., 89-95: thunderstorm or snowstorm, 96-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Mild (1-42: spring, unchanged; 43-50: summer +2d6° F; 51-92: autumn, unchanged; 93-100 winter -2d6° F).

Anthrosphere: 2,500 natives; Stone Age (1 picks, 0 RP); Meritocracy; Extremely Open (+3 with disposition checks); Absolute Pacifistic (N/A, N/A); Very Progressive civil rights.

Origin: Babylonian.

Stargate Location (equatorial region): Marsh terrain in jungle, ziggurat ruins in jungle-surrounded city.

One of the populated worlds Nirrti acquired in the course of her rise to System Lord, Kandara is also one of the many civilizations she has destroyed. The ruins of its glorious capital city, once dedicated to the worship of Marduk, now stand forsaken and lifeless around a lonely Stargate. Or rather, nearly lifeless. Small bands of scavengers – the tattered remnant of Kandara's once-vibrant culture – have begun to venture furtively back into the city. Curiosity has begun to replace the fear that ruled them for millennia, fear of a nightmare whose form none now recall. They do not know that gods once walked here. They do not know that one went mad and lost his kingdom, or that the other set loose a terrible plague that killed all but a handful of those who dwelled in the city. They do not know that she meant to return, to see what the survivors would become. They do not know that their ancestors had a language of sounds made by the breath and throat, and could not see as well by starlight as by day, and often lived to see their children have children of their own.

of the broadest tree trunks; a few brave souls have also sought refuge in the deserted city. What they know of the past is codified in stories and poems, transmitted in an eloquent and fully developed sign language. While the details have been lost, they have a strong sense that too great a gathering will bring the evil of the past back down upon them.

It is impossible to tell whether Nirrti's virus infected species other than human. The rain forest teems with life in a varied and highly sustainable ecosystem. A weak strain of the virus permeates that ecosystem, but all the fauna presently inhabiting it are unaffected. Like the natives of our own rain forests, the Kandarans have extensive knowledge of the food and medicinal value of the plant life around them. They have remained isolated from other human contact since Nirrti's departure and would be perplexed by the strangeness of offworld visitors. However, due to cultural norms which include hospitality and communal use of the environment, they would share food, shelter, and knowledge without a second thought.

Engineered to be neutralized in the body by the genes Nirrti wished to cultivate, the virus has managed to survive well beyond its intended span, albeit in a strain unlikely to prove lethal. Any offworld visitors who drink the water or eat fresh fruit or other plant matter will contract it, experiencing fever, vomiting and dehydration, and sensitivity to light and sound. It is only necessary to treat the symptoms; victims will recover after a few days. However, the visitors would have to discover this for themselves, as the Kandarans' isolation has allowed them no opportunity to observe this illness, to which they are themselves immune.

"I REALLY DON'T LIKE THAT WOMAN."

– Col. Jack O'Neill

The virus Nirrti released in Kandara's water supply thousands of years ago killed 95% of the planet's human population in a matter of weeks, sparing only those who carried certain recessive genes she wished to cultivate. Their descendants can detect sound and light well outside the wavelengths to which normal humans are limited, are remarkably adaptable to extremes of temperature, and suffer no ill effects from going a week without water or two weeks without food. Along with these traits, however, have come other, less desirable ones. They possess only the most vestigial residue of a larynx, and in some members of recent generations the structure is entirely absent. More seriously, congenital heart disease (usually manifesting as valve defects) places the average life expectancy at twenty-six.

The natives lead a semi-nomadic hunter-gatherer existence in the rain forest surrounding the ancient city. They socialize in extended family groups of fifteen to twenty, with loose associations between groups with overlapping migration patterns. Lean-to arrangements constructed of whatever is available near a chosen campsite are usually sufficient shelter. Occasionally there are severe storms, which the Kandarans ride out as well as they can in the lee

Any visitor possessing the appropriate recessive genes (GM's discretion) will also be immune. More information on the disease can be found on page 149.

Beyond the rain forest, a full range of terrains and climates covers the planet's four continents. Apart from the imported human population, development of life on Kandara approximates that of the early Cenozoic era on Earth, with native mammalian species ranging from small rodents to medium-sized hoofed creatures.

Jardia (PT4-284)

Thermosphere: Cool (CR 0; distant orbit; 2d20° F).

Atmosphere: Normal (CR 0; 0.8 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Semi-arid (CR 0; daily weather 1-88: none, 89: flood 1d10 MPH, 90-92: rain 1d3-1 in. or snow 1d6-2 in., 93: thunderstorm or snowstorm, 94: dust storm, 95: hurricane, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind1d10+20 MPH, 100: wind 1d10+30 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; no volcanoes within 10 miles of Stargate).

Seasons: Wild (1-25: spring, unchanged; 26-50: summer +5d20° F; 51-75: autumn, unchanged; 76-100: winter -5d20° F).

Anthrosphere: 900 natives; Copper Age (2 picks, 0 RP); Theocracy; Open (+2 with disposition checks); Moderate (60 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Hindu.

Stargate Location (equatorial region): Rocky terrain in grassland, amid stone structures.

One of the first worlds seeded by Nirrti after she expanded her experiments out from Earth, Jardia is remarkable for the fact that, not only is the population still thriving, they still actively worship their goddess. The planet they were deposited on was hardly idyllic, with two suns and no moon to lock the planet's revolutions around a stable axis. The wildly varying seasons that result from this configuration cause the Jardians to maintain a nomadic lifestyle even after thousands of years, moving every few months to stay ahead of the ever-changing climate. The regular ice ages, droughts, and other harsh weather have made the Jardians into a hardy people, with survival experience in numerous types of terrains and temperatures.

Every five years the area around the Stargate returns to temperate conditions, prompting a year-long growing season and celebration as the Jardians return to the focus of their worship of Nirrti, the Stargate. As their goddess of destruction and death, the Jardians see this world's challenges not as a curse, but as a test set up for them by her. Death is not necessarily a failure, either, as long as the proper forms are obeyed.

Those that have perished since the last celebration, called the Festival of Death, have been preserved by dehydration and herbal preparations for the long journey back. At the height of the festival, the dead are raised onto wooden pyres constructed before the Stargate, and sit there along with a ceremonial guard of the living drawn from the their spouses and representatives from the families. The goddess is then summoned by activating the Stargate, which supposedly takes the assembled mass (both alive and dead) into the oblivion of the vortex, and straight to Nirrti. Once that sacrifice is made, more mundane ones are offered as food, weapons and other items of value are tossed through the event horizon. During a favorable festival, this prompts an offworld activation of the gate, and a visit from the goddess herself, who may choose one or more Jardians to serve her personally, based on her needs at the time. Those chosen follow her back offworld, and are never seen on Jardia again.

In the years when Nirrti does not appear (or send an emissary in her stead), the people assume they have offended her in some manner, and choose five of their best to be additional sacrifices. They, too, stand before the Stargate as it is reactivated, and are sent directly to the goddess to beg for her forgiveness for her people. If any of these five, or those chosen for the initial ceremony, refuses to participate, they are killed and placed alongside the others, to be disintegrated by the Stargate's opening funnel.

The Stargate lies in what passes for the equatorial region, though the planet wildly revolves around an axis that precesses over a 60° range every ten years. This makes it the equatorial region only a fraction of that time. Still, this area, which consists of rocky grassland plains spotted with hardy variants of pine trees, amounts to the only place on the planet to which the Jardians travel regularly. As such, over the years they have built up a number of stone buildings for lodging and to store what food and tools will keep until their next visit.

UNDERLINGS

PAMCHADRA, NIRRTI'S "QUEEN"

Among the countless Goa'uld taboos Nirrti violated in her quest for the perfect host was the ban on creation of a Harsesis, a human child conceived by two Goa'uld hosts, born with the genetic memories of its parents' symbiotes. Fortunately, the project proved to be a dead end for Nirrti, and a nightmare for the hapless young queen she entangled in it. Neither nature nor her mother intended Pamchadra to be a queen, but Nirrti had other ideas. Born amid the brood Hathor spawned in exchange for the cloaking technology, Pamchadra was subjected to genetic tampering even before she joined with the host Nirrti selected for her. She never knew the warmth of a Jaffa's pouch, instead spending that time in a laboratory vat as the System Lord sought a way to activate the latent genes that would produce a queen. She succeeded, in a manner of speaking.

The experiment called for Pamchadra to produce both offspring: the human Harsesis child, and the symbiote who would inhabit him. Their closely related genetic makeup would result in unprecedented harmony within this new breed of Goa'uld – or so Nirrti hoped. The human infant, conceived by Pamchadra's exemplary host and fathered by an equally fine specimen temporarily inhabited by Nirrti herself, was promising enough. Her Goa'uld children, too, seemed healthy and vigorous. Once in possession of a host, however, that vigor manifested as mindless aggression. Try as she might to give Nirrti what she desired (and thus gain release from her bondage), Pamchadra spawned brood after brood of broken minds, with all the predatory instincts of the Goa'uld but no trace of their millennia of racial memory.

Eventually Nirrti decided that this line of research would most likely be unproductive even with a normal queen. Cutting her losses, she took care to eliminate the ruined Harsesis boy and his brutish kin. Pamchadra feared that she too was evidence that must be destroyed, but Nirrti could see that the almost-queen had no desire to birth any more misfits (or to be associated in anyone's mind with Nirrti's ruthless research), and set her free to make her own way in the galaxy. Some would consider it more of a kindness just to kill her and be done with it.

Pamchadra's first step was to get rid of her host, choosing a male replacement to help mask her deviant nature. She found a place in the service of the ambitious minor lord Zipacna, who has recently aligned his court with the forces of Anubis.

Low-Level Damchadra

Specialty: Goa'uld Queen
Rank: N/A
Class: Explorer
Level: 2

Strength:	13	**Dexterity:**	14
Constitution:	11	**Intelligence:**	15
Wisdom:	12	**Charisma:**	14
Vitality:	15	**Wounds:**	11

Defense: 13 (+1 class, +2 Dex)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +2 **Ref:** +5 **Will:** +3

Special Qualities: +1 threat range to Bluff & Sense Motive, all over the world, bookworm (½), direction sense +2, dominated body, immunity to disease, inherited memory, long life, *obsessive*, parasite, produce larvae, radiation resistance.

Skills: Balance +4, Bluff +5, Cryptography +4, Cultures +5, First Aid +5, Gather Information +5, Handle Animal +4, Hide +3, Innuendo +3, Jump +2, Knowledge (Goa'uld) +5, Languages +5, Listen +3, Search +5, Sense Motive +4, Spot +5, Survival +4.

Feats: Armor Group Proficiency (Light), Naquadah Sense, Persuasive, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+2	1d3+1 (subdual)
Dagger	+2	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+3	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, dagger, healing device.

Mid-Level Damchadra

Specialty: Goa'uld Queen
Rank: N/A
Class: Explorer
Level: 4

Strength:	13	**Dexterity:**	14
Constitution:	11	**Intelligence:**	16
Wisdom:	12	**Charisma:**	14
Vitality:	15	**Wounds:**	11

Defense: 14 (+2 class, +2 Dex)
Initiative Bonus: +9 (+3 class, +2 Dex, +4 feat)
Speed: 30

Fort: +2 **Ref:** +6 **Will:** +3

Special Qualities: +1 to Bluff & Sense Motive threat ranges, all over the world (Advanced), bookworm (½), direction sense +3, dominated body, immunity to disease, inherited memory, long life, *obsessive*, parasite, produce larvae, radiation resistance, uncanny dodge (Dex bonus).

Skills: Balance +5, Bluff +7, Cryptography +4, Cultures +5, First Aid +7, Gather Information +6, Handle Animal +5, Hide +5, Innuendo +5, Jump +3, Knowledge (Goa'uld) +6, Languages +5, Listen +5, Pilot +5, Search +5, Sense Motive +2, Spot +5, Survival +7.

Feats: Advanced Skill Mastery (World Traveler), Armor Group Proficiency (Light), Naquadah Sense, Persuasive, Point Blank Shot, Track, Weapon Group Proficiency (Handgun, Melee) World Traveler.

Attacks

Unarmed	+4	1d3+1 (subdual)
Dagger	+4	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, dagger, healing device.

High-Level Damchadra

Specialty: Goa'uld Queen
Rank: N/A
Class: Explorer
Level: 7

Strength:	13	**Dexterity:**	14
Constitution:	11	**Intelligence:**	16
Wisdom:	12	**Charisma:**	14
Vitality:	46	**Wounds:**	11

Defense: 16 (+4 class, +2 Dex)
Initiative Bonus: +12 (+6 class, +2 Dex, +4 feat)
Speed: 30

Fort: +4 **Ref:** +7 **Will:** +5

Special Qualities: +2 to Bluff & Sense Motive threat ranges, all over the world (Advanced), bookworm (½), direction sense +4, dominated body, immunity to disease, inherited memory, long life, *obsessive*, parasite, produce larvae, radiation resistance, uncanny dodge (Dex bonus).

Skills: Balance +6, Bluff +9, Climb +4, Computers +5, Concentration +3, Cryptography +6, Cultures +7, First Aid +8, Gather Information +7, Handle Animal +5, Hide +5, Innuendo +5, Jump +4, Knowledge (Goa'uld) +7, Languages +7, Listen +6, Pilot +5, Search +7, Sense Motive +5, Spot +7, Survival +10.

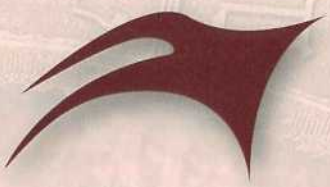
Feats: Advanced Skill Mastery (World Traveler), Armor Group Proficiency (Light), Improved Initiative, Marksman, Naquadah Sense, Persuasive, Point Blank Shot, Precise Shot, Track, Weapon Focus (Zat'nik'tel), Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+6	1d3+1 (subdual)
Dagger	+6	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+7	2d6 and 2d6 subdual
Zat'nik'tel	+8	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Kara kesh, zat'nik'tel, dagger, healing device.

System Lord sigils



Anubis



Apophis



Ba'al



Bastet



Cronus



Hathor



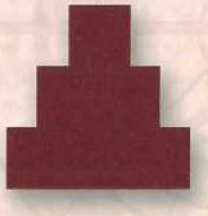
Heru-ur



Kali



Manannan Mac Lir



Marduk



Morrigan



Nirrti



Olukun



Osiris



Pelops



Ra



Sokar



Yu



Zeus



Olukun

The Typhoon

Specialty: Goa'uld Spy
Rank: System Lord
Class: Scientist /Explorer/Manipulator
Level: 5/5/5

Strength:	12	**Dexterity:**	16
Constitution:	14	**Intelligence:**	20
Wisdom:	17	**Charisma:**	16
Vitality:	128	**Wounds:**	14

Defense: 23 (+10 class, +3 Dex)
Initiative Bonus: +12 (+9 class, +3 Dex)
Speed: 30

Fort: +7 **Ref:** +12 **Will:** +14

Special Qualities: +4 to Disguise and Xeno-Cultures threat ranges, all over the world, bookworm (½), direction sense +3, dominated body, fatal ruse, immunity to disease, improvise +3, inherited memory, learned, long life, master's blessings, parasite, PhD (Knowledge(Genetics)), play to win, *professor,* radiation resistance, uncanny dodge (Dex bonus), vast cunning +2, web of lies +10.

Skills: Bluff +19, Bureaucracy +16, Computers +17, Concentration +18, Cryptography +14, Cultures +12, Diplomacy +12, Escape Artist +14, Hide +9, Innuendo +14, Intimidate +11/+13, Knowledge (Genetics) +32, Languages +16, Listen +16, Move Silently +9, Search +19, Sense Motive +16, Spot +17, Surveillance +8, Survival (Aquatic) +10, Xeno-Cultures +16, Xeno-Languages +20.

Feats: Advanced Technology, Aquatic Training, Armor Group Proficiency (Light, Medium), Extrapolate Connections, Mark, Naquadah Sense, Scholarly, Stargate Explorer, Stealthy, Undermine, Weapon Group Proficiency (Melee, Handgun, Hurled), World Traveler.

Attacks

Unarmed	+9	1d3 +1 (subdual)
Kinetic blast	+12	2d6 and 2d6 subdual

Gear: Kara kesh.

History and Background

Olukun's place in Tauri mythology is one of an oft-thwarted water deity of either sex, whose attempts to destroy all creation ended in naught when humans prayed to other deities for assistance. Also, Olukun was mythologically bested by a chameleon when trying to prove his skill in weaving garments of many colors. These are somewhat accurate portrayals of Olukun's past, but, as usual, the details behind the matter are lost in translation.

Olukun's position as a water deity came about due to his penchant for aquatic planets, and various experiments he conducted with water and aquatic life forms. He hoped to create a better amphibious host-form for the Goa'uld. Unfortunately, while Olukun had a thirst for genetic knowledge, his actual acumen fell short in this arena. He left several worlds barren of life due to his experiments, "broken toys" which he would abandon like a spoiled child. His small foothold in Africa netted him more experimental subjects, but a truly great amphibious host still eluded him.

During his experiments with humans, he learned of the work being done by Nirrti and suggested a limited partnership of sorts. It was already rumored that Olukun had significant stores of naquadah, and Nirrti saw him as a useful pawn. For a brief time, the two worked together, Olukun unaware that he was being manipulated by the craftier System Lord into doing much of the work that would help her experiments without diminishing her own resources. In return, Nirrti fed Olukun misinformation about other System Lords, flattered his immense intellectual ego, and helped him in his research so long as they furthered her goals.

The partnership, however, came to an abrupt end when Olukun became frustrated and abandoned one of his "toys" while in the middle of an experiment that Nirrti deemed necessary. In the ensuing battle, Nirrti released virii that not only damaged Olukun's holdings, but pushed his scientific work back to square one. Enraged, Olukun spent time licking his wounds in other parts of the galaxy. He decided that genetic research was getting him in more trouble than it was worth, and began to recognize how dangerous faulty intelligence could be. He decided to focus more heavily on defending himself from the plots and schemes of his fellow lords instead of designing a better host. Doing so, he knew, would place him more on the defensive, and perhaps make him less powerful than others, but he had seen what ill-advised action had done to others before him, and thus caution and good intelligence became his watchwords.

Olukun began developing a canny counter-intelligence cadre amongst his servants. He found Jaffa he felt he could absolutely trust, and subjected them to training designed to heighten their awareness. Olukun's Cursor'va (secret police) became a feared staple in all of his worlds, ferreting out spies and traitors with ruthless efficiency and spreading false intelligence concerning their master. A rumor had spread for some time that Olukun had a considerable cache

of naquadah hidden in a cache on a remote world. Olukun realized that the very idea of this cache was an important bargaining chip, and allowed the rumors to spread and grow. It has reached the point where the cache has become a planet-wide storehouse, and the naquadah has become naquadaria. In truth, Olukun did have a good deal of naquadah set aside, but it was hardly in a single cache.

Deep beneath the waves of one of Olukun's worlds, an ancient device had been found that mimicked the technology of the ring transporters. Early experiments found that such a transporter could reach interplanetary distances, but could only transport naquadah-imbued non-living materials. Furthermore, the nature of the device was such that it was necessary to focus the energies through great columns of water. Olukun realized that as long as his worlds were aquatic, he could move vast quantities of naquadah quickly and quietly from place to place, and that by keeping the resource under water, few of his enemies would actually be able to look for it. On occasion, Olukun would move naquadah from one planet to another when he learned that spies recognized the destination. Thus, resources suddenly "appeared" on the world, making it seem that Olukun had much more power than he actually did. Later, when more spies arrived to ascertain the location of the cache, Olukun would have the naquadah moved to another planet and begin sending his Cursor'va to spread misinformation, or to capture spies for interrogation purposes. To this day, his cat-and-mouse tactics continue to net him good intelligence.

The Ohnes have proven a considerable thorn in his side, however. By the time Anubis had returned, Olukun was fighting a prolonged battle with them that was costing him dearly, and came close to revealing his transport devices (and, indeed, the secret of his "cache") to the amphibious guerrillas. Facing mounting pressure from other System Lords seeking his cache, and unwilling to divert his attention away from his immediate foes, Olukun decided to give the System Lords something else to worry about. He voted whole-heartedly to return Anubis into the fold.

Currently, Olukun is attempting to find a way to advance his unique technology to encompass non-water worlds, so that he may move his naquadah even further abroad. He also keeps his eyes open for new technology to appropriate, especially that which deals with his earlier passion: the creation of a useful amphibious host-race. Beyond this, Olukun is retreating slightly into paranoia himself, and strengthens his Cursor'va in order to deal with any and all threats to his rule. He rarely, if ever, forms alliances with the other lords, nor does he keep underlords close to himself. What few offspring he spawns are sent far away, and he keeps watchful eyes upon them lest they conspire against him. The only one Olukun truly trusts is Sha'an, the head of the Cursor'va.

Olukun's host is a strong-bodied African man, with eyes that belie the Machiavellian thinker beneath. He has possessed several Ohnes in the past, but their physiology does not sit well with him, and for now, he retains human form. He wears clothes which accentuate his ancient role as a water-based destroyer god, and evokes fear and awe in his subjects. For a Goa'uld, his entourage is fairly small – there are few he trusts enough to allow into his presence.

PLANETS

OHTWAN (P7T-117)

Thermosphere: Hot (CR 0; standard orbit; 3d20+50° F).

Atmosphere: Normal (CR 0; 1.2 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Humid (CR 0; daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-91: rain 1d6 in. or snow 1d10 in., 92-96: thunderstorm, 97-98: hurricane, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes: none; volcanoes: none).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +2d20° F; 51-75: autumn, unchanged; 76-100: winter -2d20° F).

Anthrosphere: Iron Age (3 picks, 1 RP); Feudalism; Hostile (-2 with disposition checks); Extremely Cautious (5,000 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Egyptian.

Stargate Location (coastal region): Remote island.

P7T-117 (Ohtwan) is a small world with very little land mass. Most of the surface is covered in water, and the solid core is quite small, thus leading to deep, wide oceans. The world in a very stable orbit, thus producing a lack of geological changes as well as a very predictable seasonal pattern.

Olukun makes his home here. It is neither a rich nor industrious world, and many believe that it is the home of his cache of naquadah, sunk somewhere deep beneath the seas. This is far from the truth, but Olukun likes to keep that rumor afloat. In actuality, Ohtwan was once hidden by a minor Goa'uld as a simple retreat. Olukun took exception to the underlord, dispatched him, and took his world for his own. It was one of his first, and the speed and ease with which he seized it comforts him. Here, he feels safe.

Ohtwan's Stargate might seem, at first, to be abandoned. It stands on the middle of a vegetation-encrusted island in the midst of a dense swamp, and there is little actual civilization nearby. Complex sensory devices ring the island, however, just beneath the surface of the water. Their information travels directly to Olukun's palace, which lies a few hundred miles away on one of the few significant dry continents. These sensory devices are sometimes visible from the surface, and have given rise to rumors of "Sea Eyes," which the local populace actively dreads.

Ships are common, but small, usually used for short-range transport across the surface. The nearest village to the Stargate is Nun'ka. The locals are quite aware that their deity Olukun watches them from time to time, but do not fear his wrath; he uses many of them for slave labor, but he rarely takes an active interest in their affairs so long as things remain quiet. There are legends, however, of how angry their lord becomes when things are less-than quiet, and thus the village remains deeply suspicious of outsiders and other signs of trouble.

The waters of the planet are rich in plant and animal life, and have great swamps and Sargasso seas. Most of the populace takes to sea-farming for subsistence. There is little metal on the planet, so most items are made of wood and bone. Beyond the local shallows, deep under the waters, are various forms of toxic plant life (CR 12 lethal and nerve poisons, CR 14 paralytic.) The young and foolhardy occasionally seek out these plants in displays of great bravado.

Gualun (P8S-403)

Thermosphere: Cool (CR 0; standard orbit; -(1d%)° F).

Atmosphere: Normal (CR 0; 0.7 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Super Humid (CR 3; daily weather 1-72: none, 73-75: flood 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH, 79-88: rain 2d4 in or snow 2d6 in., 89-96: thunderstorm or snowstorm 97-98: hurricane or blizzard 99: wind 1d10 MPH 100: wind 1d10+10 MPH.

Geosphere: Stable tectonic activity (daily earthquakes 1-99 none, 100 minor; no volcanoes within 5,000 miles of the Stargate).

Seasons: Very Mild (1-42: spring, unchanged; 43-50: summer +2d6° F; 51-92: autumn, unchanged; 93-100: winter -2d6° F).

Anthrosphere: Goa'uld (7 picks, 6 RP); Diarchy; Hostile (-2 *disposition modifiers*); *Defensively pacifistic (100,000* soldiers, squad size 1d2 soldiers); Very Progressive civil rights.

Origin: Samoan.

Stargate Location (flat terrain): Several miles from large city.

Gualun is another of Olukun's wet worlds. The near-constant flooding and seemingly endless rains keep the planet's inhabitants in large cities that are mainly self-sufficient. Resource-wise, the planet has little to offer; there are no spectacular plants or animals, nor are there any great mineral resources. The technology of the planet is quite developed, but there is little in the way of a military. The two rulers of the planet, Kimo and Lali, place high value on self-sufficiency and non-aggression. Through their programs, the planet goes on peacefully, and they render whatever services they can to Olukun.

Kimo and Lali, as well as their subjects, are unaware of the strategic importance of the planet. Olukun uses a partially-underground base near the Stargate as a training grounds for his Cursor'va. Here the most prized of his followers learn secret techniques for not only extracting information, but spreading false rumors into the right ears. Usually, only small classes are taken at any given time. Recently, however, production has been stepped up.

The idyllic nature of the world hides Olukun's other great secret. Deep underwater, and well-guarded on the surface, stands an immense ancient device that is similar to a ring transporter, many times the normal size. This transporter, when activated, sends charged materials (such as naquadah and naquadaria) through planetary distances. The downside to this device is that it can only transport charged materials, and that it can only be focused or received through tens of thousands of feet of water, thus making the transport only possible to and from other watery worlds. Olukun uses it to transport large amounts of naquadah from planet to planet rapidly, making it appear that he has much more readily-available naquadah than he actually does. He guards this secret with zeal bordering on madness. Only a very small handful of his followers know the truth, and all of these he trusts with his life. Olukun is very aware of how quickly the System Lords would turn on him if the truth came out.

Unfortunately, there is a fly in the ointment. Olukun fostered the non-violent, idyllic lifestyle of the planet, as well as the lack of developed resources, specifically to make certain others would not see this planet as a target, and for generations this subterfuge worked perfectly. However, within the past few years, more and more incidents of coastal sabotage (sinking ships, burned docks, etc.) have been reported. The Cursor'va did their best to root out the traitors. In the end, they discovered that those involved had their memories altered. Olukun knew that the Ohnes had such technology, and that they have the best chance of finding the truth about his hidden transporter. He will do anything in his power to exterminate them. Alas, he also knows that doing so without subtlety will draw unwanted attention towards his planet. He is working on a way to eliminate the threat without alerting the other System *Lords*.

Underlings

Sha'an

Sha'an, prime of Olukun, was born on a world whose name and designation have been expunged from his records. To mention it is to be executed. Sha'an is the planet's last survivor.

The world was one of Olukun's "toy" worlds, used specifically for genetic and technological experimentation. Sha'an grew up in a military tradition, as a guard to the System Lord's on-planet palace. Although his combat abilities were above-par for his station, it was his fierceness and rage that kept him from rising within the ranks.

When disaster came to his world in the form of a great plague, the populace rose up against Olukun's palace. Those Jaffa that stood in the way suffered heavy losses, and many began to turn against their former master. Sha'an took up his commander's post when the officer fell, and lead the charge into the maddened crowd that was storming the palace. His battle cry was the last thing dozens of traitorous Jaffa heard. As a reward for his actions, Olukun raised Sha'an up to the station of Prime. Since then, Sha'an's loyalty has remained largely untested by the System Lord, so his natural blood thirst has not been completely discovered. He remains loyal to his god as all First Primes are, however, and would gladly give his life to further Olukun's cause.

Low-Level Sha'an

Specialty: Primitive Society Near-Human
Rank: Chief of the Cursor'va
Class: Pointman
Level: 5

Strength:	14	**Dexterity:**	16
Constitution:	16	**Intelligence:**	13
Wisdom:	14	**Charisma:**	19
Vitality:	52	**Wounds:**	16

Defense: 15 (+2 class, +3 Dex)
Initiative Bonus: +5 (+2 class, +3 Dex)
Speed: 30

Fort: +6 **Ref:** +6 **Will:** +6

Special Qualities: Assistance (½ time), generous, lead 2/session, species bonus (Jump, Survival, Swim), tactics 1/session, versatility (Disguise, Gather Information, Innuendo, Intimidation, Jump, Survival).

Skills: Bluff +11, Diplomacy +9, Disguise +8, Gather Information +11, Innuendo +9, Intimidate +10/+12, Jump +8, Sense Motive +10, Swim +5, Survival (Aquatic) +11.

Feats: Aquatic Terrain, Field Operative, Persuasive, Weapon Group Proficiency (Hurled, Melee).

ATTACKS

Unarmed	+5	1d3+2 (subdual)
Dagger	+5	1d4+2 (normal, error 1, threat 19-20, range 5 ft.)

Gear: Dagger, plus additional as appropriate.

MID-LEVEL SHA'AN

Specialty: Primitive Society Near-Human
Rank: Chief of the Cursor'va
Class: Pointman/Cursor'va
Level: 5/5

Strength:	14	**Dexterity:**	16
Intelligence:	13	**Constitution:**	16
Wisdom:	14	**Charisma:**	20
Vitality:	88	**Wounds:**	16

Defense: 17 (+4 class, +3 Dex)
Initiative Bonus: +8 (+5 class, +3 Dex)
Speed: 30

Fort: +7 **Ref:** +7 **Will:** +10

Special Qualities: Assistance (½ time), *generous,* lead 2/session, no truth but perception 2/session, smoke and mirrors 1/mission, species bonus (Jump, Survival, Swim), tactics 1/session, versatility (Disguise, Gather Information, Innuendo, Intimidation, Jump, Survival), web of lies +2.

Skills: Bluff +17, Cryptography +4, Diplomacy +10, Disguise +12, Escape Artist +6, Forgery +4, Gather Information +17, Hide +9, Innuendo +9, Intimidate +10/+13, Jump +10, Move Silently +9, Search +5, Sense Motive +13, Spot +6, Swim +5, Surveillance +5, Survival (Aquatic) +12.

Feats: Aquatic Terrain, Armor Proficiency (Light), Clockwork Tactics, Field Operative, Hard Core, Persuasive, Surge of Speed, Weapon Group Proficiency (Handgun, Hurled, Melee)

ATTACKS

Unarmed	+7	1d3+2 (subdual)
Dagger	+7	1d4+2 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+8	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, dagger, plus additional bundles as appropriate.

HIGH-LEVEL SHA'AN

Specialty: Primitive Society Near-Human
Rank: Chief of the Cursor'va
Class: Pointman/Cursor'va
Level: 5/10

Strength:	14	**Dexterity:**	16
Intelligence:	14	**Constitution:**	16
Wisdom:	14	**Charisma:**	20
Vitality:	124	**Wounds:**	16

Defense: 19 (+6 class, +3 Dex)
Initiative Bonus: +11 (+8 class, +3 Dex)
Speed: 30

Fort: +9 **Ref:** +9 **Will:** +12

Special Qualities: Assistance (½ time), cloak of shadows 2/session, generous, lead 2/session, no truth but perception 4/session, smoke and mirrors 2/mission, species bonus (Jump, Survival, Swim), tactics 1/session, versatility (Disguise, Gather Information, Innuendo, Intimidation, Jump, Survival), web of lies +2.

Skills: Bluff +22, Cryptography +7, Diplomacy +12, Disguise +15, Escape Artist +8, Forgery +7, Gather Information +22, Hide +15, Innuendo +10, Intimidate +11/+14, Jump +11, Move Silently +15, Search +10, Sense Motive +15, Spot +9, Swim +5, Surveillance +8, Survival (Aquatic) +12.

Feats: Aquatic Training, Armor Proficiency (Light), Bloodthirsty, Clockwork Tactics, Field Operative, Glint of Madness, Hard Core, Persuasive, Stone Cold, Surge of Speed, Track, Weapon Group Proficiency (Handgun, Hurled, Melee).

ATTACKS

Unarmed	+10	1d3+2 (subdual)
Dagger	+10	1d4+2 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+11	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, dagger, plus additional as appropriate.

OSIRIS

LORD OF THE DEAD

Specialty: Goa'uld Noble
Rank: Underlord
Class: Diplomat/Tyrant
Level: 10/5

Strength:	9	**Intelligence:**	12
Dexterity:	12	**Wisdom:**	16
Constitution:	11	**Charisma:**	20
Vitality:	67	**Wounds:**	11

Defense: 20 (+9 class, +1 Dex)
Initiative Bonus: +7 (+6 class, +1 Dex)
Speed: 30

Fort: +4 **Ref:** +7 **Will:** +14

Special Qualities: +4 threat range to Bluff and Innuendo, absolute power..., ...corrupts absolutely, dominated body, imminent domain, immunity to disease, inherited memory, linguist, long life, parasite, radiation resistance, reign of fear, tyrant's offer, vast allure +2, war by other means.

Skills: Bluff +15, Bureaucracy +15, Cultures +10, Diplomacy +5, Gather Information +15, Innuendo +5, Intimidate +15, Languages +5, Profession (Despot) +5, Sense Motive +13.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light), Charmer, Field Operative, The Look, Naquadah Sense, Persuasive, Political Clout, Talented (Bureaucracy), Unlocked Potential (Sense Motive), Weapon Group Proficiency (Handgun).

ATTACKS

Unarmed	+8	1d3-1 (subdual)
Dagger	+8	1d4-1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+10	2d6 and 2d6 subdual

Gear: Dagger (concealed), kara kesh, sarcophagus (aboard ha'tak).

"THE RIVERS OF THE EARTH WILL RUN RED WITH BLOOD."

– OSIRIS

HISTORY AND BACKGROUND

Osiris is not technically a System Lord – she currently serves under Anubis – and thus does not have access to the same resources. However, her rising prominence and importance in the Goa'uld hierarchy merits inclusion in her own section. Unlike other Goa'uld in this book, the story of Osiris is irrevocably intertwined with that of the symbiote's current host, Sarah Gardner of the Tauri.

SARAH GARDNER (THE HOST)

Born in Colchester, England, Sarah always had a fascination with antiques, ignited by her mother's business as a book antiquarian. She studied art history at university in London and did her post graduate work in Paris. Her passion and talent for her work earned her high marks. She looked forward to a lucrative career as a broker of expensive artifacts. She never considered getting her fingers dirty digging for them.

That changed during a visit to the Cairo Museum, where she met Steven Rayner and Daniel Jackson, both on a student field expedition under their mentor, Professor David Jordan. Both were instantly attracted to the bright Englishwoman, and (as in all things) they competed for her attentions. Though she was reluctant, the two men were able to cajole her into accompanying them on a dig. She found it exhilarating; Daniel's enthusiasm for ancient cultures was infectious, and Steven's passion for solving puzzles from millennia ago made it seem like the ultimate challenge. Sarah was hooked.

She completed her advanced studies in art history, and then moved to the United States to pursue a PhD. in Archaeology at the University of Chicago, where Professor Jordan (at the insistent urging of his two brightest students) agreed to be her advisor. The three of them became a trio of stars, making tremendous progress on difficult digs, and in doing so became fast friends. But there was tension. Both men were deeply attracted to Sarah. Though she felt for Steven, Sarah could not get past her strong attraction to the boyish charms of Daniel Jackson, and the two started dating.

Steven didn't object overtly, but the problems between the trio continued to build as Daniel began formulating unorthodox theories about ancient cultures. He felt that there were too many shared ideas, and too many unexplainable leaps in culture and technology to be explained by current theories. Subtly at first, he began to suggest the preposterous theory that another force may have been at work, moving between these cultures with an ease of travel unexplainable at that level of technological development.

Sarah was troubled, but Steven was furious. People were starting to talk; Daniel's theories would ruin his promising career and make Professor Jordan look like a fool. Sarah tried her best to keep the peace between them, but in the end she had to admit the truth to Daniel: she didn't think he was crazy, but the evidence just wasn't there. She couldn't see the connections that he did.

Soon after, Daniel received his PhD. and decided to take his theories to the archaeology community at large. He left Chicago and arranged to lecture at several prominent conferences. Each time he was laughed off the stage he would call Sarah, but as much as it tore her apart, she could offer little encouragement. She implored him to return to Chicago and take a job that Professor Jordan had arranged for him, but Daniel refused. Eventually he stopped calling and dropped out of sight.

Meanwhile, Steven had accepted a position with the University, continuing his research alongside Professor Jordan. Where Daniel's theories alienated everyone, Steven developed a way of reducing the complexities of archaeology to simple terms, and putting them into a context that everyone could relate to. As public interest in the Middle East increased alongside current events, he began writing layman-level articles for major national magazines. A book deal followed.

Sarah worked as a curator at Chicago's Field Museum for several years, but took a sabbatical to return to the University to work with Professor Jordan and Steven when the Stewart Expedition relics were recovered from a shipwreck. Representing some amazing finds, the artifacts had been lost at sea since 1931. The scientists would have only a few months to study them before the State Department would be forced to accede to the Egyptian government's demand for their return.

The artifacts were amazing as promised, and it was wonderful to be working with Steven and Professor Jordan

again. It had been five years since Daniel left. The sting of his departure had finally faded, and Steven's newfound success (his book was on its way to being a bestseller) cast everything in a rosy light. It even seemed that more lay between she and Steven than before; Steven made it clear that he wanted it this way.

One evening she was going over the expedition's cargo manifest, and spotted a reference to an artifact called the Osiris Jar. She knew she should wait for Steven, but he was having dinner with his agent, and the description was too good to pass up. The jar turned out to be a Goa'uld object, containing a symbiote in stasis: Osiris. Sarah unwittingly freed the Goa'uld and became its new host after millennia of imprisonment. In short order, she found herself in Hell.

She watched helplessly while her hands wrung the life from Professor Jordan's body, and screamed from the prison of her mind as Osiris casually lied to Daniel with her voice. Since Osiris fled from the Earth, Sarah's body has been used to commit countless evil acts. Sarah struggled for a time, but eventually gave up hope and retreated into the depths of her subconscious to wait out the unending nightmare that had engulfed her.

Sarah Gardner (Pre-Possession) (Supporting NPC)

Specialty: Civilian Specialist
Rank: n/a
Class: Scientist
Level: 7

Strength:	9	**Dexterity:**	12
Constitution:	11	**Intelligence:**	16
Wisdom:	13	**Charisma:**	14
Vitality:	34	**Wounds:**	10

Defense: 17 (+6 class, +1 Dex)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +2 **Ref:** +3 **Will:** +7

Special Qualities: +2 with education checks, brilliant +1, class skills (Knowledge (Archaeology), Profession (Curator), improvise +4, learned, take 10 with Knowledge (Archaeology) at any time, PhD (Appraise), *professor.*

Skills: Appraise +22, Computers +8, Concentration +5, Cultures +8, Diplomacy +8, First Aid +6, Forgery +15, Gather Information +5, Knowledge (Archaeology) +16, Knowledge (Art History) +16, Languages +13, Listen +9, Profession (Curator) +7, Search +15, Sense Motive +5, Spot +8.

Feats: Advanced Skill Mastery (Scholarly), Alertness, Armor Group Proficiency (Light), The Look, Master Fence, Scholarly, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+1	1d3-1 (subdual)

Osiris

Osiris was spawned by the Queen Nut near the end of the First Goa'uld Dynasty and allied with Ra in the war against Anubis. As the Second Dynasty began to rise, Osiris distinguished himself by secretly obtaining a sample of Ra's DNA for Isis, which she parlayed into an enormous increase in her own power. Osiris rose along with her, using his tremendous political savvy on her behalf, and elevating himself in the estimation of the most influential Goa'uld.

When the System Lords coalesced around Ra, Osiris was among those powerful enough to warrant inclusion, but his beginnings as Isis' underlord were never really forgotten. Osiris considered himself the equal of any other System Lord, and secretly loathed Isis for the shadow she cast over him, but he was well aware of his need for her store of knowledge and status as a Goa'uld queen. Until he could learn all of her secrets, his destiny was tied to hers.

With the discovery of the Tauri, many Goa'uld came to the Earth to harvest populations as hosts, but Osiris decided to remain there permanently. Osiris wished to rule over something more palatable than the ruined worlds Ra had left for him, so he set himself upon the Earth in a great palace, rather than only appearing from his vessel at intervals. He became known to the Tauri as a Pharaoh. Isis was his Queen, but she largely concerned herself with matters on other worlds, visiting Earth regularly. Together they ruled over a vast area, cultivating the humans in settlements, and teaching them agronomy so that they would become domesticated. They also handed down ritual and religion, instilling fear and rote obedience to tradition, ensuring generations of followers and slaves.

Osiris' broodmate, Seth (then known as Setesh), was also among the Tauri, but he believed that civilizing the humans was dangerous. He schemed for the throne of Osiris' empire, and formed alliances with a number of Tauri and Goa'uld to that end. He surreptitiously persuaded Osiris and his queen to strike against Ra, convincing them that they could usurp the Sun God and claim his position. He then betrayed them at the last moment, revealing their plans to Ra and leading him to their location. The two were forcibly stripped from their host bodies and placed in stasis jars, as punishment for their treachery. When the Tauri rose up and threw off the shackles of Goa'uld oppression, Seth abandoned the jars in a vain effort to reach the Stargate before it was buried. At some point Tauri priests came to possess the relics and hid them away in a secure tomb.

Millennia passed, and in the early 20th century an American archaeologist named Sheldon Stewart discovered the jars. They were clearly important relics, bearing a form of inscription (Goa'uld) he had not seen before, so Stewart had them prepared for shipment and took them with him back to America. In a stroke of poor fortune, however, the ship went down off the coast of New Jersey with all hands. Stewart, the artifacts, and his notes were lost. But the evil of the Goa'uld has a way of resurfacing despite all barriers. In the late summer of 2000, divers found the wreck of Stewart's ship. The treasure of artifacts was recovered largely intact and shipped to the University of Chicago for analysis. One evening Sarah Gardner decided to have a look inside the mysterious Osiris jar, and the long-trapped Goa'uld was freed. The sensation returning to him was dull,

but the instincts of a Goa'uld symbiote was still strong. He sensed a host nearby and attacked without any other consideration. Moments later, Professor Jordan walked in to find out what his student was up to. He barely understood the ramblings of the still-delirious Osiris. The Professor didn't know anything about a "chaapa'ai," he didn't know anyone named Setesh, and he didn't know why the lovely young woman he'd cared about for so many years wanted to strangle him to death. He died not knowing.

As he "sobered up" from the effects of the stasis, Osiris began to sort his host's memories, and recognized the enormous gap in time and culture he had spanned in his slumber. Sarah understood the ramifications of murdering Professor Jordan, and thus Osiris did too. Using the equipment in the lab, he was able to produce a suitably "accidental" explosion to explain the Professor's death, and he set about looking for Isis. Sarah's knowledge of Egyptian mythology gave him good starting place, but there was no second artifact listed in the contents of the Stewart Expedition's cargo. Osiris realized he would need time to conduct a more thorough search, so he quietly assumed the identity of his host.

When Daniel Jackson appeared at the Professor's funeral, it brought Sarah's memories of Daniel's theories to the surface of her mind, and to Osiris' attention. Unlike Sarah, Osiris understood Daniel's theories about aliens affecting ancient civilizations, and he quickly realized that Daniel knew more about the Goa'uld than he let on. Osiris continued in his deception, watching both Daniel and Professor Jordan's assistant, Steven Rayner. He considered both men fools and led them along, hoping the humans would lead him to the things he wanted. Like many Goa'uld before him, Osiris made the mistake of underestimating the Tauri. Daniel discovered the Isis jar, but concealed it from both Sarah and Steven. Steven managed to decipher the key-like function of one of the artifacts brought back by Stewart, but concealed it from Sarah and Daniel.

When Steven stole the key and fled to Egypt to test his theory, Daniel took it as proof that the Goa'uld Osiris had possessed him. Along with Major Carter and Dr. Fraiser, he followed Steven to the Egyptian desert, to the tomb where the artifact had originally been recovered. Osiris quietly followed Steven, reaching the tomb before Daniel. Obtaining the key from Steven, Osiris was able to open the sealed chamber where the raiment of he and Isis were stored.

Osiris selected the accoutrements of Isis to fit this new host body, accepting the gender of the host as her new form in this incarnation. When the SGC team arrived, they found Steven beaten badly. He had not known the answers to Osiris' questions either. Surprising the humans, Osiris overpowered them with her ribbon device, and questioned Daniel, looking for information on Isis. If he could find her in such a vulnerable condition, with no host, he could force the secrets of Ra from her at last. Daniel refused to reveal the fate of the Isis jar, instead informing Osiris of the deaths of Ra, Sokar, Hathor, and most interestingly, Seth, at the hands of the Tauri. While Osiris was wrestling with this fact, and at the same time idly destroying Daniel's mind with her ribbon device, Daniel managed to inject her with the sedative formula from the Isis jar.



Unable to fight while poisoned, Osiris fled to her hidden ship – still intact after thousands of years – and left the Earth. She found little to raise her spirits in her travels, though. She had been imprisoned for so long, and her worlds had all fallen to other Goa'uld. Of the most powerful System Lords from the Second Dynasty, only Yu remained in power, and he owed her nothing. She had no Jaffa, and no fleet. With resources scavenged from hidden caches, she built up slowly, but starting with these meager resources, she saw little hope of achieving true power within a millennia. When the Goa'uld Zipacna offered her a position of service, with a fleet to command and Jaffa to serve her, she initially refused. Zipacna was beneath her by every measure. However, once she learned he served Anubis, Osiris was willing to listen.

Osiris had not been a personal enemy of Anubis, but her rise to power was precipitated by the vacuum left after his initial banishment. It was difficult to believe that Anubis had returned, and that the System Lords would not combine once again to drive him away, yet it was impossible to deny the miracle that Anubis had worked in returning the first time, reclaiming his status from nothing. This return was more miraculous by far. The time for desperate gambles was at hand, and Osiris had nothing to lose. She accepted.

Anubis recalled the silver-tongued Goa'uld he'd seen in the court of the Second Dynasty, so chose Osiris to represent him to the assembled summit of System Lords. Anubis' fleet had won victories against each of them to underscore his power, but his identity had yet to be revealed. Osiris' diplomatic skills proved effective, cajoling, persuading, threatening, and eventually convincing the System Lords to admit Anubis back into their ranks.

She has since commanded a portion of Anubis' fleet, doing combat with the Tok'ra and the Asgard regularly. With Anubis' new shield and weapon technologies, she has been able to make an impressive showing against the formerly-invincible Asgard, even capturing Supreme Commander Thor in one engagement. She is a Goa'uld on

the rise, and with the strength of Anubis behind her, the limits of her power may be stratospheric. And yet like so many Goa'uld before her, she underestimates the Tauri. Daniel Jackson has not given up on her host, hoping to save Sarah Gardner from the hell in which she finds herself. He was almost successful in recovering her and may try again in the future. And Sarah herself may yet have some reserves of strength, allowing her strike back against her controller when its guard is down.

Pelops

The Giver of Days

Specialty: Goa'uld Warmaster
Rank: N/A
Class: Scientist
Level: 9

Strength:	13	**Dexterity:**	12
Constitution:	14	**Intelligence:**	19
Wisdom:	15	**Charisma:**	14
Vitality:	62	**Wounds:**	14

Defense: 18 (+7 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +5 **Ref:** +4 **Will:** +8

Special Qualities: Brilliant +2, dominated body, immunity to disease, long life, improvise +5, inherited memory, parasite, radiation resistance, learned, *professor,* PhD (Mechanics).

Skills: Appraise +9, Bureaucracy +4, Computers +15, Concentration +11, Craft (Nanotechnology) +16, Cryptography +12, Diplomacy +8, Driver +6, Electronics +19, First Aid +9, Gather Information +3, Intimidate +3/+4, Knowledge (Nanotechnology) +19, Languages +9, Listen +7, Mechanics +22, Profession (Technician) +7, Search +10, Sense Motive +10, Spot +8, Surveillance +10, Survival (Swamp) +6.

Feats: Advanced Skill Mastery (Grease Monkey), Armor Group Proficiency (Light, Medium), Grease Monkey, Mathematical Genius, Naquadah Sense, Scholarly, Silver Tongue, Surge of Speed, Talented (Mechanics), Training, Weapon Group Proficiency (Handgun).

Attacks

Unarmed	+5	1d3 +3 (subdual)
Kinetic blast	+5	2d6+2 and 2d6+2 subdual.

Gear: Kara kesh, Nanocyte control transmitter, nanocytes *(see description on page 145 for capabilities).*

Note: Pelops' personal nanocytes are controlled by a different frequency than all others, and can only be influenced by his personal transmitter (disguised as a bracelet on his left wrist), or by another transmitter keyed to the secret frequency and control codes.

History and Background

In Greek mythology, Pelops is the son of Tantalus, who served him up to the other gods as a meal. Pelops avoided being eaten and escaped minus only his shoulder, which was replaced by an ivory one. Although it is uncertain how this story came to be circulated among the Tauri, it does have some basis in fact. As a larva, Pelops was nearly offered up for ritual cannibalism by another Goa'uld as punishment for a social blunder by the queen who spawned him. At the last moment, Pelops was spared, but the details are now long lost.

Most System Lords agree that the survival of Pelops was a fortunate event, as he came to be known as one of the most brilliant scientists of the Goa'uld. Upon the discovery of the Tauri, Pelops became fascinated with them. All Goa'uld understood how a more compatible host could be of great benefit to them, but Pelops saw even more in this new race. He and a number of other Goa'uld carried out a project to relocate a population of humans to another world, where they could more easily be manipulated and experimented upon. Pelops brought a portion of his fleet to Earth and took captives from the populations of dozens of areas on the planet, creating a living library of the human genome. They transplanted these creatures to an unpopulated world – which would later come to be known as Chulak – selected for its geologic stability, a trait which reduced the chance of unforeseen disaster affecting the experiment.

It was on this world that the Jaffa were created, using genetic engineering and nanocyte reconstruction techniques developed by Pelops and several lesser (according to Pelops) Goa'uld. Unfortunately, he had created something too good for the other System Lords to leave in his possession without a contest. After much strife, an accord was reached, under which the Jaffa of Chulak became a shared resource of the System Lords *(see the Stargate SG-1 core rulebook page 70).*

Pelops bitterly resented having his spoils distributed, even if it was the only way to avoid a decimating conflict. He agreed to the accord, but kept his most promising theories from the other System Lords. Though they might breed their own Jaffa from existing stock, (and Goa'uld queens were afforded use of the devices he had developed to instantly reshape human subjects into viable Jaffa – *see page 144),* none would be able to appreciably alter or improve the existing Jaffa stock without starting the entire experiment over. Thereafter Pelops retreated into his own territory and guarded his privacy jealously.

Unlike most Goa'uld, Pelops did not loose interest in the Tauri after the rebellion and subsequent burial of their Stargate. He found humans far too interesting as subjects, and discretely traveled to Earth in a starship at intervals to keep up his studies of the Tauri. His name became known among the Tauri through his interactions with them, though he made no effort to rule them. Because of the incredible physical prowess his nanocytes gave his host body, Pelops became known as a heroic figure, capable of great feats, though the vast majority of his legendary exploits are simply the musings of Greek storytellers.

During this time he found that his isolationist policies had convinced the other System Lords that he was a lesser threat, and because his territory lay in a relatively remote

region of the galaxy, he was largely ignored. His fellow System Lords considered him one of the least politically motivated among them, concerned more with his mundane experiments than the important affairs of power. This reputation is not undeserved, but is also not entirely accurate. Through his spies in her ranks, Pelops discovered that his chief rival, Nirrti, had conceived a theory of a Hok'tar: an advanced human being with abilities far beyond those of normal Tauri. Nirrti was (in Pelops' view) the second most brilliant scientist among the Goa'uld, and at first he was greatly concerned by her pursuit of the Hok'tar, but her experiment turned out to be of little concern to him. Though her ideas were similar to his own, she pursued them in a different direction. Nirrti was devoted only to creating a more powerful and perfect host for the Goa'uld. Pelops felt Nirrti's view was shortsighted. A more powerful host would make an individual Goa'uld more powerful, certainly, but Goa'uld do not conquer worlds. Goa'uld do not march against a rival's stronghold nor decimate the armies of their foes. These tasks, Pelops reasoned, are performed by the Jaffa he had unwillingly provided to his fellow System Lords. His philosophy was simple: multiply your own strength by two and you have accomplished little, but multiply your army's strength by two, and they will crush the bones of your enemies.

Pelops believed that his new ideas regarding Tauri physiology would give him the edge he required to defend his space, and set about conducting his next great experiment on the Tauri. No other System Lord could be permitted to know of these activities, because they would certainly want to steal the results or destroy Pelops before he could complete it. Only his most trusted Jaffa were called into service for this endeavor, and many were slaughtered in its wake to ensure complete secrecy.

Between 1,500BC and 1,000BC, Pelops made several voyages to Earth, bringing a along small group of ships in utmost secrecy. If the other System Lords knew of these activities, they considered them nothing more than the activities of a waning Lord, overly fascinated with mundane Tauri. He continued to use Greece as the principal focus of his studies, and resettled humans on a number of occasions, always careful to conceal his activities. Of note, he created human settlements on P3X-8596 (Argos), P3X-752 (Tiryns), and P6X-792 (Aegis). He may also have been responsible for the human presence on P3X-797 (The Land of Light).

With the data from these experiments, Pelops began preparations for his next major scientific endeavor. In 464BC, he took the bold step of ordering his Jaffa on a swift strike to capture a large number of humans from a target area in Greece, known as Sparta. The disappearance was masked by a region-wide earthquake created by an Ancient device in Pelops' possession. With his subjects in custody, Pelops withdrew once again to his own space and spent another millennia in dedicated research, recreating his work from Chulak, until he had a viable line of Spartan Jaffa. For the last two and a half millennia he has been heard from only rarely, but his plots against his fellow System Lords have not abated.

Since losing his queen to a Tok'ra assassin approximately 1,000 years ago, Pelops has used nanocyte technology exclusively to extend the lives of his female Jaffa and has limited the use of symbiotes to only his male Spartan Jaffa. In some ways the nanocytes give him even greater control of the Jaffa than the symbiotes do. The loss of his queen is a development he did not wish to share with the other System Lords, but even so, rumors trickled out. He has since directed the majority of his aggression toward non-System Lord Goa'uld, taking small pockets of space here and there, with an emphasis on capturing worlds with temples holding larval Goa'uld. However, his last move against the Goa'uld Raiden was unsuccessful. He was forced to pull his army back in the face of superior numbers, but his Spartans performed admirably nonetheless, holding Raiden's Jaffa in check while his other forces evacuated with valuable tanks of larva. *(More on Raiden can be found in the Season One sourcebook.)*

Pelops greatly desires an alliance with a Goa'uld queen capable of refreshing his spawning pools, and is planning on offering up the beautiful Queen Helen of Aegis as a host for the right candidate. Her body is a prize that he hopes can tempt an independent queen to his side.

It would be wrong to call Pelops a "good" Goa'uld, or even "less evil" than his fellows, but his particular mannerisms and goals do turn out to be less horrible for humans than those of most other Goa'uld. He has little interest in ruling over humans, and even gains some satisfaction from interacting with them, as one would a pet. He desires, as do most Goa'uld, to dominate his peers, but he is subtle and patient to a degree nearly unheard of among their species. His plans are coming to a head, though, and the time for moving against the rest of the System Lords is not far away.

Planets

Sparta (P9A-2736)

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.10 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Sub-humid (CR 1; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; 1 volcano within 10 miles of Stargate).

Seasons: Mild (1-17: spring, unchanged; 18-50: summer +2d10° F; 51-83: autumn, unchanged; 84-100: winter -2d10° F).

Anthrosphere: 100,000 natives; Bronze Age (3 picks, 1 RP); Theocracy Hostile (-2 with disposition checks); Extremely Cautious (5,000 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Greek.

Stargate Location (coastal region): Urban terrain, just outside Pelops' fortress near the capital city.

Sparta is Pelops' stronghold, and home to a large percentage of his military forces. Fifty military barracks, each housing a hundred Jaffa, ring the perimeter of the city. Interspersed among these barracks are six hangars, each capable of housing two al-kesh bombers. All of the military installations on Sparta are heavily guarded, with up to a

dozen squads of 1d4 Jaffa patrolling the perimeter of each. Similar forces guard Pelops' research facilities, which also feature Blast doors equipped with an Electronic Keyboard lock. A successful Electronics check (DC 25) unlocks the door. Even more Jaffa guard Pelops' fortress, with squads of 1d6 Jaffa patrolling both the perimeter and interior of the castle. These forces are comprised entirely of Spartans, and rotate on a schedule with fresh troops from Pelops' Jaffa homeworld of Aegis.

Aegis (P6X-792)

Thermosphere: Hot (CR 0; standard/special orbit; 3d20 + 50°F).

Atmosphere: Normal (CR 0; 0.95 atmospheres).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Very stable tectonic activity (daily earthquakes: none; no volcanoes on planet).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +1d10°F; 51-75: autumn, unchanged; 76-100 winter -1d10°F).

Anthrosphere: 550,000 natives; Bronze Age (3 picks, 1 RP); Theocracy; Extremely Hostile (-3 with disposition checks); Expansionistic/Special (10,000 soldiers, squad size 2d4 soldiers); Horrid civil rights.

Origin: Mycenaean/Greek.

Stargate Location (coastal region): Rocky terrain near the coast, in an elaborate temple to Pelops.

P6X-792 (Aegis) is located in a relatively remote area of the galaxy, and is an extremely old and geologically stable world, much like Chulak. Both qualities were important to Pelops in selecting it for his Jaffa homeworld. The Stargate on Aegis is located in a hospitable region, with steep mountains and wide plains that slope down to a freshwater sea. The high mountains are snow-capped year round, but the coastal region has mild winters, only occasionally dropping near freezing. Summers are long and hot, sometimes approaching 100° F.

A MALP dispatched to Aegis will reveal that the gate is situated in a clear area, ringed with Grecian columns. Opposite the Stargate in this circle stands a large Grecian-style statue of a charioteer bearing lightning bolts in his outstretched hand. This statue is identical to the statues of Pelops found on Argos and Tiryns, except that it contains no nanocyte control transmitter in its base (the residents of Aegis all wear personal transmitter armbands). See the Season One sourcebook and the episode *Brief Candle* for more information.

There are some inscriptions around the base of the statue and on the columns which are related to writings found on Earth dating to around 1,500BC. This untranslated language is often called Linear-A by modern Earth scholars, but is actually a derivative of a Goa'uld dialect. Educated Jaffa, as well as Tok'ra and those with knowledge of Goa'uld languages could recognize these inscriptions, though the only useful piece of information they contain is a reference to the Greek hero Pelops.

Outside the circle, a road leads into the nearby foothills to the gates of the only city on P6X-792, established 3,500 years ago. It is known to its inhabitants as Aegis, and is constructed in the style of ancient Greece. The human population is Mediterranean in origin, hailing from Mycenae and Laconia. Their history is linked with several other worlds. Based on his previous studies, Pelops selected a group of Mycenaean Greeks for an experiment in human evolution, which he hoped would yield critical information necessary to the advancement of his research. Two-thirds of the people were implanted with age-accelerating nanocytes that reduced their lifespan to only 100 days. That portion was split evenly between Argos (P3X-8596) and Tiryns (P3X-752, *for more information on Argos and Tiryns see the Season One Sourcebook).* The remaining subjects were designated as a control group and placed on P6X-792, which the humans named Aegis. Pelops returned infrequently there to gather new baseline data, but for the most part the Aegisians lived an unmolested and idyllic existence.

A millennia after he had placed the first humans on Aegis, Pelops returned and released a new group of Tauri, the Spartans. This presented no problem whatsoever for the Spartans, especially now that their physiology was enhanced by Pelops' nanocyte technology. They had always believed themselves to be the favored of the gods, so Pelops' selecting them to serve him personally only reinforced this opinion. They also knew exactly what to do with populations of Greeks less powerful than themselves, and immediately set about conquering and enslaving the existing Aegisians. This proved an ideal arrangement for Pelops, as it bred warriors with the strength and character to suppress populations in his name.

The society that resulted is ruled by a Queen who is considered to bear the divine blessing of Pelops. The Spartans comprise only about ten percent of the population, but rule the society by force of arms and terror. The original Mycenaean settlers have become slaves, called Helots, which the Spartans utilize for farming, domestic work, and trades not related directly to fighting. Every Spartan man is a warrior Jaffa of Pelops. They have no male priests, leaving that role solely to Jaffa women.

The Helots do not have access to nanocyte technology and live brief and difficult lives under Spartan rule. Obedient Helots are not typically abused, but deviation is harshly punished. Helots thought to be free-thinkers are sometimes preemptively executed at the slightest provocation or simply murdered in the night by the Crypteia, a covert secret police tasked with internal security on Aegis. Within the Spartan population men and women enjoy equal participation in government and equal respect in their chosen professions. However, the genders are strictly separated in their professional lives, and indeed the vast majority of their social lives; all men are soldiers while women manage most other aspects of the society, including politics. Helots of both genders have no rights under the law, and are considered property of the state.

Over the centuries, Pelops has bred the Spartans to react perfectly to his nanocyte technology. The Spartans grew stronger, faster, and almost telepathic in their ability to coordinate their attacks. The men carry symbiotes, which ensures their loyalty and dependence upon him, but

his female Jaffa do not. Because Pelops has no access to a Goa'uld queen, his supply of symbiotes is limited, and he restricts their use to his warriors. The females are technically not Jaffa at all, because they lack a symbiote pouch, but they do not see this distinction and apply the term to themselves regardless.

The current population of Aegis speaks Ancient Greek. There are writings on the structures that predate the arrival of the Spartans (1,500 years ago) that are similar to Linear-A known to modern Earth scholars, but it is actually a derivative of a Goa'uld dialect. Those who can read such inscriptions could, given time, gain a rudimentary understanding of Pre-Spartan Aegisian history (largely peaceful and spent in praise of Pelops). Subsequent constructions and records are scribed in Greek. All Spartans are literate, but in practice the female populace is far more educated. The Helots are forbidden reading and writing, but there is a significant underground movement among them that teaches such things.

Like all Jaffa, the Spartans tattoo a symbol on their heads to show their System Lord affiliation. Their mark is that of the capital Greek letter Lambda (an inverted "V"), traditionally inscribed upon their shields as well. Interestingly enough, this symbol resembles the "Earth Point of Origin" symbol quite closely. Every SG team wears the sign on their sleeve, and Tauri wearing it would almost certainly be mistaken for agents of Pelops any place his symbol is known.

Important native life forms of Aegis include herbivorous creatures called *musi* (analogous to cows) and the fearsome *skark*, a predatory flying carnivore that resembles an enormous bat. The Aegisians tell tales of what they call *krakens:* gargantuan tentacled sea beasts that are attracted to any shadow from the surface of the water. Unknown to them, krakens are photosynthetic motile sea plants of massive proportions, chiefly responsible for the breathable oxygen on Aegis. They are harmless to humans, though they might inadvertently wreck ships at sea if the Spartans built any (which they do not).

The Anthrosphere of Aegis is listed as Expansionistic/Special due to the unique culture of the society. Of the population, only a small fraction are Spartans, while the remainder are Helots (slaves). Slave labor, combined with support from Pelops' technological infrastructure, allows Aegis to support a warrior class out of proportion to that found in normal societies.

Pelops has extensive laboratory facilities P6X-792, located beneath the main Coliseum in Aegis. Here he conducts many of his experiments, allowing only his most trusted underlings to view the results.

Ivanna (P7K-172)

Thermosphere: Hot (CR 0; standard/special orbit; 3d20 + 50° F).

Atmosphere: Normal (CR 0; 0.99 atmospheres).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; 1 volcano within 50 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +1d10° F; 51-75: autumn, unchanged; 76-100: winter -1d10° F).

Anthrosphere: 5,000 natives; Bronze Age (1 picks, 1 RP); Republic; Friendly (+1 with disposition checks); Cautious/Special (100 citizen soldiers, squad size 1d4 soldiers); Progressive civil rights.

Origin: Mycenaean/Greek.

Stargate Location (coastal region): Submerged 20m offshore in rocky underwater terrain, among ruins of a Mayan temple.

P7K-172 is covered by saltwater oceans dotted with volcanic island strings. The planet is part of a binary star system, and undergoes a periodic cycle of warming and cooling that causes the ocean levels to rise and fall on a cycle of about 100 years as its proximity to its parent stars changes. The planet is currently in its warming phase, but the inhabitants are not aware of the significance of the slowly rising water. The island they inhabit is several hundred miles wide, and the loss of land has not yet become appreciable, save for the fact that the chaapa'ai is now submerged along with the ruins where it is located. Because the inhabitants do not wish to use the chaapa'ai, they do not consider this a problem.

A MALP arriving on Ivanna will reveal that the gate is underwater, but the sunlight filtering down from above demonstrates that the water is relatively shallow (the top of the Stargate is only a few inches below the surface), and chemical analysis shows no hazard. There is an intact DHD near the gate. DHDs have been known to function after long periods buried in the earth or encased in ice, so there is no reason to believe that this one would be affected by immersion in water. SG teams can easily visit Ivanna by stepping through the Stargate in SCUBA gear (or just holding their breath) and returning the same way. Equipment will naturally need to be carried in some sort of waterproof gearbag or cargo box. If the MALP is driven up onto the nearby beach (not difficult), it can send back pictures of a large statue of a woman in a Grecian robe, facing the chaapa'ai with open arms as if in welcome.

Until the Helots began to arrive, Ivanna was uninhabited, though it had obviously hosted a primitive Mayan civilization at one time. Approximately 40 years ago the first refugee Helots from Aegis made their way here through the chaapa'ai. Since then periodic new influxes of Helots have come through, always to the open arms of their fellows, welcoming them to freedom in this new land. The former Helots named their new home Ivanna, which means "gift of the gods."

Farming on the island is not difficult, and animals, fruits and vegetables all flourish there. The indigenous rock is good for stonework, and they have even discovered veins of astonishingly pure metals, including silver and gold, with which to work. The metal has no inherent value to them beyond its practical and artistic uses. They are able to forge weapons and crafts by using the volcanic vents for heat, but the former find almost no use here, aside from



spear tips which they use in hunting. There are no professional soldiers among the populace, but they do maintain loose patrols and security around the town and the beach near the chaapa'ai.

The town of Demetra lie several miles from the beach, in a defensible area at the base of a series of tall cliffs. A clear path leads from the chaapa'ai to the town. The construction is a traditional Greek style, with techniques dating to around 1,500 B.C., and is accented with remarkable craftsmanship. The Ivannans have no temple, and do not worship any gods apart from revering their ancestors, but they actively revile the name of "Pelops the Betrayer." SG teams bearing the Earth Point of Origin symbol on their sleeves are sure to be mistaken for agents of Pelops, due to its resemblance to the Spartan Jaffa's Greek Lambda symbol. This will provoke a negative response from any Ivannans who see it, creating a disposition of Unfriendly at the start of communications.

See the entry on Queen Helen and Galen, pages 107 and 108, for more information on arriving Helots.

Underlings

Alexander, First Prime of Pelops

Like all the Spartan men of Aegis, Alexander was born into the service of Pelops and entered military training at age 6. At that age he was already a toughened member of Spartan society; less hardy children were left to die in infancy at the foot of the nearby mountains.

He excelled in the martial arts, rising quickly through the ranks to become one of Pelops' chosen warriors. He traveled through the chaapa'ai many times to engage the enemies of his god, and soon became a competent leader of men. However, it was not his lust for blood that drove him to his greatest heights, but the love of a woman.

Alexander fell deeply in love with the Princess Helen, and strove to succeed in battle to win her favor. When he became First Prime, he asked Helen to become his wife, but she refused. He grew bitter, but channeled his rage well, cutting a bloody path across the battlefields in Pelops' name. When he discovered that Helen had a lover – a Helot no less – Alexander arranged to find the man alone and murdered him. When Helen's son, Galen, was born, he realized he had not been quick enough. Though he could denounce the boy as weak-blooded, he instead chose to use political maneuvering to sentence him to the honorless role of a Crypteia. Over the years his love for Helen has decayed into a caustic desire to possess something he knows he cannot have. Like most First Primes, Alexander is absolutely loyal to Pelops, obeying without question, even at risk to his own life.

Alexander is 140 years old, but appears to be in his mid-40s. He is tall and broad-shouldered, with a deep tan and prominent muscles. He wears his long black hair in the traditional Spartan warrior style: loose or in a pony tail tied with a leather strap. As First Prime, he bears the Lambda sign of Pelops upon his forehead in embedded gold.

Low-Level Alexander

Specialty: Jaffa Spartan Guard
Rank: First Prime of Pelops
Class: Guardian
Level: 5

Strength:	18	**Dexterity:**	14
Constitution:	16	**Intelligence:**	12
Wisdom:	10	**Charisma:**	13
Vitality:	58	**Wounds:**	18

Defense: 13 (+2 Dex, +1 Jaffa armor)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +7 **Ref:** +3 **Will:** +4

Special Qualities: Enforcer (Basic), radiation resistance, toughness, true warrior, *unbreakable,* warrior gestalt.

Skills: Balance +4, Climb +7, Concentration +6, Intimidate +15/+11, Jump +6, Listen +2, Move Silently +5, Sense Motive +4, Spot +3, Survival +4, Tumble +3.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Martial Arts, Symbiote (Long Life, Healing Trance), Toughness, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+9	1d6+4 (subdual)
Staff weapon	+5	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Medium sword	+9	1d8+4 (accuracy -, error 1, threat 18-20, range – , qualities and modes: 1h)

Gear: Nanocyte transmitter armband, nanocytes *(see description on page 145 for capabilities),* staff weapon, shield, medium sword, Jaffa armor.

Mid-Level Alexander

Specialty: Jaffa Spartan Guard
Rank: First Prime of Pelops
Class: Guardian/Prime
Level: 6/2

Strength:	18	**Dexterity:**	14
Constitution:	16	**Intelligence:**	12
Wisdom:	11	**Charisma:**	13
Vitality:	83	**Wounds:**	16

Defense: 13 (+2 Dex, +1 armor)
Initiative Bonus: +5 (+3 class, +2 Dex)
Speed: 30

Fort: +11 **Ref:** +5 **Will:** +7

Special Qualities: Death squad +1 attack/save, enforcer (Basic, Advanced), *prepared,* radiation resistance, ring of defense (1/session), toughness, true warrior, *unbreakable,* warrior gestalt.

Skills: Balance +9, Climb +9, Concentration +9, Intimidate +20/+17, Jump +9, Listen +2, Move Silently +7, Sense Motive +5, Spot +5, Survival +4, Tumble +3.

Feats: Advanced Skill Feat (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Martial Arts, Stone Cold, Symbiote (Long Life, Healing Trance), Toughness, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+11	1d6+4 (subdual)
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Medium sword	+11	1d8+4 (accuracy –, error 1, threat 18-20, range –, qualities and modes: 1h)

Gear: Nanocyte transmitter armband, nanocytes *(see description on page 145 for capabilities),* staff weapon, shield, medium sword, Jaffa armor.

High-Level Alexander

Specialty: Jaffa Spartan Guard
Rank: First Prime of Pelops
Class: Guardian/Prime
Level: 10/5

Strength:	18	**Dexterity:**	14
Constitution:	16	**Intelligence:**	12
Wisdom:	12	**Charisma:**	13
Vitality:	144	**Wounds:**	20

Defense: 22 (+9 class, +2 Dex, +1 armor)
Initiative Bonus: +10 (+8 class, +2 Dex)
Speed: 30

Fort: +13 **Ref:** +7 **Will:** +10

Special Qualities: Accelerated healing, death squad +1, enforcer (Basic, Advanced, Grand), *prepared,* radiation resistance, ring of defense (1/session), Second Prime, soak (2/session), superior conditioning, superior metabolism, toughness ×2, true warrior, *unbreakable,* uncanny dodge, warrior gestalt.

Skills: Balance +8, Climb +8, Concentration +11, Diplomacy +4, Escape Artist +3, First Aid +5, Intimidate +15, Jump +10, Listen +5, Move Silently +10, Sense Motive +5, Spot +5, Survival +6, Swim +6, Tumble +5.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Bloodthirsty, Cleave, Great Cleave, Martial Arts, Power Attack, Stone Cold, Symbiote (Immune to Disease, Long Life, Healing Trance), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+19	1d6+4 (subdual)
Staff weapon	+17	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Medium sword	+19	1d8+4 (accuracy -, error 1, threat 18-20, range – qualities and modes: 1h)

Gear: Nanocyte transmitter armband, nanocytes *(see description on page 145 for capabilities)*, staff weapon, shield, medium sword, Jaffa armor.

HELEN, QUEEN OF AEGIS (SUPPORTING NPC)

Helen was born shortly before her father's fateful battle against the enemies of Pelops. Her mother never took another suitor, and reigned as Queen until Helen came of age to assume the mantle. She is the most beautiful and charming woman any Spartan can recall, and has been courted by every Spartan man of any prominence her entire life. Her subjects practically worship her.

About a half-century ago, Helen became aware of a Helot named Acastus working in her household. Nobody paid the man much notice, but there was something about him that intrigued Helen. Others didn't notice, but she was always more perceptive than those around her, and she sensed a dignity in him that belied his status. She set about getting to know him, ordering him assigned to tasks which allowed them to spend time together. She was determined to discover what was so odd about him to thus attract her interest.

Though his protestations seemed genuine, she was eventually able to find cause to question his very identity, and did so. Acastus, it turned out, was actually a Tok'ra operative. After a long night of discussions, he was able to convince Helen of the justness of the Tok'ra cause. Helen agreed to keep his secret. She used her influence to assist Acastus in his intelligence gathering, but mostly enjoyed the chance to speak with a non-military man whose knowledge and wisdom were so appealing. As time passed their relationship deepened and they became lovers. They did their best to keep it secret, but Alexander discovered their relationship and attempted to kill Acastus, whom he believed to be a simple Helot.

Because of his symbiote, Acastus survived, but his host body was too badly damaged to live. He asked Helen's permission to blend with her, and she agreed. Unfortunately the trauma was too great, and Acastus only survived a day after the blending. The remains of the symbiote's body were absorbed by her own. His death was a blow to her, but she was comforted by the remaining (incomplete) memories of his life, and an understanding of his burning desire for justice against the evils of the Goa'uld.

When Galen was born, Helen knew that Acastus was the father; so did Alexander. Though there was no stigma upon the boy (sex before marriage is not a major taboo in their culture), Alexander made Galen's life very difficult as he moved into the ranks of the Spartan warriors, even casting him into the honorless role of the Crypteia, a secretive group of assassins dedicated to identifying, stalking, and murdering troublesome Helots. Such tasks carry no honor of battle, and in Alexander's eyes doomed the boy to an ignoble existence. Though she feigned anger, Helen rejoiced in secret; the First Prime had played right into her plans.

As a member of the Crypteia, Galen was able to spirit targeted Helots away to a secret place in the mountains. With her insight into the movement of Alexander's troops, and Acastus' knowledge of the chaapa'ai, Helen could arrange windows of opportunity for dissidents to be evacuated through the gate to another world: Ivanna. Through this method, she is able to keep persecuted members of her people safe, slowly spiriting them away from Sparta. Her role in this activity is safely concealed, and in truth unlikely to ever be discovered. Even the Helots she saves are unaware of Helen's involvement.

Helen is 120 years old, but appears to be in her late thirties. She is stunningly beautiful, with thick dark hair that flows down over her perfect shoulders when it isn't styled in elaborate braids around her head. Her eyes are dark and penetrating, and her presence is unmistakably impressive. Her control of a conversation is masterful; she speaks with the tact of a seasoned diplomat, always ready with the right thing to say. As a Spartan, she bears the Lambda sign of Pelops upon her forehead.

HELEN

Specialty: Politician (treat as Diplomatic Corps Specialty)

Rank: Queen of Aegis
Class: Diplomat
Level: 8

Strength:	10	**Dexterity:**	12
Intelligence:	16	**Constitution:**	13
Wisdom:	15	**Charisma:**	23
Vitality:	38	**Wounds:**	13

Defense: 16 (+5 class, +1 Dex)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +3 **Will:** +8

Special Qualities: Critical threat range to Cultures and Diplomacy.

Skills: Bluff +20, Bureaucracy +10, Cultures +8, Diplomacy +20, Gather Information +16, Innuendo +6, Languages (Goa'uld) +10, Perform (Dancing) +16, Profession (Monarch) +12, Sense Motive +16.

Feats: Advanced Skill Mastery (Persuasive), Charmer, Persuasive, Training, Unlocked Potential (Sense Motive).

ATTACKS

Unarmed	+4	1d3 (subdual)

Gear: Nanocyte transmitter armband, nanocytes *(see description on page 145 for capabilities)*.

Note: like all Spartan women under Pelops' rule, Helen possesses no Jaffa pouch or symbiote.

Galen (Supporting NPC)

Galen is the son of Queen Helen and a Tok'ra operative posing as a Helot slave named Acastus. He is a warrior of great cunning, and a member of the Crypteia, a secret order of warrior-assassins dedicated to culling the most troublesome slaves from the Helot ranks. He is also a traitor. Galen has always believed that the Helots are human beings, deserving respect and protection under the laws of Aegis. However, he is an exceptionally intelligent man, capable of seeing the futility of an open debate on the subject, and the consequences of making his opinions known.

Upon discovering the Crypteia, Galen managed to gain acceptance to the organization by cultivating a (largely false) reputation for guile and ruthlessness. Alexander's move to force him into the ranks of the organization was fortuitous, but unnecessary. As a member, he has used his position to create a network of subterfuge to assist targeted Helots in escaping to a secret settlement in the mountains, while he falsely reports their deaths. When the time is right, they are brought to the Chaapa'ai and sent to another world to start a new life.

Galen does not know of his father's alien origin, nor does he know how his mother came to understand the workings of the chaapa'ai. He would die before revealing his mother as a traitor to Pelops.

Galen is 45 years old, but appears to be in his late teens. He is ruggedly handsome and unmistakably his mother's son, with black hair cropped short, unlike the traditional Spartan warrior's long tresses. This hairstyle is the mark of the Crypteia. He bears the Lambda sign of Pelops upon his forehead.

Galen

Specialty: Jaffa Spartan Guard
Rank: Jaffa
Class: Scout/Guardian
Level: 4/4

Strength:	18	**Dexterity:**	14
Intelligence:	16	**Constitution:**	13
Wisdom:	12	**Charisma:**	14
Vitality:	62	**Wounds:**	15

Defense: 18 (+4 class, +2 Dex, +2 rough living)
Initiative Bonus: +7 (+5 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +5 **Will:** +6

Special Qualities: Enforcer (Basic), radiation resistance, rough living (+2 natural armor bonus), sneak attack +1d6, soak 1/session, stalker, *trailblazer,* warrior gestalt.

Skills: Balance +6, Bluff +4, Climb +8, Concentration +5, First Aid +3, Gather Information +5, Hide +13, Innuendo +7, Intimidate +9, Jump +7, Listen +6, Move Silently +13, Search +5, Sense Motive +3, Spot +8, Survival +13, Swim +8.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Expertise, Hidden Run, Improved Equilibrium, Outdoorsman, Silver Tongue, Symbiote (Long Life), Toughness, Track, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+11	1d3+4 (subdual)
Medium sword	+11	1d8+4 (accuracy -, error 1, threat 18-20, range – qualities and modes: 1h)
Zat'nik'tel	+9	3d6+2 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Nanocyte transmitter armband, nanocytes *(see description on page 145 for capabilities)*, medium sword, zat'nik'tel. Note: The Crypteia spend much of their time moving through the landscape around the city, spying on Helots in the fields and in their homes. They do not wear the traditional Jaffa armor, nor carry staff weapons.

Ra

God of the Sun (Presumed Deceased)

Specialty: Goa'uld Noble
Class: Pointman/Tyrant
Level: 15/5

Strength:	13	**Dexterity:**	16
Constitution:	14	**Intelligence:**	18
Wisdom:	20	**Charisma:**	19
Vitality:	164	**Wounds:**	14

Defense: 22 (+9 class, +3 Dex)
Initiative Bonus: +11 (+8 class, +3 Dex)
Speed: 30

Fort: +10 **Ref:** +13 **Will:** +18

Special Qualities: +5 threat range to Bluff and Innuendo, absolute power..., assistance (¼ time), ...corrupts absolutely, cross-class ability (accelerated healing, armor use +1, sneak attack +1d6), dominated body, *generous,* imminent domain, immunity to disease, inherited memory, lead 7/session, long life, parasite, radiation resistance, reign of fear, serendipity 1/session, strategy 1/session, tactics 3/session (+2 bonus), tyrant's offer, vast allure +2, versatility (Bureaucracy, Concentration, Cultures, Demolitions, Gather Information, Intimidate, Listen, Move Silently, Pilot, Search, Spot), "War, by other means".

Skills: Bluff +24, Bureaucracy +23, Concentration +23, Cultures +23, Demolitions +17, Diplomacy +23, Gather Information +23, Intimidate +22/+25, Knowledge (System Lords) +24, Listen +18, Move Silently +14, Pilot +11, Search +14, Sense Motive +23, Spot +21, Survival +10, Xeno-Cultures +19.

Feats: Advanced Skill Mastery (Persuasive), Armor Proficiency (Light, Medium), Hard Core, Kara Kesh Basics, Kara Kesh Mastery, Naquadah Sense, Persuasive, Political Clout, Political Favors, Stone Cold, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle)

Attacks

Kinetic blast	+16	2d6 and 2d6 subdual

Gear: Kara kesh, regal clothing.

History and Background

Ra was one of the most influential System Lords in history and ruled large portions of the galaxy. More than just the most powerful System Lord of all time, Ra also spread humanity to the farthest reaches of the galaxy and encouraged other System Lords to do the same. He ruled over his domain for thousands of years and had influence that spanned the breadth of the galaxy. In truth, only Ra's immense power kept the System Lords from warring constantly, since his dominating leadership allowed little room for rebellion. Though his enemies were many, Ra fought formidably and wiped out many opponents that dared to stand against him. His fleets were the largest ever amassed by a single System Lord, his Jaffa were the best-trained (and the most diverse), and his loyal subjects were willing to die to protect the System Lord at any given moment.

His only major failure was ironically the planet Earth. After centuries of dominating the people of Earth and shaping their culture, an uprising began against the System Lord while he was away overseeing his other territories. Rioting mobs of native humans overwhelmed the Jaffa left behind on Earth and sealed the Stargate, burying it at Giza until its discovery thousands of years later. Ra, who was too busy fighting the forces the Asgard, had little time to quell the uprising and instead banned writing on all of the worlds under his control. Under his rule, technological growth came to a standstill. On planets rich in naquadah, trinium, or other valuable minerals Ra forced his subjects into slavery and mined those worlds for all that they were worth. On worlds like Abydos, he used only a handful of Jaffa and violent scare tactics to keep the local populations in line. On other, more densely populated worlds he employed the strength of his massive army of Jaffa warriors as shock troops and as an intrusive police force. Of all the System Lords, Ra was the most capable of adapting his machinations to fit the people he dominated and the tools he had at his disposal.

Ra was known for richly rewarding his Jaffa and other servitors and commonly showered them with material wealth and honors. Unfortunately for his enemies, Ra punished rebellion with torture and death while humans under his control were made to fear his power unconditionally. On most worlds the people under Ra's control congregated in small cities with almost no technology and no means of improving their lives. Most communities, except for those that were charged with rebellion against Ra and his minions, were allowed a large degree of autonomy provided that they worked the mines and paid their tribute to the System Lord on a regular basis.

Though his enemies were numerous, Ra did have a highly dedicated core of allies that could be counted on to side with the System Lord in conflicts with other Goa'uld. Though few System Lords could ever be called Ra's allies, there were some that did not openly declare him their enemy. Hathor was once Ra's wife and, until her banishment, served as his queen regent whenever the System Lord was away from Earth. Additionally, the System Lord Heru-ur was Ra's son and worked as his agent for millennia. Though, like all Goa'uld, Heru-ur schemed to overthrow his father, he helped expand Ra's power at every opportunity, hoping that he was secretly increasing his future holdings.

Ra's reliance on the human race was always puzzling to the other System Lords. He used humans not only as servants, slaves, and religious leaders but also as warriors and even trusted bodyguards. Ra frequently hand-picked human warriors from the ranks of his armies – humans that would be considered little more than cannon fodder by other System Lords – and made them senior officers in his military. In fact, Ra's personal bodyguards were all human and even his First Prime was a human that had been raised up from the people of Abydos and turned into a vicious leader.

Ra ruled Earth for many years and was responsible for the creation of a large portion of the civilization that developed in the Middle East. Though he lost control of the planet for a short time to the vile System Lord Sokar, his power was undiminished, and he and many other System Lords spent lengthy amounts of time there... until the Tauri uprising that lead to the sealing of the Stargate *(see Chapter One)*. With millions of humans already living on other worlds throughout the Goa'uld domain, the planet Earth was no longer needed as a breeding ground for servitors and the world was simply placed off-limits to the other System Lords.

Millennia later, the Tauri reopened the Stargate and sent through the original expedition to Abydos led by Colonel O'Neill. After attempting to send a naquadah-enhanced nuclear weapon back through the Stargate to destroy human civilization as retribution for their rebellion, Ra was killed aboard his mothership when O'Neill used a ring transporter to send the bomb aboard his vessel.

More on Ra and his impact on the Goa'uld as a whole can be found in Chapter One.

Planets

Dendera (P3X-251)

Thermosphere: Warm (CR 0; normal orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.2 atmospheres).

Hydrosphere: Humid (daily weather 1-79: none, 80-81: wind 1d10 MPH, 82: wind 1d10+10 MPH, 83-91: rain 1d6 in, 92-96: thunderstorm, 97-98: hurricane, 99: wind 1d10+10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 500 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +1d10° F; 51-75: autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 30,000 natives; Bronze Age (3 picks, 1 RP); Gerontocracy; Neutral; Aggressive (1,000 soldiers, squad size 2d6 soldiers); Moderate civil rights.

Origin: Egyptian.

Stargate Location (swamp region): On an island roughly three miles from a tribal village.

Earth and Abydos were not the only worlds that rose up against Ra over the course of his reign. Another is the swamp world of Dendera, a planet that boasts no real natural resources but was incredibly valuable to the System Lords nonetheless. Dendera was once chosen as a second breeding ground for the Goa'uld, selected because the swamplands were reminiscent of the primordial environments in which the first Goa'uld evolved. A large number of

primal Goa'uld larvae were transported from the original home world and placed in the swamps of Dendera to grow and breed as they wished. A queen, Marasis, ruled over the world in Ra's name and larval Goa'uld (both those birthed by queens and those that reproduced naturally) soon became the most abundant species of life on the planet.

When the people of Earth overthrew Ra's servants and buried the Stargate at Giza, word of the revolt eventually reached Dendera (most likely through another System Lord who wished to destabilize Ra's rule). Human servants had lived there for generations embraced the thought of rebellion and soon the forces of Marasis and Ra were overthrown just as they had been on Earth. Unlike Earth, Dendera did not offer an easy environment for human civilization to evolve, as it still teemed with Goa'uld larvae and contained little arable land. The inhabitants were unable to settle down in any single area for long, and constant mobility proved an effective defense against being taken as hosts by the native Goa'uld. As nomads, the Denderrans became adept at hunting and gathering, but could never obtain the stability that allowed other cultures to explore science and technology. Even after thousands of years free of the yoke of Ra, the people of Dendera still live in roving bands of hunter-gatherers.

The Denderrans are a tough and hardened people capable of surviving in the harsh swamp environment they have inhabited for generations. As nomads, they have little time for luxuries and wear little more than the functional clothing they have made from the resources they have at hand. Millennia of living surrounded by the constant threat of Goa'uld possession resulted in a thick ring of chitin at the top of their spine that prevents Goa'uld larvae from entering their necks while they slept. Most carry knives and swords as their primary weapons, though the guards at the Temple of Ra make use of the staff weapons left behind during the rebellion. The Denderrans are suspicious of outsiders, though legends persist of the warriors of the Tauri – brothers-in-arms who overthrew the gods as they did.

The Tomb of Ra

One of the few permanent sites on the planet Dendera is a massive temple known as the Tomb of Ra. Originally a home and breeding ground for Marasis, the Tomb of Ra was overrun during the rebellion and purged of the influence of the Goa'uld. It came to be a symbol of the peoples' triumph over their false god and soon became a shrine where murals were created telling the entire tale of the rebellion. The Tomb of Ra is a holy place, guarded fiercely by a dedicated group of warriors descended from the original instigators of the rebellion.

The temple itself is a small pyramid rising out of an island in the middle of a particularly large swamp. Suspension bridges grant access over the turgid waters where Goa'uld larvae still live and breed. Inside the temple, braziers are kept constantly burning, filled with incense that produces a smell that Goa'uld larvae find repulsive. The walls are covered with colorful tile murals depicting the victory, while a stone table that blocks any light in from the sky now covers the ceiling, blotting out the symbol of their former oppressor.

Seket-Hetep (P3X-661)

Thermosphere: Hot (CR 0; normal orbit; 3d20+50° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres).

Hydrosphere: Arid (daily weather 1-89: none, 90: wind 1d10 MPH, 91-93: rain 1 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 500 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +1d10° F; 51-75: autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 14.6 million natives; Goa'uld (7 picks, 6 RP); Theocracy; Suspicious (-1 with disposition checks); Aggressive (40,000 soldiers, squad size 2d6 soldiers); Moderate civil rights.

Origin: Egyptian.

Stargate Location (urban region): Inside Stargate exploration facility in center of a major city.

The world of Seket-Hetep was one of Ra's most dedicated religious centers, populated by slaves who were "rescued" by Ra and transported to a new world to work in his service. In a random occurrence of galactic phenomenon, a few decades after it was first colonized by Ra's servants, the entire world was cut off from the Stargate network and the rest of the galaxy. The culture had already been established in full and servitors were in place to determine the course of the planet's development, but the Sun God could no longer interact with the people.

Seket-Hetep was cut off from the galaxy well before the Abydos rebellion, and as such reading and writing were never outlawed on the world. Over time, the Seketins developed science and technology as any evolving civilization would. Despite the increase in scientific knowledge and the advent of major forms of technology, the Seketins remained devoutly religious and devoted to their sun god. The Seketins saw Ra as a savior of the people and revered him as a benevolent god that liberated their ancestors from slavery. The end result was that a civilization of devoted and willing followers of Ra evolved completely independently of the rest of the galaxy over several thousand years. The Seketin civilization, united by common religious beliefs, never encountered the internal strife experienced in multicultural worlds.

Millennia passed, and eventually the phenomenon that walled off Seket-Hetep from the rest of the galaxy moved on, rejoining the planet the Stargate network. In that time, the Seketins learned much about science and technology and began to rival even the Goa'uld in their technological understanding. Large portions of the planet, which consisted of little other than deserts and naquadah-rich mountain ranges, were covered with sprawling cities connected by high-speed magnetic railways. The planet is covered with impressive works of architecture, highly reminiscent of ancient Egyptian cities, only evolved into modern design and a much larger scale. The Seketins developed limited space travel and are able to reproduce the technology that powers the staff weapon and the shak'nel. In fact, the Seketins are currently a few decades more advanced than the Tauri of Earth in terms of technological development

though much of their society is still rooted in the traditions instilled upon them by the Goa'uld.

The Seketins themselves are among the most devoted followers to have ever served a System Lord. Despite the fact that their chosen savior has not taken an active role in their lives in thousands of years, time has only strengthened their faith in Ra's benevolence. Each Seketin goes about all his or her daily activities with the purpose of serving Ra in any way possible. They are not an aggressive people, though internal feuding has occurred when rebellious thinkers dared speak out against Ra. For the most part the population of Seket-Hetep is united in utopian harmony with their worship of Ra. Should anyone question Ra's power, benevolence, or authority the Seketins can behave quite aggressively; heretics and dissidents are silenced immediately and speaking out against Ra is a capital crime.

The Seketins have their own military and police force, though crime is rare. The scientists and explorers have yet to encounter any life from outside their world, though they have taken their first steps into deciphering the mystery of the Stargate. Unfortunately for the rest of the galaxy, some aggressive members of the Seketin government believe that it is their mission to spread the word of Ra through the stars by means of conquest, and all of the spacecraft that the world has produced are armed with weapons comparable to those aboard the most advanced Tauri spacecraft. Any visitors to the planet will most likely be treated with suspicion, or outright hostility if they claim to be enemies of Ra.

Temple of Amun-Ra

One of the foremost examples of the reverence that the Seketins still show the Sun God is the Temple of Amun-Ra, a massive structure for the worship of Ra and his representations, namely the sun. The temple is vaguely pyramid-shaped but with an open top that lets in sunlight. The interior is kept bright with carefully-placed mirrors and anyone entering the enormous temple is bathed by intense light. Each day, thousands gather within the temple to pray for Ra's return and renew their faith in the benevolent sun god.

The Pyramid of the Stars

The Pyramid of the Stars is actually not a pyramid at all, but rather is the name of the largest spaceport on Seket-Hetep. Since the Seketins were able to colonize two nearby planets and one outlying moon, space travel between the Seketin colonies and the planet becomes more common every day. The Pyramid of the Stars consists of a flat-topped series of landing platforms atop four-sided pyramid bases, each one capable of supporting a number of small transport spacecraft. While not specifically built for Goa'uld ships, it was patterned after the System Lords' design, and would make an adequate landing site for any ha'taks entering the system.

Amun Station (No Stargate Address)

Though the System Lords typically make their homes on planets or motherships, a number of space stations were constructed over the years to act as orbital platforms and neutral meeting grounds. One such structure is Amun Station, the personal space station of Ra and his forces. It orbits a massive yellow star (reportedly the same star which gave Ra the idea for his "sun god" affectation) and bristles with weapons. The solar system where Amun Station is located contains no other inhabitable planets or any active Stargates. The only way to reach it is by starship, making it an isolated haven and a favorite prison for Ra's captives.

Following Ra's death, Amun Station was abandoned and left derelict. For many years, the station saw no activity and was almost completely forgotten. However, shortly thereafter, Anubis returned to claim the station for his own. He began using it as a meeting place for underlords, such as Osiris and Zipacna. Additionally, Anubis sent undercover Jaffa and other Goa'uld underlords to the System Lords and had them erase the location of the space station from the memory banks of other Goa'uld computers. The only trace that remains of Ra's haven can be found in historical documents about the sun god; a precious few still include the coordinates of the space station and details of its defenses.

Underlings

Mnevis the Oracle

Among Ra's most faithful followers was a young Goa'uld servant by the name of Mnevis – originally a servant of Hathor that helped manage her Jaffa. Mnevis became renowned for his "sixth sense" that allowed him to know where enemy troops would be and allowed him to stage attacks to foil such surprises and turn the tables on potential assailants. After years of dedicated service, Hathor gave her loyal servant to Ra in order to gain his favor and soon Mnevis was commanding Ra's own forces.

Upon moving into Ra's service, Mnevis' ability to predict the movements of enemies became even stronger. In fact, Mnevis gained insight into everything from combat to politics with a precognition that even the other System Lords could not understand. His visions brought prosperity and victory to Ra, and he became one of the System Lord's most trusted underlords. Mnevis soon became known as Mnevis the Oracle, and could no longer spend time on the battlefield due to the responsibilities placed upon him. He was kept busy day and night, foretelling the actions of rival System Lords and advising Ra and his servants on the correct course of action. One thing that he could not foretell, however was Ra's death at the hands of the Tauri, and following his master's death Mnevis simply vanished. The other System Lords assumed that he was killed in the power struggle over the remainder of Ra's forces.

The truth is a little less mysterious: Mnevis was a Tok'ra spy who used this people's information network to gain advanced word of troop movements from other spies in the service of other System Lords. When he was given to Ra, he seized the chance to advance the Tok'ra cause and began feeding information from the Tok'ra network to his new master in order to gain his trust. After Mnevis brought victory after victory to Ra's forces, he was able to act as a full-time information operative, funneling news of Ra's plots in exchange for providing daily "visions" and "prophecies" to the System Lord. Since none of the Tok'ra could anticipate the re-opening of Earth's Stargate, Mnevis was unable to warn Ra of their appearance and was forced

to escape back to the central command of the Tok'ra to work as a coordinator of the spy network. Today, he may be found in the service of any Goa'uld, working stealthily to undermine them however he can.

Low-Level Mnevis

Specialty: Tok'ra Undercover Operative
Class: Pointman
Level: 4

Strength:	10	**Dexterity:**	14
Constitution:	12	**Intelligence:**	14
Wisdom:	18	**Charisma:**	17
Vitality:	34	**Wounds:**	12

Defense: 14 (+2 class, +2 Dex)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +3 **Ref:** +4 **Will:** +8

Special Qualities: +3 species bonus to Bureaucracy and Gather Information checks when dealing with Goa'uld and their subordinates, assistance (½ time), *generous*, immunity to disease, inherited memory, lead 1/session, long life, radiation resistance, shared body, tactics 1/session, versatility (Concentration, Forgery, Gather Information, Hide, Intimidate, Pilot, Xeno-Cultures).

Skills: Bluff +10, Bureaucracy +9, Concentration +10, Diplomacy +9, Forgery +7, Gather Information +9, Hide +7, Intimidate +6/+9, Knowledge (System Lords) +6, Knowledge (Tactics) +5, Pilot +5, Sense Motive +10.

Feats: Armor Group Proficiency (Light, Medium), Flawless Identity, Mark, Naquadah Sense, Traceless, Weapon Group Proficiency (Melee, Handgun, Rifle).

Attacks

Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Clothes, zat'nik'tel, mission-specific bundles.

Mid-Level Mnevis

Specialty: Tok'ra Undercover Operative
Class: Pointman
Level: 9

Strength:	10	**Dexterity:**	14
Constitution:	12	**Intelligence:**	14
Wisdom:	19	**Charisma:**	17
Vitality:	72	**Wounds:**	12

Defense: 16 (+4 class, +2 Dex)
Initiative Bonus: +6 (+4 class, +2 Dex)
Speed: 30

Fort: +5 **Ref:** +6 **Will:** +10

Special Qualities: +6 species bonus to Bureaucracy and Gather Information checks when dealing with Goa'uld and their subordinates, assistance (½ time), cross-class ability (accelerated healing, uncanny dodge (Dex bonus), *generous*, immunity to disease, inherited memory, lead 4/session, long life, radiation resistance, shared body, tactics 2/session (+2 bonus), uncanny dodge (dex bonus to defense), versatility (Concentration, Forgery, Gather Information, Hide, Intimidate, Move Silently, Pilot, Spot, Xeno-Cultures).

Skills: Bluff +15, Bureaucracy +11, Concentration +10, Diplomacy +11, Forgery +7, Gather Information +11, Hide +7, Intimidate +10/+13, Knowledge (System Lords) +8, Knowledge (Tactics) +7, Listen +8, Move Silently +7, Pilot +7, Sense Motive +13, Spot +10, Xeno-Cultures +10.

Feats: Armor Group Proficiency (Light, Medium), Command Decision, Flawless Identity, Mark, Naquadah Sense, Political Favors, Traceless, Weapon Group Proficiency (Melee, Handgun, Rifle).

Attacks

Zat'nik'tel	+8	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Clothes, zat'nik'tel, mission-specific bundles.

High-Level Mnevis

Specialty: Tok'ra Undercover Operative
Class: Pointman
Level: 14

Strength:	10	**Dexterity:**	14
Constitution:	12	**Intelligence:**	15
Wisdom:	19	**Charisma:**	17
Vitality:	109	**Wounds:**	12

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +8 (+6 class, +2 Dex)
Speed: 30

Fort: +7 **Ref:** +8 **Will:** +13

Special Qualities: Assistance (¼ time), cross-class ability (accelerated healing, sneak attack +1d6, uncanny dodge (Dex bonus)), *generous*, immunity to disease, inherited memory, lead 6/session, long life, radiation resistance, serendipity 1/session, shared body, strategy 1/session, tactics 3/session (+2 bonus), versatility (Computers, Concentration, Forgery, Gather Information, Hide, Intimidate, Move Silently, Pilot, Spot, Xeno-Cultures).

Skills: Bluff +16, Bureaucracy +15, Concentration +14, Diplomacy +14, Forgery +8, Gather Information +19, Hide +12, Intimidate +12/+15, Knowledge (System Lords) +8, Knowledge (Tactics) +7, Listen +12, Move Silently +10, Pilot +8, Sense Motive +14, Spot +14, Xeno-Cultures +14.

Feats: Armor Group Proficiency (light, medium), Command Decision, Flawless Identity, Mark, Naquadah Sense, Political Clout, Political Favors, Traceless, Weapon Group Proficiency (melee, handgun, rifle).

Attacks

Zat'nik'tel	+12	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Clothes, zat'nik'tel, mission-specific bundles.



Sokar

The Evil One (Presumed Deceased)

Specialty: Goa'uld Noble
Class: Pointman/Tyrant
Level: 13/5

Strength:	12	**Dexterity:**	15
Constitution:	15	**Intelligence:**	16
Wisdom:	17	**Charisma:**	20
Vitality:	117	**Wounds:**	15

Defense: 20 (+8 class, +2 Dex)
Initiative Bonus: +9 (+7 class, +2 Dex)
Speed: 30

Fort: +9 **Ref:** +11 **Will:** +15

Special Qualities: +4 threat range to Bluff and Innuendo, absolute power..., assistance (¼ time), ...corrupts absolutely, cross-class ability (accelerated healing, bonus combat feat ×1, sneak attack +1d6), dominated body, generous, imminent domain, immunity to disease, inherited memory, lead 6/session, long life, parasite, radiation resistance, reign of fear, serendipity 1/session, tactics 3/session (+2 bonus), tyrant's offer, vast allure +2, versatility (Appraise, Concentration, Gather Information, Intimidate, Listen, Pilot, Search, Spot, Survival, Xeno-Cultures), "War, by other means".

Skills: Appraise +15, Bluff +21, Bureaucracy +19, Concentration +17, Diplomacy +21, Gather Information +19, Intimidate +20/+24, Knowledge (System Lords) +19, Listen +14, Pilot +10, Search +17, Sense Motive +21, Spot +16, Surveillance +13, Survival +14, Xeno-Cultures +16.

Feats: Advanced Skill Mastery (Persuasive), Armor Proficiency (Light, Medium), Glint of Madness, Kara Kesh Basics, Naquadah Sense, Persuasive, Political Clout, Political Favors, Rapid Healing, Stone Cold, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Kinetic blast	+13	2d6 and 2d6 subdual

Gear: Kara kesh, regal clothing.

History and Background

Few names inspire as much fear as that of Sokar, a System Lord regarded as one of the most villainous and evil Goa'uld to ever plague the galaxy. In addition to being one of the most reviled System Lords, Sokar is also one of the oldest. Even the mighty Apophis, who has existed since before the beginning of human history, refers to Sokar as ancient and powerful. He rose to power quickly by inspiring fear in all of his followers and by outfitting his Jaffa with the weapons needed to terrorize the people he ruled. Quickly establishing himself as a god of death in order to play off of humankind's greatest fears, Sokar also became obsessed with his own mythology and surrounded himself with imagery that backed up his claims. He transformed the worlds he dominated into barren wastelands and nightmarish domains where none could tread without fear.

Taking advantage of Ra's distraction during the attack of Anubis in the Second Dynasty, Sokar made a power grab and was able to depose the System Lord from his seat on the Earth. He quickly transformed the lands he ruled into vast swathes of darkness and decay, and threatened to do the same with the rest of the planet. His lands around the city of Memphis were covered by a perpetual night and the entire world might have become a literal Hell on Earth. Eventually, the vengeance-seeking Ra attacked and deposed Sokar from his place as the System Lord in control of Earth. Following his removal from power, Sokar was reduced to a minor System Lord and his forces were decimated.

Millennia later, Sokar once again rose to prominence and began gathering his forces to return upon the System Lords the damage they had once done to him. Ra had been destroyed by the Tauri, leaving the galaxy ripe for the plucking. He struck out against the System Lords, taking down Apophis after the Serpent God's disastrous attack on the Earth, and then aiming for the rest of the Goa'uld. For a time, it looked as though he might rise to the position of supreme System Lord. But the SGC – which had inadvertently fueled his ascent – proved just as instrumental in his destruction. They intervened in Sokar's plans in order to rescue the Tok'ra Selmak from his hellish prison world. Sokar himself met his demise in a fiery explosion aboard his own mothership shortly thereafter. (Apophis quickly claimed Sokar's holdings – returning to his former glory – and most System Lords credit him, not the Tauri, with destroying Sokar).

Sokar never made any effort to appease or reward his followers, preferring instead to act as an iron-fisted despot. His subjects lived in constant fear of their god and his Necropolis guards were both shock troops and terror agents that kept the local populations in line. The worshippers and followers of Sokar had no privacy and lived each day in constant fear of death at his hands. Moreover, each follower toiled away constantly to provide Sokar with whatever he needed to increase his military might. Whether it meant exploiting miners to pull more naquadah from the

planets he controls or forcing slave workers to oversee prisoners captured from rival Goa'uld, Sokar made certain that the oppression of his people was complete and allowed no room for rebellion.

In addition to living under a tyrannical devil impersonator, the people under Sokar's control were constantly assaulted by the infernal environment in which they lived. Sokar made over almost every world into the image of hell that he cultivated on many worlds. In fact, he took great pleasure in coming up with new hellish landscapes for each culture he dominates so that the vision of Sokar's other realm varies from society to society. As such, those followers that actually lived on these worlds were constantly exposed to the dangerous whims of their master and frequently lived through the terraforming of a new planet into whatever nightmarish landscape Sokar desired. Even the shade. Large swathes of Egypt were cloaked in a perpetual night and monsters roamed the desert sands freely. Sokar allowed the Unas – who were still host to many Goa'uld at the time – to freely walk on Earth alongside the humans and Jaffa under his control. Though most of the world escaped Sokar's twisting, large portions of Egypt where Sokar made his home became places to be feared and avoiding during his time on Earth.

Sokar was an intimidating figure whose appearance bordered between human and demonic. He had pale skin and lifeless eyes, appearing in some ways as an impostor wearing a human body as a disguise. Sokar was soft-spoken and demanded total obedience from his followers. He was also more than slightly insane, and though they bore no love for Apophis, many System Lords quietly thanked him for ridding the galaxy of Sokar's evil.

"YEAH, BASICALLY HE WAS THE ORIGINAL SATAN."

– DR. DANIEL JACKSON

god's presumed passing has not diminished his evil, and many of these planets continue to exist as they always have, his servants fearful of their master's return.

Sokar was something of a loner, even among the System Lords, and had very few allies. Though occasional alliances sprang up between Sokar and another Goa'uld, for the most part he preferred to have either servants or enemies, not allies. Sokar's agents were a unique cast of characters, ranging from the scarred lord of Netu known as Bynarr to his four demon-impersonating underlords including Ruax and Aziel among them. Interestingly enough, Sokar was one of the few Goa'uld that continued to embrace the Unas as valuable servants even after the discovery of humanity eliminated their usefulness. Several of Sokar's underlords kept Unas bodies, and a number of Unas warriors filled the ranks of his armies. Truly Sokar surrounded himself with agents that could easily be mistaken for demons, devils, tormentors, tempters, and other villains in order to complete his chosen image.

If his allies were few, certainly Sokar's enemies were not. Almost every other System Lord clashed with him at one time or another, and only a few with any success. Sokar once succeeded in deposing the most powerful System Lord of all, Ra, and taking his chosen planet – something not even Anubis could accomplish. In fact, only a few individual Goa'uld have ever been able to match his strength without the assistance of others, even after millennia of exile following his attempted usurpation of Ra. Apophis ranked among Sokar's chief enemies, though Ra was, while alive, certainly the Goa'uld that ensured that Sokar's power never grew to the point where he could overwhelm the System Lords ever again.

Sokar's time on Earth was without a doubt one of the darkest periods humanity ever endured. As the primary source of the human population that had become so vital to the survival of the Goa'uld, Earth could not be made over into the hell that Sokar preferred. Instead, he merely chose to blanket the area around Memphis in a perpetual night using a piece of technology he developed known as the sun-

CULT OF SOKAR

The Tok'ra are not the only organization to have an information and spy network. In truth, Sokar himself developed a spy network of his own to keep tabs on the other System Lords. The Cult of Sokar, as this spy network is known, consists of thousands of operatives spread throughout the galaxy in the service of almost every Goa'uld. Moreover, the cultists are the most devoted worshippers of Sokar and revel in his demonic ways, striving always to do things to advance his cause. Cultists are mostly human and Jaffa, though at least one Goa'uld cultist exists and a number of Unas cultists remain loyal to the System Lord on more primitive worlds.

The Cult of Sokar was primarily an information network, though occasionally the System Lord tapped agents in appropriate places for sabotage or assassination purposes. Most such missions were part sabotage and part sacrifice as the cultist rarely survived even when the mission succeeded. As informants, the cultists merely watched, listened, and learned, then passed on the information to the next member in the network until it reached Sokar himself. Cultists sometimes operated with valuable resources like communication or recording devices, while other times they simply remembered the pertinent information and ensured that every piece of data passed on to the network was completely accurate. Spreading false information through the Cult, even unknowingly, was more than a death sentence; it was eternal damnation at the hands of Sokar.

More than just a spy network, the Cult of Sokar is truly a group of religious fanatics. They perform bizarre rituals, make human and Jaffa sacrifices, and recruit others to their cause. The cultists believe that they earn favor with their dread Lord and that when Sokar rises again to rule the galaxy as a whole they will stand by his side as gods and underlords. In the same way that many human servitors aspire to please their master and one day become host to a Goa'uld, members the Cult of Sokar believe that as a loyal servant they will also one day be so blessed and be raised up as a demi-god in the service of the Lord of the Dead.

MEMPHIS

World Visited: P3X-116 (Cool World).

Thermosphere: Cool (CR 0; normal orbit; 2d20° F).

Atmosphere: Normal (CR 0; 1.0 atmospheres).

Hydrosphere: Moist sub-humid (daily weather 1-85: none, 86-87: wind 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm, 97-98: hurricane, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 500 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +1d10° F; 51-75: autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 40,000 natives; Stone Age (1 picks, 0 RP); Autocracy; Hostile (-2 with disposition checks); Aggressive (500 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Egyptian.

Stargate Location (forest region): Forested area roughly 6 miles from a Necropolis Guard outpost.

The city of Memphis on Earth took its name from a planet ruled by Sokar. The planet called Memphis is actually a sanctuary for many of the so-called demons that serve him. The majority of the population is composed of Unas who have shaken off their primitive tribal nature and become loyal servants of Sokar. Moreover, many hellish beasts and alien animals gathered from throughout the galaxy have been relocated here to create an ecosystem consisting almost entirely of monstrous life forms. The end result is one of the most fearful home of monsters in the entire galaxy.

Sokar's penchant for creatures that inspire fear prompted him to create the world as a haven/menagerie of foul creatures of all types. Memphis is a nearly lawless world with no semblance of order or discipline, and even the few Necropolis Guards have difficulty keeping their own lives, much less imposing the will of the System Lord. Roving bands of Unas fight amongst themselves for the supreme honor of serving Sokar, while other minor Goa'uld that still prefer the body of an Unas prey upon these packs to find a suitable host. Predators from an array of worlds under Goa'uld control fight one another for dominance and survival, while helpless humans and renegade Jaffa are abandoned in the wilderness to be hunted for the amusement of Sokar and his loyal followers. None of this activity has abated since the System Lord's recent death.

Memphis is a cool world covered with forests capable of sustaining the necessary hunting grounds and natural habitats needed by the species on the planet. Winters can be harsh, but the rest of the year is perfect for most of the monsters living there. Additionally, towering mountain ranges cover the major continents, providing dizzying heights as well as dangerous depths that add a natural hazard to the landscape. There is no semblance of civilization on Memphis: no starports, cities, temples, or other signs of human or Goa'uld habitation. The planet is untamed.

THE STASIS CHAMBERS

Below the surface is something of a different matter when it comes to signs of civilization. From time to time a particular species brought to the world will not be able to adapt quickly and begin to die off. Rather than simply abandoning what could be a valuable asset, Sokar constructed a set of stasis chambers deep below the planet's surface. Here, maintained by Goa'uld scientists loyal to the System Lord, species that are incompatible with the world's ecosystem are cryogenically frozen and kept in stasis for a later date. From time to time, Sokar gave one of these species to a genetic manipulator for experimentation, provided that any resulting monstrous creatures be turned over for Sokar's use.

NECROPOLIS

World Visited: P3X-445 (Cool World).

Thermosphere: Cool (CR 0; normal orbit; 2d20 ° F).

Atmosphere: Normal (CR 0; 0.8 atmospheres).

Hydrosphere: Arid (daily weather 1-89: none (constantly overcast), 90: wind 1d10 MPH, 91-93: rain (1 in.), 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes: 1-99 none, 100 minor; no volcanoes within 5,000 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +1d10° F; 51-75: autumn, unchanged; 76-100: winter -2d10° F).

Anthrosphere: 10,000 natives; Goa'uld (7 picks, 6 RP); Autocracy; Hostile (-2 with disposition checks); Aggressive (1,000 soldiers, squad size 1d6 soldiers); Poor civil rights.

Origin: Egyptian.

Stargate Location (urban region): Inside Sokar's Necropolis palace.

"WELL, ISN'T THAT SPECIAL."

– COL. JACK O'NEILL

The planet of Necropolis is one of the most frightening worlds under Sokar's control. Even the other System Lords, who consider themselves all equal or superior to Sokar, dread traveling there. Necropolis is a planet of tombs housing dead Goa'uld. As the lord of the dead, Sokar is also entrusted with maintaining the burial places of thousands of Goa'uld who were not spared a final death. Though normally death is easily cured with the help of a sarcophagus, many Goa'uld have died over the centuries and been denied the healing powers of the sarcophagus. Millions of Goa'uld and their final hosts have been buried here, and the other System Lords prefer not to visit the planet and be reminded of their mortality.

Necropolis was originally a barren wasteland, featureless and without atmosphere. Pits and chasms created by asteroid impacts and the cracking of the planet's crust made the otherwise bland surface a more deadly place, but the world still did not possess the nightmarish terrain common to Sokar's other worlds. Upon discovering the planet, Sokar decreed that no Goa'uld would dare tread

without knowing that he controlled the fate of the dead. The City of the Dead, as Necropolis is called, began as a collection of stone tombs and temples dedicated to the worship of Sokar. The first tombs housed the bodies of ancient Goa'uld, and it is even rumored that the body of the once-powerful ruler Apep was one of the first to be interred on Necropolis. After millennia of expansion, and millions of Goa'uld deaths, the city sprawl stretches as far as the eye can see, with stone tombs and melancholy statues depicting the System Lords interred within.

More than just the Goa'uld are buried on Necropolis; many times, when a System Lord dies the final death he will be interred not only with jewels and valuable items of importance, but also with favored warriors and servants. More than a few First Primes were buried alive on Necropolis along with their masters, and the bodies of favored human servants litter the tombs as ghoulish accessories. In many ways, the ancient Egyptian burial rites that mirror these practices are based on the information gleaned from Sokar's time on Earth. Many Egyptian pharaohs requested similar burials because they believed that Sokar would elevate them among to a position among the gods. In truth, Sokar always welcomed more death and decay on Necropolis: it made the world that much more intimidating.

Necropolis was something of a safe haven for Sokar where he could retreat and be alone with his plots. Goa'uld feared the reminders of their own mortality, Jaffa dreaded a dishonorable death buried alive on the world, and human servants knew Necropolis only as a place where the lord of the dead held sway.

The Shrine of Apep

Few names resonate more in the history of the Goa'uld than Apep, and few sites on Necropolis are more feared than Apep's shrine. No one is allowed to enter except for Sokar himself, and few know whether or not the body of Apep truly is inside or not. Following Apep's death at the hands of Anubis, the System Lord's body vanished and was rumored to have been brought to Necropolis to inhabit the first tomb. The shrine is surrounded on all sides by statues depicting Apep's life, from his rise to power until his betrayal and death. No one knows why exactly Sokar reveres Apep so much, but others suspect that it is merely a front and that inside Apep's shrine lies something of great value that the System Lord refuses to share.

Underlings

Aziel, Lord of the Flames

One of Sokar's four chief underlords is the Goa'uld known as Aziel. Like the other underlords, he is totally devoted to his master and is tasked with managing the every day affairs of his most important planets. Though only a minor Goa'uld in the grand scheme of things, Aziel plays a key role as the gatekeeper of Sokar's realms. He lives in a human male host, a brooding hulk of a man with a wicked scar down one side of his face and a stature so great that many suspect he could stand toe-to-toe with an Unas if need be. Aziel wears a heavily modified form of the Necropolis Guard armor, still tinted red and sized to cover his massive frame. In addition, the armor boasts a pair of razor-sharp "wings" that protrude from the rear, adding to the demonic imagery of the underlord. Aziel has been granted the honor of wielding a kara kesh as well, though he never appears without his customized staff weapon that is adorned with an inscription marking him as Sokar's gatekeeper.

Aziel is utterly devoted to Sokar and maintains strict terror and discipline on the worlds he oversees. However, if Aziel has one weakness it is that he has such a strong sense of vengeance that he will sometimes forego the logical solution to a problem in order to make an enemy suffer. Frequently Aziel leaves his duties to his own First Prime for a few days while he hunts down someone that he perceives as an enemy, something that Sokar warned him about but that he continues to do out of his perverse need to make those that stand against him (or against his lord) suffer.

Since his master's death, he has thwarted several efforts by other System Lords to claim his territory. He repelled a pair of invasions by the revived Apophis and an attack by Kali as well. Should he so choose, he could claim the status of System Lord, but he has not done so: he remains loyal to Sokar in all things and even if he didn't, the fear of reprisal should his master ever return to such a betrayal would be too horrible to contemplate.

Low-Level Aziel

Specialty: Goa'uld Warmaster
Class: Soldier
Level: 4

Strength:	19	**Dexterity:**	12
Constitution:	18	**Intelligence:**	16
Wisdom:	17	**Charisma:**	10
Vitality:	49	**Wounds:**	18

Defense: 13 (+2 class, +1 Dex)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +6 **Ref:** +2 **Will:** +7

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance.

Skills: Balance +6, Bureaucracy +2, Concentration +10, Demolitions +8, Intimidate +11/+7, Jump +9, Knowledge (System Lords) +6, Spot +9, Survival +9, Tumble +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Power Attack, Naquadah Sense, Stone Cold, Surge of Speed, Weapon Focus (kara kesh, staff weapon), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

Attacks

Kinetic blast	+6	2d6+1 and 2d6+1 subdual
Staff weapon	+4	6d6+1 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Kara kesh, necropolis guard armor, staff weapon.

MID-LEVEL AZIEL

Specialty: Goa'uld Warmaster
Class: Soldier
Level: 9

Strength:	19	**Dexterity:**	12
Constitution:	19	**Intelligence:**	16
Wisdom:	17	**Charisma:**	10
Vitality:	104	**Wounds:**	19

Defense: 15 (+4 class, +1 Dex)
Initiative Bonus: +8 (+7 class, +1 Dex)
Speed: 30

Fort: +8 **Ref:** +4 **Will:** +9

Special Qualities: *Accurate,* armor use +2, damage reduction 1/-, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance, weapon specialization (kara kesh, staff weapon).

Skills: Balance +6, Bureaucracy +3, Concentration +14, Demolitions +11, Diplomacy +2, Intimidate +16/+12, Jump +15, Knowledge (System Lords) +8, Spot +13, Survival +13, Tumble +10.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Improved Weapon Focus (staff weapon), Kara Kesh Basics, Point Blank Shot, Power Attack, Precise Shot, Naquadah Sense, Speed Trigger, Stone Cold, Surge of Speed, Weapon Focus (kara kesh, staff weapon), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

ATTACKS

Kinetic blast	+11	2d6+4 and 2d6+4 subdual
Staff weapon	+9	6d6+4 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Kara kesh, Necropolis Guard armor, staff weapon.

HIGH-LEVEL AZIEL

Specialty: Goa'uld Warmaster
Class: Soldier
Level: 14

Strength:	20	**Dexterity:**	12
Constitution:	19	**Intelligence:**	16
Wisdom:	17	**Charisma:**	10
Vitality:	159	**Wounds:**	19

Defense: 17 (+6 class, +1 Dex)
Initiative Bonus: +16 (+11 class, +1 Dex, +4 feat)
Speed: 30

Fort: +10 **Ref:** +5 **Will:** +12

Special Qualities: *Accurate,* armor use +3, damage reduction 2/-, dominated body, immunity to disease, inherited memory, long life, one in a million, parasite, portable cover (¼ cover), radiation resistance, weapon specialization (kara kesh, staff weapon, unarmed).

Skills: Balance +9, Bureaucracy +10, Climb +11, Concentration +14, Demolitions +14, Diplomacy +6, Intimidate +20/+15, Jump +16, Knowledge (System Lords) +15, Spot +19, Survival +18, Tumble +13.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Far Shot, Improved Initiative, Improved Weapon Focus (staff weapon), Kara Kesh Basics, Perfect Stance, Point Blank Shot, Power Attack, Precise Shot, Naquadah Sense, Speed Trigger, Stone Cold, Surge of Speed, Weapon Focus (kara kesh, staff weapon), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical).

ATTACKS

Unarmed	+19	1d3+10 subdual
Kinetic blast	+15	2d6+5 and 2d6+5 subdual
Staff weapon	+13	6d6+5 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Kara kesh, Necropolis Guard armor, staff weapon.

Yu

THE JADE EMPEROR, THE EXALTED LORD YU-HUENG SHENG-TE, HERO OF CH'IN AND ELDEST OF THE SYSTEM LORDS

Specialty: Goa'uld Noble
Rank: System Lord
Class: Pointman/Eternal
Level: 14/4

Strength:	10	**Dexterity:**	12
Constitution:	15	**Intelligence:**	16
Wisdom:	14	**Charisma:**	18
Vitality:	150	**Wounds:**	15

Defense: 19 (+8 class, +1 Dex)
Initiative Bonus: +9 (+8 class, +1 Dex)
Speed: 30

Fort: +12 **Ref:** +8 **Will:** +15

Special Qualities: +4 threat range to Bluff and Innuendo, assistance (¼ time), cross-class ability (bonus basic skill feat ×2, sneak attack +1d6), dominated body, eternal sovereign, *generous,* grind to dust (damage), immunity to disease, inherited memory, lead 6/session, long life, might of ages, parasite, radiation resistance, tactics 3/session (+2 bonus), serendipity 1/session, strategy 1/session, unstoppable, vast endurance +2, versatility (Concentration, Cultures, Innuendo, Intimidate, Perform, Pilot, Search, Survival, Xeno-Languages, Xeno Cultures).

Skills: Bluff +16, Bureaucracy +19, Concentration +14, Cultures +15, Diplomacy +22, Gather Information +18, Innuendo +21, Intimidate +17/+23, Knowledge (System Lords) +18, Languages +16, Perform +9, Search +8, Sense Motive +18, Spot +8, Xeno-Cultures +17, Xeno-Languages +18.

Feats: Armored Group Proficiency (Light, Medium, Heavy), Command Decision, Coolness Under Fire, Field Operative, Hard Core, Iron Will, Naquadah Sense, Old School, Persuasive, Political Favors, Political Clout, Scholarly, Weapons Group Proficiency (Exotic, Melee, Handgun, Primitive, Hurled, Rifle).

Backgrounds: Obligation (2), Political Enemy (2).

Attacks

Unarmed	+14	1d3 (subdual)
Kinetic blast	+15	2d6 and 2d6 subdual

Gear: Kara kesh, ceremonial robes.



History and Background

Old dragons can overcome young ones through cunning and treachery. As one of the very oldest Goa'uld, Lord Yu has faced countless threats over the last millennia and emerged largely unscathed. Regarded as one of the more reasonable System Lords, he has maintained stability within his realm through a combination of ruthlessness, pragmatism, and enlightened self-interest. It is only in the last few years, and the constant changing alliances and enmities among the once-static System Lords, that his inability to adapt to new circumstances has placed his domain in jeopardy.

Yu is tied to the first Chinese dynasty on Earth and the legendary hero Yu, who re-directed the floods through the Yang-tze region for over 13 years, saving the people from ruin and starvation. Yu is commonly believed to have been the last elected Emperor of China, and the progenitor of the first inherited monarchy, with his son, Bayu taking the crown from his designated successor by force. Legends that the Chinese emperors are descended from "dragons" may owe something to Goa'uld influence. From what little historical records remain from that period, it seems most likely that the Goa'uld possessed the Emperor as a means of gaining power in the profitable and large region of Chi'n. Other generals and kings bearing the name of Yu have surfaced from time to time in Chinese history, but it is believed that Lord Yu left Earth thousands of years ago for his territories on the other side of the Stargate system.

He is considered pragmatic and practical, but not punitive. The Lord Yu is not overly concerned with the interests of the Tauri; most of his holdings lie on the other side of the galaxy, and are not threatened by the SGC's meddling. Direct contact with the Tauri has only made him annoyed, not enraged, since he has yet to lose any territory or possessions due to SGC action. One of the three System Lords (along with Cronus and Nirrti) who represented the Goa'uld at the summit for the inclusion of Earth in the Protected Planets Treaty, he was asked to represent the Goa'ulds both because his primary interests were not engaged, and because he despised Cronus. Several other System Lords feared what actions the volatile Titan might take, earning reprisals from the Asgard, and asked Yu to attend as a sobering influence. The discovery of Nirrti's attempted murder of Cronus, and the SGC's part in revealing this and saving Cronus' life, convinced him to support the finalization of the Protected Planets Treaty between Earth, the Goa'uld, and the Asgard without extra riders to limit Earth's expansion.

Lord Yu has been a staunch ally against Anubis, lending his troops and ships in an effort to prevent the rogue System Lord from retrieving the Eye of Ra. Having survived Anubis' previous attempts to wrest control of the System Lords for himself, he is not eager to face another war, but believes that armed conflict is preferable to life under Anubis' thumb. During the First Dynasty he actively supported Ra, who did what Yu regarded as the distasteful work of keeping the other System Lords in line. His continuing conflicts with Cronus over territory and resources ended most often in a draw. Cronus' aggression often led him to make foolhardy moves which Yu countered with better strategies, but Yu's habitual conservatism simultaneously prevented him from taking advantage of opportunities to kill the other System Lord. Fortunately, while Cronus had impressive military might and resources, he has never gained the support of his fellow System Lords, and was often in conflict with other Goa'uld as well as Lord Yu.

Yu has engaged in other battles with Morrigan and Olukun recently, remaining the victor through superior force and strategy. Morrigan's use of intelligence tactics cost him one of his most trusted body servants, however, and he is much more wary of her company now. Osiris' attempt to kill Yu at the last summit has not endeared her to him either, and he does not respect Ba'al's historical use of scorched earth tactics to win victories.

At one time in the distant past, Lord Yu reportedly had four Goa'uld queens under his control, including one known as the Queen of the Western World during their tenure on Earth. Over time, all three aged and died prior to the current practice of secluding queens, with the exception of Queen Xiwangmu, who is now too old to spawn, but still in a position of trust and respect. In addition, he is rumored to have upwards of 100 concubines across his holdings, with adopted human "sons" on each planet running matters for him in his absence. Yu's biological children are kept from true access to power by various appointments to cultural and religious postings, rather than military or political positions – as well as an internal spy network that ensures they do not make contact with other System Lords who would want their father's reign terminated.

Yu's cadre of Jaffa receive extreme latitude compared to other First Primes and generals, but are expected to achieve accordingly. Lord Yu does not promote Jaffa from outside his realms beyond the rank of captain, ensuring that no immigrants can be spies working for other System Lords. Most of his upper level officers have known him personally since childhood, and were hand-picked for their positions after approval was obtained from his First Prime. Attempts to infiltrate Yu's military regime by the Tok'ra have all been futile; the extremely rigid controls over the military's contacts and behavior preclude any hint of betrayal, and it is believed that one Tok'ra operative actually defected into Yu's army. Since then, the Tok'ra have concentrated their efforts on less risky and more open areas of his domain.

All of this would seemingly ensure the continued prosperity, success, and good reputation of Lord Yu, had it not become apparent over the last year that the oldest, and some would say greatest, of the Goa'uld, is beginning to lose his ability to deal with the overwhelming demands of his position. Observers state that he has grown forgetful and short-tempered, taking actions based on his emotional state and not the long-term benefit of his armies or people. It is also hinted that he unable to take a new host, possibly having reached an age where even regular sarcophagus use can not stave off the inevitable. The inevitable scramble for power when Lord Yu dies is something that both the Tok'ra and the Tauri wish to avoid; should Anubis' fiercest foe die or become helpless, there is no telling who will step into the power vacuum left by his demise. While still capable of occasional brutalities, Yu is more likely to rely on bribes and rewards, rather than fear, to maintain order in his domain. For a kingdom as extensive as his is, this is a more effective strategy for keeping order, which then allows him to conserve time and resources for truly pressing matters.

Yu also keeps a strangle-hold on his people by using the same methods he did on Earth: he influences the production of food and agriculture – the very basics of his subjects' economy – with superior technology. By withholding or granting assistance, he gains the necessary loyalty of a population by holding their food and water supplies hostage – or ensuring a record-breaking crop for those under his control. He has made it common knowledge that such practices are not frequent occurrences among his fellow System Lords, ensuring the good feeling and loyalty of all of his subjects, from the lowliest farmer or mine worker to the most elevated Jaffa.

His armies are huge, including a fleet of 16 ha'tak and over 1,000,000 Jaffa. His planets are connected by a well-planned selection of transport corridors and satellites, making them extremely defensible and difficult to take through direct attack. The few true skirmishes with Cronus over the years conclusively prove that treachery from within, or a significant technological advantage, is necessary to oust Yu from his holdings.

Lord Yu is extremely wary of the Asgard; as one of the few Goa'uld alive during the war against them, he refuses to underestimate their tactical or technological capabilities. This knowledge has made him a strong supporter of any strategy that avoids a direct confrontation with them, and may have also influenced his choice of subject planets, far away from their influence.

There are only two Tok'ra spies within Yu's court. One holds a position of trust with the Royal Tasters and cooks, preparing food and drink for the court, but she does not have full access to all his resources. Jiang makes regular reports of the comings and goings of the major troop movements, visitors to the court, new mining and construction activities, and reliable general information regarding Yu's government and those in positions of power, but she has been unable to gain access to anything more sensitive. The other Tok'ra in position is a computer technician aboard one of Yu's ships, who has passed along valuable but very sporadic information about specific troop movements and strategies. Various other Tok'ra spies on Yu's planets have sent information about his people's interactions with other System Lords as well, but these two are the closest to the System Lord himself.

Lord Yu has no extraordinary technology compared to other System Lords, with the exception of the invisibility device confiscated from Nirrti after the disastrous Earth summit. Part of his price for allowing Nirrti to be punished by Cronus was his own prototype copy of the new technology, which he has been using sparingly in order to keep control of his subjects. Only he and his First Prime have access to it, but it is believed to be hidden with Queen Xiwangmu *(see page 121)* when not in use.

Lord Yu appears as a slight, middle-aged Asian man, with hair and clothing from the earliest periods of Chinese history. He speaks with instantaneous authority, and his voice is constantly tinged with irritation. He rarely loses his temper, however, and reprisals come only when he feels it is in his best long-term interest. His advancing illness causes him to forget things more and more often, and his mood swings are becoming erratic. Those close to him fear it is only a matter of time before old age finally claims him.

Planets

Ulan-tze (P1D-555)

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.0 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6-1 in., 94-95: thunderstorm or snow storm, 96-97: blizzard or hurricane, 99: wind 1d10MPH, 100: wind 1d10+10 MPH.

Geosphere: Rolling. Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; 1 small volcano within 10 miles of the Stargate.)

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 40,000,000 natives; Renaissance/Late Medieval (5/4 picks, 3/2 RP); Theocracy; Suspicious -1 (-4/-8 Human/Goa'uld with disposition checks; Moderate (1000 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Mongol China.

Stargate Location (grassland region): Rolling hills in grassland, the Stargate lies 15 miles outside Kweilin City in an isolated region 30 miles away from agricultural communities.

This planet is home to Queen Xiwangmu, Yu's former consort, and remains vital to both his interests in mining naquadah and other metals necessary in shipbuilding. The city of Kweilin stands within 100 miles of the Stargate, a central market and gathering place for the people of the planet. All commerce, agricultural and industrial, goes through Kweilin. In the center of the city is the Palace of Golden Peaches, the home of the Queen. A permanent detachment of Jaffa bodyguards protects her at all times, both for her safety and the safety of the sarcophagi and other technology which Yu has entrusted to his Queen for safekeeping.

Shengyu (P1Z-003)

Thermosphere: Warm (CR 0; standard orbit; +2d20+25° F).

Atmosphere: Normal (CR 0; 1.2 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Super-humid (CR 0; daily weather 1-72: none, 73-75: flood 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH, 79-88: rain 2d4 in. or snow 2d6 in., 89-95: thunderstorm, or snowstorm, 96-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH.

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; no volcanoes within 50 miles of the Stargate).

"Do not make me look FOOLISH by allowing yourself to be MURDERED."

– System Lord Yu

The technology level of Kweilin's population has been kept to the Renaissance period, with those outside the city more closely conforming to the early and late medieval periods. Much farther beyond the immediate reach of their overlord, nomadic hunters and herders eke out an existence on the steppes below the mountains of Taiyuan Province, but within the environs of the capital city, the population live a strict but prosperous lifestyle, due to the processing of the rich deposits of naquadah in the foothills and their use in Yu's weapons-making facilities.

Knowledge of people off-planet is limited here, with the average subject's awareness of larger conflicts constrained to "enemies of Lord Yu" and "those whom Lord Yu recognizes as occasional peers." Stories of Tok'ra, Tauri, and Asgard rarely appear in the heart of Yu's domain. Travelers from the Stargate are considered strange and unexpected beings, and regarded with extreme caution if no references from Lord Yu or one of his closest advisors are available for review. Squads of Jaffa guard the Stargate year round, and stay in close contact with Queen Xiwangmu for instructions and orders.

Five active naquadah mines in the foothills and ten sporadically-worked iron, quartz, and gold mines in the upper plains supply over 30% of Yu's mineral resources per year. Miners' lives are hard and brutish, but a sense of duty and loyalty does more to keep them producing ore than the Jaffa who guard them. It is possible for a miner to leave his position at the mines, but without specific plans, few are qualified for other, more scientific or technically demanding work and most farmers are scraping by at a subsistence level. Occasional unrest in Kweilin – usually attributed to intrigues fomented by two of Yu's biological sons – is strongly discouraged, and put down as quickly as possible.

Physically, Ulan-tze has little to recommend it beyond its abundant mineral resources. Were it not for trade with other planets, the population would probably not be able to support itself off local agricultural products, and mass famine or reduction in the standard of living would result. The greatest treasures lie within the court, where the Queen watches over Lord Yu's most valued artifacts and technology.

Seasons: Very Severe (1-25: spring, unchanged; 26-50: summer +3d20° F; 51-75: autumn, unchanged; 76-100 winter, -3d20° F temp mod).

Anthrosphere: 25,000,000 natives; Late Medieval (4 picks, 2 RP); Anarchy/Theocracy (Goa'uld rule, no other local government officials or laws); Friendly +1; Cautious (2,500 soldiers, squad size 1d2 soldiers); Moderate civil rights.

Origin: Chinese/Japanese hybrid.

Stargate Location (coast region): Rocky cliffs in marshes; the Stargate is located in an artificially carved cavern, with a small temple devoted to Lord Yu, but is often left abandoned.

Two things make this planet one of Lord Yu's favorites, despite his infrequent visits here: the superb agricultural resources which feed his armies of Jaffa and servants, and the exquisite, unmatched jade mined out of the craggy mountain range to the north of the Stargate. He rarely spends more than a few days a year on the planet, but because of its excellent resources and his fondness for jade, he maintains a strong grip on it as one of the more productive planets in his domain.

Cronus attacked here upon three occasions in attempts to take the planet, and was successfully repelled every time by fleets of Yu's ha'tak. The location is remote, but there is a very direct route between here and the Cradle of Heaven *(see below)* which allowed him to arrive as soon as he received the local population's requests for assistance.

The minimal squad of Jaffa stationed there does not relish their assignment; despite Cronus' attempts to take the planet, it is by and large a quiet venue with little chance for glory or honor. Part of this is due to the dangerous weather patterns of the planet, and part of is due to the gleefully bloodthirsty nature of the native population.

A hybridized blend of Chinese and Japanese influences, the locals have developed the samurai mentality to a degree unknown outside of late medieval Japan. While strictly maintaining a caste system of farmers, priests, scribes, nobles, and warriors, nearly the entire population practices some form of martial art which compliment their religious beliefs. An individual may rise in status and honor by either risking their life in the canyons and mountains beyond the

agricultural coastal region, or by a system of duels and challenges against local overlords. As long as the planet-wide crops are harvested, the Jaffa stationed have orders not to interfere in local affairs; however, as warriors of Lord Yu, they are considered great challenges for seasoned samurai, and must constantly fend off either insults to their honor or invitations to fight. Most manage to evade their militaristic charges, but a certain percentage of Jaffa are slain by the natives each year, with predictable reprisals.

The monsoons and hurricanes that bring water to the crops, as well as the tornadoes that rip through the area shortly after harvest season, demand strict measures for survival. Most of the population have carved out habitats in the cliffs and canyons just beyond the coast in order to assure their safety. The Jaffa stay in the impenetrable Goa'uld base below the Stargate, but often abandon their post when the winds become too oppressive. Despite this, Shengyu remains a major source of food in Yu's domain, and would constitute either a major prize for another System Lord or an unforeseen headache. Without the cooperation of the natives, very little harvesting could be accomplished, and if their honor or their way of life was attacked, they would demolish any invader with aggressive joy. They remain devoted to their god, and most of the population would cheerfully go to Lord Yu's aid off-planet should it be required.

The Cradle of Heaven (P1N-426)

Thermosphere: Cool (CR 0; standard orbit; 2d20° F).

Atmosphere: Thin (CR 0; 0.6 atmospheres; Auto -1 Int/Wis Penalty; Exp. Inc: 1 hour; SV [Fort DC15]; Dmg 1d3 subdual; Recup 1 round).

Hydrosphere: Humid (CR 0; daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-91: rain, 1d6 in. or snow, 1d10 in., 92-96: thunderstorm or snowstorm; 97-98: blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes: none; no volcanoes within 500 miles of the Stargate.

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +2d20° F; 51-75: autumn, unchanged; 76-100: winter -2d20° F).

Anthrosphere: 25,000,000 natives; Renaissance/Goa'uld (7 picks, 6 RP); Theocracy; Neutral (Human/Goa'uld -4/-8 with disposition checks); Expansionistic (400,000 Jaffa, 250 human soldiers, squad size 2d4 soldiers); Poor civil rights.

Origin: Chinese (Mandarin).

Stargate Location (Mountain region): Rocky terrain in forested mountains, with the Stargate located within a well-guarded temple to Emperor Yu.

Seat of the Jade Emperor's most splendid palace, miles of hanging gardens, and layers of architecture from the best periods of Chinese history, the Cradle of Heaven lies at the edge of Yu's holdings, and is often called his "gateway to the galaxy." Covered with 75% ocean, the planet relies heavily on mariculture for its food, with fishing, diving, and sailing all contributing to a major segment of the planet's economy. The population depends on fish and rice for its staple food, and is thus self-supporting; but "Heaven" as it is commonly known is also a center of inter-planetary commerce for Yu's territories.

Heaven's Stargate stands at the very center of an urban area (Jiangmen) reminiscent of industrialized 19th century Beijing. Built high in the mountains of the easternmost continent, this city sees not only large amounts of traffic through the Stargate, but huge numbers of off-world transport goods brought there via spaceship. Most of Yu's starships were built on this planet, with the help of the architecturally skilled population.

Approximately 400,000 Jaffa reside here, among an estimated planetary population of 25,000,000. Most of them are concentrated within the Quonsu province, near the capital city. Twenty of Yu's favorite concubines have palaces within Jiangmen, and twelve of his biological children make Heaven their primary residence. A center for art, poetry, music, dance, and design, it is the dream of individuals from planets spanning Lord Yu's empire to be allowed to live in the heart of his holdings, enjoying the delights of this magnificent city. The constant maneuvering within the court for Yu's favor matched only by the activity outside the palace walls: commerce, industry, agriculture, and military maneuvers form a constant hum of city life.

Most of the towers and walls surrounding the city were built for defense from above as well as ground assault, although an attack this far into Yu's kingdom is highly unlikely. However, guard towers armed with staff cannons are stationed along the perimeter of the city, and Yu's main ha'tak is kept here when not transporting him to one or another of his holdings. Death gliders and weaponry are constructed in the outskirts of the city, under the watchful eyes of the Emperor's troops.

The Stargate stands in the center of one of the temples to Lord Yu, heavily guarded by Jaffa, and constantly monitored for incoming traffic and attacks. The temple is high in the foothills, to prevent any attack from reaching the city proper before an alarm can be sounded. It would be far easier to sneak onto the planet through the constant starship traffic, should it be necessary to visit the Cradle of Heaven without attracting the attention of Yu's military might.

Underlings

Queen Mother of the West, Xiwangmu

Yu's former mate and an aging Goa'uld queen no longer capable of spawning, Xiwangmu has been tied to legends of the Queen Mother of the West, who gave the "peaches of immortality" to the kings of China. Too old to be considered a player in the System Lords; endless schemes for the last century, she is a mournful presence who rules one of Lord Yu's strongholds with patience and complete loyalty to her overlord. While jealous and possessive of Yu's attention, she makes few demands on him, instead preferring to provide a retreat for Lord Yu from the more vicious rivalries of the System Lords. She retains possession of one sarcophagus for his use at all times, as well as one for herself.

It has been rumored that Xiwangmu is secretly seeking another kind of immortality: a way to restore her lost fertility, and thus regain Yu's full attention and interest.

Several Goa'uld scientists have been commissioned to study methods to lengthen her lifespan and restore her to her youthful vigor. A few charlatans have even made it into the Queen's presence with schemes to renew her longevity, before being exposed and executed. No Tok'ra has successfully infiltrated her court at this time, but plans are in the works for ways to insinuate an operative into Xiawangmu's stronghold through her interest in eternal youth, and hopefully gain access to more useful intelligence on Lord Yu's strategies and resources. If such a boon is found, there is no doubt that Xiwangmu would share it with Lord Yu... after she had regained his attention as his chief consort and queen, of course.

Xiwangmu was once accustomed to an uncommonly high level of deference and respect, and clings to that now in the twilight of her life. She will also tolerate no rivals within her presence; all women who visit her court must abase themselves and remain secluded from any Goa'uld lord or official who visits the court. Her vanity does not extend to cruelty, except when directly challenged: she is well-loved by the population as their benefactress and a patron of the arts. It is believed that she came from the same brood as Hathor, being of the same generation, but without the ambition and ruthlessness that characterized Ra's former consort.

Low-Level Xiwangmu

Specialty: Goa'uld Queen
Rank: N/A
Class: Diplomat
Level: 3

Strength:	10	**Dexterity:**	10
Constitution:	11	**Intelligence:**	15
Wisdom:	14	**Charisma:**	16
Vitality:	13	**Wounds:**	11

Defense: 12 (+2 class)
Initiative Bonus: +1 (+1 class)
Speed: 30

Fort: +1 **Ref:** +1 **Will:** +5

Special Qualities: +1 threat range to Bluff and Sense Motive, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance.

Skills: Bluff +9, Bureaucracy +6, Cultures +5, Diplomacy +9, Gather Information +6, Innuendo +5, Intimidate +5/+8, Languages +6, Profession (Diplomat) +5, Sense Motive +7.

Feats: Armor Group Proficiency (Light), Charmer, Field Operative, Naquadah Sense, Persuasive, Weapon Group Proficiency (Handgun).

Attacks

Unarmed	+2	1d3 (subdual)
Dagger	+2	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+2	2d6 and 2d6 subdual

Gear: Kara kesh, dagger.

Mid-Level Xiwangmu

Specialty: Goa'uld Queen
Rank: N/A
Class: Diplomat
Level: 6

Strength:	10	**Dexterity:**	10
Constitution:	11	**Intelligence:**	16
Wisdom:	14	**Charisma:**	18
Vitality:	23	**Wounds:**	11

Defense: 14 (+4 class)
Initiative Bonus: +2 (+2 class)
Speed: 30

Fort: +2 **Ref:** +2 **Will:** +7

Special Qualities: +2 threat range to Bluff and Sense Motive, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance.

Skills: Bluff +14, Bureaucracy +8, Cultures +7, Diplomacy +14, Gather Information +9, Innuendo +7, Intimidate +8/+11, Languages +8, Profession (Diplomat) +8, Sense Motive +11.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light), Charmer, Field Operative, Naquadah Sense, Persuasive, Weapon Group Proficiency (Handgun).

Attacks

Unarmed	+4	1d3 (subdual)
Dagger	+4	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+4	2d6 and 2d6 subdual

Gear: Kara kesh, dagger.

High-Level Xiwangmu

Specialty: Goa'uld Queen
Rank: N/A
Class: Diplomat
Level: 8

Strength:	10	**Dexterity:**	10
Constitution:	11	**Intelligence:**	16
Wisdom:	15	**Charisma:**	16
Vitality:	30	**Wounds:**	11

Defense: 15 (+5 class)
Initiative Bonus: +3 (+3 class)
Speed: 30

Fort: +2 **Ref:** +2 **Will:** +8

Special Qualities: +2 threat range to Bluff and Sense Motive, dominated body, immunity to disease, inherited memory, long life, parasite, radiation resistance.

Skills: Bluff +17, Bureaucracy +10, Cultures +9, Diplomacy +17, Gather Information +11, Innuendo +10, Intimidate +10/+13, Languages +10, Profession (Diplomat) +11, Sense Motive +14.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light), Charmer, Field Operative, Naquadah Sense, Persuasive, Weapon Group Proficiency (Handgun).

ATTACKS

Unarmed	+6	1d3 (subdual)
Dagger	+6	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+6	2d6 and 2d6 subdual

Gear: Kara kesh, dagger.

QIAN

One of Lord Yu's biological sons who entered his father's service shortly after taking his first host, Qian is ambitious, greedy, and ruthless. Fortunately for Yu's regime, he is also neither subtle nor patient. At this time, he has made no moves to oust his father from his seat as ruler, but observers say that he is most likely waiting for the first opportune moment. Yu placed him under constant surveillance by his Jaffa, and his every move is reported back to the Emperor. His First Prime has standing orders to have Qian executed should he attempt any sort of power grab while Yu is anywhere within the same star system.

Qian has a small cadre of supporters, two of whom are his biological kin, who look up to him as a potential ruler. Chiang and Tan-su lack their sibling's ruthlessness and vision, but they are equally greedy for the perceived benefits of higher status among the Goa'uld. Yu is not aware of their quiet backing of Qian, and would probably have them summarily executed if he heard of it, since they have not yet proven themselves as loyal servants of their father. Qian may have been meeting with Anubis on the sly, in an attempt to curry favor and obtain weapons with which to unseat his father. Rumors of Qian's presence at tea houses within the Jiangmen in the company of Yu's youngest concubine have yet to reach anyone beyond their closest compatriots.

So far, none of the Jaffa troops seem likely to support Qian, believing him not to be his father's equal. Qian also made several enemies in Yu's court on his first sojourn there, and is disliked by most of the inner circle. However, no one can say he is not intelligent or capable in his own way, and if Lord Yu continues to deteriorate, Qian may be tapped in the absence of any other clear successor to the throne.

LOW-LEVEL QIAN

Specialty: Goa'uld Noble
Rank: N/A
Class: Pointman
Level: 4

Strength:	11	**Dexterity:**	13
Constitution:	10	**Intelligence:**	10
Wisdom:	15	**Charisma:**	15
Vitality:	32	**Wounds:**	10

Defense: 13 (+2 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +2 **Ref:** +3 **Will:** +6

Special Qualities: +1 threat range to Bluff and Innuendo, assistance (½ time), dominated body, *generous,* immunity to disease, inherited memory, lead 1/session, long life, *obsessive,* parasite, radiation resistance, tactics 1/session, versatility (Cultures, Cryptography, Gather Information, Innuendo, Intimidate, Languages, Surveillance).

Skills: Bluff +10, Bureaucracy +5, Cultures +6, Cryptography +4, Gather Information +6, Innuendo +6, Intimidate +8/+10, Languages +3, Profession (Diplomat) +8, Sense Motive +7, Surveillance +6.

Feats: Armor Group Proficiency (Light, Medium), Naquadah Sense, Mark, Persuasive, Undermine, Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+3	1d3 (subdual)
Dagger	+3	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+4	2d6 and 2d6 subdual.

Gear: Kara kesh, dagger.

MID-LEVEL QIAN

Specialty: Goa'uld Noble
Rank: N/A
Class: Pointman
Level: 8

Strength:	11	**Dexterity:**	13
Constitution:	10	**Intelligence:**	10
Wisdom:	15	**Charisma:**	16
Vitality:	52	**Wounds:**	10

Defense: 14 (+3 class, +1 Dex)
Initiative Bonus: +4 (+3 class, +1 Dex)
Speed: 30

Fort: +4 **Ref:** +5 **Will:** +8

Special Qualities: +2 threat range to Bluff and Innuendo, assistance (½ time), cross-class ability (bonus skill feat ×1), dominated body, *generous,* immunity to disease, inherited memory, lead 3/session, long life, *obsessive,* parasite, radiation resistance, tactics 2/session (+2 bonus), versatility (Cultures, Cryptography, Gather Information, Innuendo, Intimidate, Languages, Move Silently, Surveillance).

Skills: Bluff +16, Bureaucracy +8, Cultures +7, Cryptography +5, Gather Information +9, Hide +4, Innuendo +8, Intimidate +12/+15, Languages +4, Move Silently +7, Profession (Diplomat) +8, Sense Motive +9, Surveillance +8.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Naquadah Sense, Mark, Persuasive, Stealthy, Undermine, Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+6	1d3 (subdual)
Dagger	+6	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+7	2d6 and 2d6 subdual.

Gear: Kara kesh, dagger.

HIGH-LEVEL QIAN

Specialty: Goa'uld Noble
Rank: N/A
Class: Pointman/Manipulator
Level: 9/3

Strength:	11	**Dexterity:**	14
Constitution:	10	**Intelligence:**	10
Wisdom:	15	**Charisma:**	16
Vitality:	73	**Wounds:**	10

Defense: 17 (+6 class, +1 Dex)
Initiative Bonus: +7 (+6 class, +1 Dex)
Speed: 30

Fort: +5 **Ref:** +9 **Will:** +11

Special Qualities: +3 threat range to Bluff and Innuendo, assistance (½ time), cross-class ability (bonus skill feat ×1, sneak attack +1d6), dominated body, generous, immunity to disease, inherited memory, lead 4/session, long life, master's blessing, obsessive, parasite, play to win, radiation resistance, tactics 2/session (+2 bonus), versatility (Cultures, Cryptography, Gather Information, Innuendo, Intimidate, Languages, Move Silently, Surveillance), web of lies +5.

Skills: Bluff +21, Bureaucracy +12, Cultures +9, Cryptography +7, Gather Information +13, Hide +5, Innuendo +12, Intimidate +15/+18, Languages +5, Move Silently +10, Profession (Diplomat) +10, Sense Motive +12, Surveillance +10.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Naquadah Sense, Mark, Persuasive, Political Favors, Stargate Explorer, Stealthy, Undermine, Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+8	1d6 (subdual)
Dagger	+8	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+11	2d6 and 2d6 subdual.

Gear: Kara kesh, dagger.

SHIN KUN, FIRST PRIME OF LORD YU

Shin Kun is a loyal First Prime to Lord Yu, serving his god since he was a small child. Two years ago, any thought of disloyalty toward his lord would have been impossible. However, Yu's continued deterioration in body and mind has forced Shin Kun to face the fact that his god and master might be powerful, but he is neither omniscient nor perfect. He covers for Yu's slips of memory and temper more and more often, straining to reassure their forces that all is well. To this end, he has enlisted Yu's faithful body servants, advisors, and several key scribes in an effort to conceal the slow but steady crumbling of Yu's ability to function as their ruler.

Born within Yu's court to a woman whom Yu later took as a concubine, Shin's unfailing loyalty and skill has helped his lord grow more powerful over the last three decades. Unmarried and without living family, he has devoted himself to military concerns and increasing his proficiency as a soldier and guardian.

LOW-LEVEL SHIN KUN

Specialty: Emperor's Hand Guard
Rank: First Prime
Class: Pointman
Level: 4

Strength:	14	**Dexterity:**	13
Constitution:	13	**Intelligence:**	13
Wisdom:	14	**Charisma:**	14
Vitality:	34	**Wounds:**	13

Defense: 12 (+1 Dex, +1 Jaffa armor)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +3 **Will:** +6

Special Qualities: Assistance (½ time), *generous,* lead 1/session, radiation resistance, tactics 1/session, versatility (Concentration, Demolitions, Innuendo, Intimidate, Move Silently, Surveillance, Survival).

Skills: Bluff +10, Bureaucracy + 8, Concentration +8, Demolitions +5, Innuendo +7, Intimidate +9/+9, Move Silently +6, Sense Motive +5, Surveillance +7, Survival +6.

Feats: Armor Group Proficiency (Light, Medium), Martial Arts, Symbiote (Long Life, Immunity to Disease), Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+5	1d6+2 (subdual)
Dagger	+5	1d4+2 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+2	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon, dagger.

MID-LEVEL SHIN KUN

Specialty: Emperor's Hand Guard
Rank: First Prime
Class: Pointman/Prime
Level: 7/2

Strength:	14	**Dexterity:**	13
Constitution:	13	**Intelligence:**	14
Wisdom:	14	**Charisma:**	14
Vitality:	65	**Wounds:**	13

Defense: 13 (+1 Dex, +2 Jaffa armor)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +8 **Ref:** +7 **Will:** +9

Special Qualities: Assistance (½ time), cross-class ability (armor use +1), death squad +1 attack/save, *generous,* lead 3/session, *prepared,* radiation resistance, ring of defense 1/session, tactics 1/session, versatility (Computers, Concentration, Demolitions, Innuendo, Intimidate, Move Silently, Surveillance, Survival).

Skills: Bluff +14, Bureaucracy +10, Computers +9, Concentration +10, Demolitions +9, Innuendo +9, Intimidate +11/+11, Move Silently +8, Sense Motive +14, Surveillance +9, Survival +10.

Feats: Armor Group Proficiency (Light, Medium), Command Decision, Martial Arts, Rapid Healing Symbiote (Long Life, Immunity to Disease), Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+8	1d6+2 (subdual)
Dagger	+8	1d4+2 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+5	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon, dagger.

HIGH-LEVEL SHIN KUN

Specialty: Emperor's Hand Guard
Rank: First Prime
Class: Pointman/Prime
Level: 9/4

Strength:	14	**Dexterity:**	13
Constitution:	13	**Intelligence:**	14
Wisdom:	15	**Charisma:**	14
Vitality:	91	**Wounds:**	13

Defense: 13 (+1 Dex, +2 armor)
Initiative Bonus: +7 (+6 class, +1 Dex)
Speed: 30

Fort: +9 **Ref:** +8 **Will:** +11

Special Qualities: Assistance (½ time), cross-class ability (armor use +1), death squad +1 attack/save, *generous,* lead 4/session, *prepared,* radiation resistance, ring of defense 1/session, soak 1/session, Second Prime, tactics 2/session (+2 bonus), uncanny dodge (Dex bonus), versatility (Computers, Concentration, Demolitions, Innuendo, Intimidate, Listen, Move Silently, Surveillance, Survival).

Skills: Bluff +10, Bureaucracy + 10, Computers +9, Concentration +10, Demolitions +7, Innuendo +9, Intimidate +10, Listen +6, Move Silently +8, Sense Motive +10, Surveillance +9, Survival +10.

Feats: Armor Group Proficiency (Light, Medium), Command Decision, Martial Arts, Rapid Healing, Stone Cold, Symbiote (Long Life, Immunity to Disease), Weapon Group Proficiency (Handgun, Melee, Rifle).

ATTACKS

Unarmed	+11	1d6+2 (subdual)
Dagger	+11	1d4+2 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+8	1d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Jaffa armor, staff weapon, dagger.

ZEUS

LORD OF THE THUNDERBOLT

Species: Goa'uld Noble
Rank: System Lord
Class: Soldier/Officer
Level: 8/6

Strength:	16	**Dexterity:**	16
Constitution:	17	**Intelligence:**	14
Wisdom:	14	**Charisma:**	20
Vitality:	139	**Wounds:**	17

Defense: 18 (+5 class, +3 Dex)
Initiative Bonus: +18 (+11 class, +3 Dex, +4 feat)
Speed: 30

Fort: +10 **Ref:** +8 **Will:** +13

Special Qualities: +3 threat range to Bluff and Innuendo, *accurate,* armor use +2, blood of heroes +8, damage reduction 1/-, dominated body, *encouragement,* field logistics, gallantry, immunity to disease, inherited memory, lead the charge (damage), long life, parasite, radiation resistance, tactics 3/session (+3 bonus), weapon specialization (lightning thrower).

Skills: Balance +11, Bluff +17, Bureaucracy +9, Climb +9, Computers +6, Concentration +10, Cultures +6, Diplomacy +17, Innuendo +10, Intimidate +16/+18, Jump +11, Knowledge (Military Tactics) +6, Knowledge (Politics) +6, Languages +6, Listen +4, Pilot +9, Sense Motive +10, Spot +9, Swim +5, Tumble +8.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium, Heavy), Command Decision, Hard Core, Improved Initiative, Naquadah Sense, Persuasive, Point Blank Shot, Precise Shot, Silver Tongue, Talented, Weapon Focus (Lightning Thrower), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+15	1d3+3 (subdual)
Lightning thrower	+16	6d6 (normal, error 1, threat 20, range 50 ft., qualities and mods LTTD, LTAD, +2 damage when within 5 ft.)

Gear: Olympian tunic with a lion mantle, lightning thrower, any bundle as appropriate.

History and Background

Zeus, god of the sky, lord of high things, and king of the Olympian gods, once ruled over many of the systems controlled by Cronus. Legend has it that he and his siblings rose against their parents, the Titans, banishing them to Tartarus. In reality, Zeus sought to overthrow his father, Cronus. He hatched a scheme with his fellow brood mates – including his father's queen, Rhea – to strike against the Titans. Zeus insisted that, should they strike at the strongest among them the rest of the Titans would topple easily. He chose Cronus as their first target. The ensuing battle was terribly destructive, but the Olympians ultimately gained a victory. After the battle, Zeus' theory bore fruit. Cronus' remaining underlords began to fight among themselves instead of uniting against their common enemy the Olympians. Zeus picked them off easily, and thereby assumed the mantle of leadership among his kin. He promptly picked up the pieces Cronus left behind... and became just as despotic and corrupt as the System Lord whom he hated.

Centuries passed without much change among the Thunder God's retainers. Cronus, however, had not been idle. He retained possession of a core of worlds, and plotted to regain power from his upstart spawn. Slowly, his plot unfolded underneath the unsuspecting eyes of Zeus. His agents infiltrated Zeus' throne world of Delos, spreading discontent and rebellion while telling tales of the "benevolent" Titan whom Zeus unjustly overthrew. At the same time, he prepared his fleets for an all-or-nothing strike at Zeus' holdings. The plot worked better than he could have hoped. A coup on Delos precisely coincided with the Titan's attacks. Zeus was confined to his own palace, his Jaffa either dead or turning against him. The Thunder God's fleets were utterly crushed and Cronus reclaimed his former position of glory. Always one for finding a suitable punishment for crimes committed against him, Cronus imprisoned Zeus on the hellish planet known as Tartarus.

Zeus clung to life tenaciously on Tartarus for centuries. But it seems Fortuna was with him, for just when it seemed his torment would last forever, Cronus was killed by the members of SG-1. In the ensuing chaos, Zeus managed to escape and return to his former holdings (he was aided by an unknown benefactor, who remains hidden to this day). Not wasting a moment, Zeus spent all of his energy, time, and effort to reclaim the throne he stole from Cronus. This time the task would be much more difficult – his former conspirators, the Olympians, were no longer united and indeed many were dead. The other System Lords were also taking advantage of the situation by laying claim to systems once under Cronus' rule. Zeus needed to deal with their plans and forces in order to rule what he once held dominion over. With fleets of ships growing and new opportunities arising as other System Lords fall, Zeus is quickly gaining the power he once held.

Zeus spent only a small amount of time on Earth, but his influence on Greece, and all western culture, is undeniable. He meddled in the affairs of local human rulers to such an extent that they were unable to adequately perform their duties. Zeus is subject to nepotism more so than nearly any other System Lord. The top ranks, nearly all Second Primes and First Primes of his Jaffa guard are descended from his hosts and their human children. He believes the breeding stock they come from is superior to that of other Jaffa families in his service, and managed to rebuild it despite Cronus' efforts to wipe it out. He also tends to cycle through the same dozen or so names. When one promising son dies, he simply applies the same name to the next healthy new-born child.

Zeus appears as a man in his mid-50s with a full gray beard and hair. He prefers to wear the armor of his Jaffa, an Olympian tunic, rather than the cumbersome Jaffa armor most System Lords choose.

Planets

Olympus (P85-675)

Thermosphere: Cool (CR 0; terran orbit; 2d20° F).

Atmosphere: Normal (CR 0; 1.0 atmospheres).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Flat; Very Stable tectonic activity (daily earthquakes: none; no active volcanoes within 500 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +2d20° F; 51-75: autumn, unchanged; 76-100: winter -2d20° F).

Anthrosphere: 2,000 natives; Renaissance (5 Picks, 3 RP); Oligarchy; Friendly (+1 with disposition checks); Absolutely Pacifistic (no soldiers); Progressive civil rights.

Origin: Indeterminate

Stargate Location (urban region): In a large structure resembling a Greek temple.

Of all the planets and systems of the galaxy, this is Zeus' favorite. It does not have many natives, the weather is idyllic, and the fertility of the surrounding mountain valleys is truly plentiful. Cronus saw no use for it, as it has very few naquadah deposits and a population too small to gather warriors from, so he dismissed it with the wave of his hand, abandoning it to its fate.

The small population lives to serve Zeus and maintain the temples and palaces on Mt. Olympus, the location of the Stargate. However, since the planet is so fertile, the people have to work little to produce what they need to survive. They spend most of their time in pursuit of art, music, and festivals. Zeus and his "sons" often take part in the revelries, letting themselves go and forgetting their responsibilities, if only for a little while. Cronus' coup taught Zeus to care for his people, or at least appear to do so.

DELOS (P7X-978)

Thermosphere: Cool (CR 0; terran orbit; 2d20° F).

Atmosphere: Thin (CR 0; 0.6 atmospheres; Int/Wis Pen. -1; Exp. Inc. 1 hour; SV Fort (DC 15) only with strenuous activity; Dmg 1d3 subdual; Recup. 1 rd.).

Hydrosphere: Arid (daily weather 1-89: none, 90: flood 1d10 MPH 91-93: rain, 1 in. or snow, 1d4-2 in., 94-95: dust storm, 96-100: wind 1d10 MPH.

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 50 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer +2d20° F; 51-75: autumn, unchanged; 76-100: winter -2d20° F).

Anthrosphere: 250,000 natives; Bronze Age (3 Picks, 1 RP); Oligarchy; Friendly (+1 Disposition Modifier); Extremely Cautious (5,000 soldiers, squad size 1d4 soldiers); Moderate civil rights.

Origin: Greek

Stargate Location: The Stargate lies a mile from the main construction sites for Zeus' warships, surrounded by a small clearing, ringed with scrub-brush and stunted trees.

Delos is an arid planet of scrubland, interspersed with salt-filled seas. It suffered greatly during the coup, and Zeus did not forget their role in his overthrow. The population has toiled in the brief years since, barely scraping together enough survive. Zeus uses them mainly to build new warships for his armies. The people of Delos often perform most of the dangerous tasks Zeus requires in his re-conquest, including the mining of naquadah on Arcadia.

UNDERLINGS

HERACLES, FIRST PRIME OF ZEUS

Heracles appears much as his ancestor did thousands of years ago in ancient Greece; a heavily muscled man with tanned skin, from long hours of training in the sun. He has, what many of Zeus' subjects have taken as a fashion statement, a full beard and hair. Heracles was among the first to welcome Zeus back to his home, and helped his lord hunt down the remainder of Cronus' Jaffa on Olympus. Zeus refers to him as his "son" and while they have no biological link, he is treated as such by all of the Olympian's underlings. He responds by carrying out his lord's will to the letter and while he sometimes tempers his orders to show clemency, he would never dream of disobeying his master.

LOW-LEVEL HERACLES

Species: Jaffa Olympian Guard
Rank: First Prime of Zeus
Class: Guardian/Prime/Tactician
Level: 5/1/1

Strength:	18	**Dexterity:**	17
Constitution:	18	**Intelligence:**	13
Wisdom:	10	**Charisma:**	15
Vitality:	78	**Wounds:**	20

Defense: 20 (+5 class, +3 Dex, +2 species bonus)
Initiative Bonus: +7 (+4 class, +3 Dex)
Speed: 30

Fort: +10 **Ref:** +6 **Will:** +6

Special Qualities: Accelerated healing, death squad +1, attack/save, enforcer (Basic), *prepared,* radiation resistance, soak 1/session, stratagem (self), *unbreakable.*

Skills: Balance +7, Climb +8, Concentration +6, Cultures +4, First Aid +2, Gather Information +5, Hide +5, Intimidate +10, Knowledge (Military History) +3, Listen +3, Profession (Military) +4, Spot +8.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Bloodthirsty, Combat Instincts, Enforcer, Stone Cold, Symbiote (Immunity to Disease), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+10	1d3+4 (subdual)
Staff weapon	+8	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Olympian tunic with a lion mantle and any bundle as needed (by mission).



Mid-Level Heracles

Species: Jaffa Olympian Guard
Rank: First Prime of Zeus
Class: Guardian/Prime/Tactician
Level: 6/4/2

Strength:	18	**Dexterity:**	18
Constitution:	18	**Intelligence:**	13
Wisdom:	10	**Charisma:**	16
Vitality:	126	**Wounds:**	20

Defense: 25 (+7 class, +4 Dex, +4 species bonus)
Initiative Bonus: +15 (+7 class, +4 Dex, +4 feat)
Speed: 30

Fort: +11 **Ref:** +10 **Will:** +8

Special Qualities: Accelerated healing, death squad +1, +1 attack/save, enforcer (Basic, Advanced), *prepared,* radiation resistance, ring of defense 1/session, Second Prime, soak 2/session, stratagem, tempo (surge), *unbreakable,* uncanny dodge (Dex bonus).

Skills: Balance +10, Bureaucracy +5, Climb +9, Concentration +9, Cultures +4, Diplomacy +4, First Aid +3, Gather Information +5, Hide +7, Intimidate +19/+18, Jump +8, Knowledge (Military History) +6, Listen +7, Pilot +8, Profession (Military) +6, Search +5, Spot +9, Survival +2.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Bloodthirsty, Combat Instincts, Enforcer, Improved Initiative, Point Blank Shot, Stone Cold, Symbiote (Immunity to Disease), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+16	1d3+4 (subdual)
Staff weapon	+15	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Olympian tunic with a lion mantle and any bundle as needed (by mission).

High-Level Heracles

Species: Jaffa Olympian Guard
Rank: First Prime of Zeus
Class: Guardian/Prime/Tactician
Level: 8/6/4

Strength:	19	**Dexterity:**	18
Constitution:	18	**Intelligence:**	13
Wisdom:	10	**Charisma:**	16
Vitality:	193	**Wounds:**	22

Defense: 30 (+11 class, +4 Dex, +5 species bonus)
Initiative Bonus: +18 (+10 class, +4 Dex, +4 feat)
Speed: 30

Fort: +16 **Ref:** +11 **Will:** +11

Special Qualities: Accelerated healing, ambush tactics, breakaway (retreat), death squad +1 attack/save and +2 damage, enforcer (Basic, Advanced), *prepared,* radiation resistance, ring of defense 1/session, Second Prime, soak 2/session, stratagem (self), tempo (surge), true warrior (1 grade), *unbreakable,* uncanny dodge (Dex bonus), voice of the masters.

Skills: Balance +11, Bureaucracy +5, Climb +12, Concentration +9, Cultures +4, Diplomacy +4, First Aid +3, Gather Information +6, Hide +8, Intimidate +21/+20, Jump +13, Knowledge (Military History) +11, Listen +7, Move Silently +9, Pilot +14, Profession (Military) +10, Search +5, Sense Motive +4, Spot +9, Survival +2, Swim +7.

Feats: Advanced Skill Mastery (Enforcer), Armor Focus (Olympian tunic), Armor Group Proficiency (Light, Medium, Heavy), Blocking Basics, Bloodthirsty, Combat Instincts, Enforcer, Improved Initiative, Martial Arts, Point Blank Shot, Precise Shot, Stone Cold, Symbiote (Immunity to Disease), Toughness (×2), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

Attacks

Unarmed	+20	1d6+4 (subdual)
Staff weapon	+19	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)

Gear: Olympian tunic with a lion mantle and any bundle as needed (by mission).

Perseus

Long ago, an ashrak in Zeus' employ defeated another Goa'uld named Medusa, who inhabited the body of an Unas. Zeus responded by making him his personal assassin, and giving him the host of one of his favored human servants. Perseus was one of the few underlords to remain loyal to Zeus through his long interment on Tartarus, and even made a few attempts to rescue his lord from imprisonment. Whenever the need arises, Zeus does not hesitate to send his most talented assassin to eliminate threats. Perseus usually carries only a ribbon device, but on occasion he will wear Olympian armor and carry a zat'nik'tel for extra firepower.

Low-Level Perseus

Species: Goa'uld Spy
Rank: Personal Assassin of Zeus
Class: Scout
Level: 6

Strength:	14	**Dexterity:**	17
Constitution:	15	**Intelligence:**	13
Wisdom:	17	**Charisma:**	12
Vitality:	50	**Wounds:**	15

Defense: 17 (+2 class, +3 Dex, +2 natural armor)
Initiative Bonus: +12 (+5 class, +3 Dex, +4 feat)
Speed: 30

Fort: +7 **Ref:** +6 **Will:** +5

Special Qualities: +2 to Disguise and Xeno-Cultures threat ranges, bushmaster (×2), dominated body, hunter (night vision), immunity to disease, inherited memory, long life, parasite, radiation resistance, rough living +2, sneak attack +1d6, stalker, *trailblazer.*

Skills: Balance +5, Bluff +5, Climb +6, Cultures +9, Disguise +5, First Aid +8, Gather Information +6, Handle Animal +5, Hide +10, Jump +4, Listen +7, Move Silently +10, Search +9, Spot +9, Survival (Forest) +11, Swim +5, Tumble +5, Xeno-Cultures 5.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Forest Training, Improved Initiative, Martial Arts, Naquadah Sense, Outdoorsman, Point Blank Shot, Stealthy, Track, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle).

ATTACKS

Unarmed	+6	1d6+2 (subdual)
Kinetic blast	+8	2d6 and 2d6 subdual
Zat'nik'tel	+8	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Olympian tunic, kara kesh, zat'nik'tel, and any bundle as needed (by mission).

MID-LEVEL PERSEUS

Species: Goa'uld Spy
Rank: Personal Assassin of Zeus
Class: Scout/Ashrak
Level: 7/5

Strength:	14	**Dexterity:**	18
Constitution:	15	**Intelligence:**	14
Wisdom:	17	**Charisma:**	12
Vitality:	95	**Wounds:**	15

Defense: 22 (+6 class, +4 Dex, +2 natural armor)
Initiative Bonus: +18 (+10 class, +4 Dex, +4 feat)
Speed: 30

Fort: +10 **Ref:** +11 **Will:** +6

Special Qualities: +3 to Disguise and Xeno-Cultures threat ranges, bushmaster (×3), detect symbiote, dominated body, hand of shadow +2, hunter (night vision), immunity to disease, imperceptible 1/session, inherited memory, long life, parasite, radiation resistance, rough living +2, *slayer,* sneak attack +1d6, stalker, the chosen +2, *trailblazer.*

Skills: Balance +8, Bluff +9, Climb +6, Concentration +8, Cultures +9, Disguise +5, First Aid +8, Gather Information +6, Handle Animal +5, Hide +16, Intimidate +6/+5, Jump +7, Listen +15, Move Silently +16, Search +13, Spot +13, Surveillance +7, Survival (Forest) +15, Swim +5, Tumble +11, Xeno-Cultures +9.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Forest Training, Improved Initiative, Martial Arts, Mingling Basics, Mobility, Naquadah Sense, Outdoorsman, Point Blank Shot, Stealthy, Track, Weapon Focus (Karak Kesh), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle), Zat Resistance.

ATTACKS

Unarmed	+12	1d6+2 (subdual)
Kinetic blast	+15	2d6 and 2d6 subdual
Zat'nik'tel	+14	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Olympian tunic, kara kesh, zat'nik'tel, and any bundle as needed (by mission).

HIGH-LEVEL PERSEUS

Species: Goa'uld Spy
Rank: Personal Assassin of Zeus
Class: Scout/Ashrak
Level: 9/8

Strength:	14	**Dexterity:**	18
Constitution:	16	**Intelligence:**	14
Wisdom:	17	**Charisma:**	12
Vitality:	157	**Wounds:**	16

Defense: 25 (+9 class, +4 Dex, +2 natural armor)
Initiative Bonus: +21 (+13 class, +4 Dex, +4 Improved Initiative)
Speed: 30

Fort: +13 **Ref:** +12 **Will:** +8

Special Qualities: +4 to Disguise and Xeno-Cultures threat ranges, bushmaster (×4), detect symbiote, dominated body, hand of shadow +6, hunter (man hunter, night vision), immunity to disease, imperceptible 2/session, inherited memory, long life, mantle of fear, parasite, radiation resistance, rough living +2, shroud of night, *slayer,* sneak attack +2d6, stalker, the chosen +3, *trailblazer.*

Skills: Balance +13, Bluff +9, Climb +6, Concentration +8, Cultures +9, Disguise +5, First Aid +8, Gather Information +9, Handle Animal +5, Hide +20, Intimidate +6/+5, Jump +8, Listen +18, Move Silently +20, Search +17, Spot +18, Surveillance +7, Survival (Forest) +19, Swim +5, Tumble +16, Xeno-Cultures +9.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Extreme Range, Far Shot, Forest Training, Improved Initiative, Martial Arts, Mingling Basics, Mobility, Naquadah Sense, Outdoorsman, Point Blank Shot, Stealthy, Track, Urban Training, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle), Zat Resistance.

ATTACKS

Unarmed	+16	1d6+2 (subdual)
Kinetic blast	+19	2d6 and 2d6 subdual
Zat'nik'tel	+18	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Olympian tunic, kara kesh, zat'nik'tel, and any bundle as needed (by mission).

Chapter Three: New Rules

This chapter contains a variety of new character options, classes, and rules updates.

New Alien Specialties

These specialties are intended for characters not native to Earth, as specified in their entry. Characters from each of these specialties receive the shared special talents of their race.

Note: Unless specifically mentioned in this section, all near-humans in this book may be created using the pertinent rules on pages 148-151 of the *Stargate SG-1 core rulebook*.

Goa'uld Queen

(New Goa'uld Specialty)

Goa'uld queens are responsible for the creation of new larvae that are then implanted into Jaffa hosts until they mature. Without queens, the Goa'uld would eventually die out. More information about Goa'uld queens can be found on page 111 of the *Stargate SG-1 core rulebook*, and in the *Season One sourcebook*.

Special Talents

- +2 Charisma.
- Bluff and Sense Motive are always class skills for the Goa'uld. Further, the queen's threat range with these skills is increased by 1 (e.g. a threat range of 19-20 becomes 18-20). This bonus increases by 1 at 5th level and for every 5 levels gained thereafter.
- Special Quality: Produce Larvae. The Goa'uld queen can produce large numbers of larvae in a short period of time. To do so, she requires a DNA sample of the race intended as hosts for the larvae. Once she has obtained the sample, the queen joins it with her own DNA to create a brood of 8 to 10 larvae. These larvae must be birthed in a warm liquid environment when they are ready to come forth, approximately 24 hours after the queen joins her DNA with that of the intended host.
- Bonus Feat: Persuasive. All prerequisites for this feat – including minimum skill ranks – are waived.

Goa'uld Schemer

(New Goa'uld Specialty)

These Goa'uld plot their own rise to power via esoteric means, shunning the pure force tactics of their brethren. Some seek the forgotten knowledge of long-dead races, while others twist truths to promote existing rivalries in order to profit from the resulting chaos. Their ultimate goal is the same as any other – personal power. However, they plan to have others bear most of the burden of their rising fortunes.

Special Talents

- +2 Intelligence.
- +1 Species bonus with Bluff and Gather Information checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Schemers are practiced at keeping their motives secret, while wresting arcane knowledge necessary for their plans from others.
- Bonus Feat: Field Operative. All prerequisites for this feat – including minimum skill ranks – are waived.

Goa'uld Strongman

(New Goa'uld Specialty)

Some Goa'uld believe so strongly in their own superiority that they work tirelessly to achieve their ascension to power. This begins by simple bullying, for which they develop their personal physical prowess to be able to ward off competitors. Once their power builds, it progresses to threats and sheer overwhelming presence of character, as they become practiced at imposing their will on others.

Special Talents

- +2 Strength.
- +1 Species bonus with Intimidate and Sense Motive checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Strongmen are used to having to persuade others to do their bidding by show of strength and force of will. They are also practiced at spotting the signs of betrayal early on.
- Bonus Feat: Iron Will.

Super Soldier

(New Goa'uld Specialty)

The product of Anubis' mastery of Ancient technology and his knowledge of Asgard cloning processes, a super soldier is the ultimate killing machine. Bred for battle and obedience, a super soldier knows no master other than Anubis, and follows the System Lord's commands even unto death. Engineered to serve as hosts for Goa'uld enslaved by Anubis, a super soldier is little more than a shell of flesh upon creation. Once complete, Anubis infuses its inert body with life, while a Goa'uld simultaneously blends with the creature. Such blendings are never voluntary, as the ultimate fate of the Goa'uld in question is death: a super soldier's physiology, while designed for combat, cannot sustain life for long. Its internal organs and vital life processes are severely underdeveloped, dooming such creatures to death after only a short period of service to Anubis. Thankfully, Goa'uld super soldiers are exceedingly rare...for now.

Unless the GM specifically states otherwise, players are not permitted to run super soldier characters under any circumstances.

Special Talents

- + 4 Strength, +2 Dexterity, +4 Constitution, -2 Intelligence, -2 Wisdom, -4 Charisma. Super soldiers are bred for combat and little else. Their facility for reason and intelligent discourse is severely impaired. It is unknown whether this is due to some failure in their engineering or a conscious decision on the part of Anubis, though the latter is more likely than the former.
- +1 species bonus with attack rolls and Fortitude saves. This bonus increases by an additional +1 at 5th level and for every 5 character levels gained thereafter. Once unleashed on their prey, super soldiers are relentless and deadly predators.
- Bonus Feats: Armor Group Proficiency (Heavy) and Weapon Group Proficiency (Handgun). All prerequisites for this feat are waived. Regardless of class, super soldiers are engineered to use both the super soldier battle suit and integral plasma repeater to full effect.
- Due to either a flaw in their genetic engineering, or Anubis' will, super soldiers have an unnaturally short life span. At the end of each full week of life (beginning immediately upon the Goa'uld's blending with its engineered host), it must make a Fortitude save (DC 10), or be immediately reduced to 0 wound points. At the end of each successive week of life, the super soldier must make another such save, with the same consequences for failure. The DC for this save increases by 1 each time the save is made (cumulative). Under duress, the strain on the creature's system is even more pronounced: it must make this save at the end of every 10 rounds of combat (applying modifiers to the DC as if those 10 rounds of combat equaled a week of normal activity). If a combat does not last the full 10 rounds, the super soldier must save (and apply modifiers) as if it has fought for the full 10 rounds.

Bast Guard

(New Jaffa Specialty)

The servants and warriors of Bastet, the Bast Guards are catlike female Jaffa trained in martial arts and close-range combat. Wearing helmets that resemble a feline head and claws that can shred flesh with ease, Bast Guards are both ferocious and nimble, a combination that makes them

particularly difficult to handle at close range. Moreover, Bast Guards are trained to be far more than mere terror troops and often are sent to oversee missions of generosity where Bastet bestows gifts upon her loyal followers and worshippers in need.

Special Talents

- +2 Dexterity.
- The threat ranges of Balance and Tumble checks the Bast Guard make are increased by 1 (i.e. a threat range of 20 becomes 19-20). These threat ranges are increased by an additional 1 at 5th level, and for every 5 character levels gained thereafter.
- Bonus Feat: Martial Arts.

Brahma Guard

(New Jaffa Specialty)

The Brahma Guard are Kali's Jaffa warriors. Initially created by Shiva, Kali elected to simply assume control of these soldiers when she eliminated Shiva, and continued to breed them in the same pattern. Most quickly transferred their loyalty to Kali, though a few refused to acknowledge she had killed their god. They are trained to worship Kali in her Destroyer aspect, and so are extremely capable warriors.

Special Talents

- +2 Strength.
- +1 Species bonus with Demolitions and Spot checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Brahma Guards are trained to be wary combatants, and to leave no stone upon another in conquered territory.
- Bonus Feat: Explosives Basics. All prerequisites for this feat are waived.

Emperor's Hand Guard

(New Jaffa Specialty)

The System Lord Yu developed a strain of Jaffa who were canny and intelligent, permitting them to think for themselves without compromising their usefulness as servants. Emperor's Hand Guard are all fanatically loyal to Yu, and rarely appear within the ranks of other System Lords.

Special Talents

- +2 Intelligence.
- +1 Species bonus with Bluff and Sense Motive checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Martial Arts.

Fianna Warrior

(New Jaffa Specialty)

Fighters, bards and roaming judiciary, the Fianna make up the Celtic ideal of what a warrior should be. Those who join the Fianna are already impressive combatants in their own right; the training they receive once they join this elite group focuses on enhancing their natural abilities to make them even faster and deadlier.

Special Talents

- +2 to Strength or Charisma.
- +1 specialty bonus to Initiative. This bonus increases by +1 at 4th level, and by an additional +1 every 4 levels thereafter.
- Craft (Poetry) is always considered a class skill for the Fianna.
- Bonus Feat: Any basic combat feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

The Guard of Ages

(New Jaffa Specialty)

The Jaffa in the service of Cronus are fanatical and brutal warriors, trained to crush the threat of revolt or insubordination swiftly and ruthlessly. After the death of Cronus, the Guard of Ages is sworn for the most part to the service of Zeus, though a few follow their own path, convinced that their Master will rise again.

Special Talents

- +2 Strength.
- +1 Species bonus to Initiative checks. This increases by +1 at 4th level, and at every 4 levels thereafter. The Guard of Ages are trained to strike swiftly and without mercy in accordance with the will of Cronus.
- Bonus Feat: Power Attack. All requisites for this feat are waived.

Jackal Guard

(New Jaffa Specialty)

The Jackal Guards are among the most recognizable symbols of Ra's power. Originally, they were Jaffa trained to serve the System Lord Anubis. When Anubis was defeated and exiled, Ra seized control of his resources and integrated his loyal Jackal Guards into his own contingent of Jaffa. No other Goa'uld were able to recruit any Jackal Guards for their own forces, so complete was Ra's takeover of Anubis' territory. The Jackal Guards represented Ra's vast power and ability to overthrow even the most powerful Goa'uld and steal their resources for his own. With Ra's death and the return of Anubis, some of the Jackal guards have returned to their original master while others were assimilated into the ranks of other Goa'uld forces.

Special Talents

- +2 Dexterity.
- +1 Specialty bonus to Attack rolls. Jackal Guards receive an additional +1 Specialty bonus to attack rolls at 4th level, and every 4 levels thereafter.
- Bonus Feat: Weapon Focus.

Magi-Uchawi

(New Jaffa Specialty)

The Magi-Uchawi are derived from African stock, but they benefit from Olukun's attempts to create an amphibious host race. While the Magi-Uchawi are not amphibious per se, they are quite comfortable both on land and at sea, and are formidable marines.

Special Talents

- +2 Dexterity.
- +1 Species Bonus with Survival and Swim checks. This bonus increases by an additional +1 at 4th level, and for each additional 4 character levels gained thereafter. The Magi-Uchawi are gifted swimmers, and can easily fend for themselves in the wilds.
- Bonus Feat: Aquatic Training.

Necropolis Guard

(New Jaffa Specialty)

Sokar differed from the other System Lords in many ways, and none so much as the Jaffa that served him. While most of the other Goa'uld have their Jaffa wear a standard suit of chain armor with armor plates over the top, occasionally accompanied by a System Lord-specific helmet, Sokar has created a more heavily armored form of Jaffa to suit his specific needs. The Necropolis Guards wear a heavy breastplate of red metal armor adorned with curved blades and spikes on the shoulders. None of Sokar's Jaffa wear specialized helmets, and most are incredibly muscular and powerful. Necropolis Guards fear little thanks to their close interaction with one of the most evil Goa'uld of all time. They bear a howling hatred for any shol'va, and would rather slaughter their foes than capture them for questioning. Few things give Necropolis Guards more pleasure than extracting information from a foe with torture and violence.

Special Talents

- +2 Strength.
- The threat ranges of Bluff and Intimidate checks made by the character while performing the Taunt and Threaten actions (respectively) are increased by 1 (i.e. a threat range of 20 becomes 19-20). These threat ranges are increased by an additional 1 at 5th level, and for every 5 character levels gained thereafter.
- Bonus Feat: Bloodthirsty. All requirements for this feat – including feat requirements – are waived.

Olympian Guard

(New Jaffa Specialty)

Zeus' Olympian Guards were originally culled from the ranks of Cronus' servants and retrained to serve their new master. When Zeus escaped from captivity, it was not hard to begin the process again. Today, his Jaffa are an equal mixture of Olympian Guards and turncoat Guards of Ages from Cronus' rule. Olympian Guards do not wear the large constricting Jaffa armor familiar to most SG teams. Instead they wear a the thin Olympian tunic with sandals, for ease of movement, carrying a staff weapon and zat gun.

Special Talents

- +1 Strength and -3 Charisma. This replaces the standard -4 Charisma penalty suffered by all Jaffa characters *(see Jaffa Shared Talents on page 147 of the Stargate SG-1 core rulebook).*
- +1 Species bonus to Defense. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Weapon Focus. All prerequisites for this feat – including minimum base attack bonus and other feats – are waived.

Raven Guard

(New Jaffa Specialty)

These Jaffa in service to Morrigan are few in number, but their skills allow them to penetrate areas forces ten times their size couldn't breach, and return to tell about it. Raven Jaffa are deployed ahead of a main force to scout the frontiers of the battlefield, picking out the best targets. They also go into civilian populations to uncover intelligence before hostilities begin.

Special Talents

- +2 Intelligence.
- +1 Species bonus with Gather Information and Surveillance checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Raven Guards are often used to scout ahead and size up forces and defenses arrayed against them. Gather Information and Surveillance are always considered class skills for Raven Guards.
- Bonus Feat: Mark. All prerequisites for this feat are waived.

Spartan Guard

(New Jaffa Specialty)

The Spartan Guard are Jaffa warriors engineered from Greek stock by the Goa'uld Pelops. Though they descend from a separate line than their Chulak brethren, Pelops used many of the same basic techniques in their creation.

Special Talents

- +2 Strength.
- +2 Species bonus with Intimidate checks. This bonus increases by an additional +1 at 4th level, and for each additional 4 character levels gained thereafter. The confidence and fearlessness displayed by Spartans is often enough to send enemy units fleeing.
- Special Quality: Warrior Gestalt. This quality represents warriors raised in the same tradition and trained identically from an early age to function better as a unit. They have learned to sacrifice their own individuality in return for greater effectiveness when working together. When fighting alongside other individuals with this quality, the warrior gains +1 to his attack rolls and defense for each two such individuals involved in the combat on his side, including himself, up to a maximum of +5. For example, a group of 9 warriors who all possessed this quality would each receive +4 to their attack rolls and defense. When fighting alongside allies who do not have this quality, or when fighting alone, the warrior receives a -1 to his attack rolls and defense, to reflect his discomfort at being deprived of the fellow warriors he usually relies on to be exactly where he needs them.

Ceradorians

(New Near-Human Specialty)

The residents of Cerador *(see page 63)* are descended from Hindu stock and currently under the dominion of the goddess Kali. This is a near-human species with a primitive society *(see the Stargate SG-1 core rulebook, page 151.)*

Special Talents

- +2 Constitution, -2 Intelligence.
- +1 Species Bonus with any skill check made in the following skills: Climb, Handle Animal. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.
- Cultural Weaponry. At 1st level, the character does *not* gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Evolutionary Advantage: Environmental Resistance.
- Evolutionary Disadvantage: Awe *(see page 138).*
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see the Stargate SG-1 core rulebook, page 283).* Near-human characters are often paid in barter or trade rather than a salary.
- Bonus Feat: Desert Training. All prerequisites for this feat – including minimum skill levels – are waived.

Cultist of Sokar

(New Near-Human Specialty)

A Cultist of Sokar bears no identifying marks; he or she is in no way distinct from humans of any other culture. Cultists of Sokar do not stand out in any way, and cannot be identified by their speech patterns, their appearance, or their mannerisms. In short, the Cultist of Sokar is completely indistinguishable from any other member of a society, which is what makes them so dangerous. A Cultist of Sokar constantly works as an agent of the System Lord, both spying and passing on information as well as performing tasks in the name of Sokar. A Cultist will work hard to cultivate the trust of those around them but will not hesitate to stab their supposed allies in the back if the System Lord demands it.

Special Talents

- +2 Charisma, -2 Strength. Cultists often value personal skills rather than physical skills.
- Bluff is always a class skill for the character.
- The threat ranges of Bluff and Diplomacy checks made by the character are increased by 1 (i.e. a threat range of 20 becomes 19-20). These threat ranges are increased by an additional 1 at 5th level, and for every 5 character levels gained thereafter.
- +1 Specialty bonus to disposition checks. Cultists of Sokar receive an additional +1 Specialty bonus to disposition checks at 4th level, and every 4 levels thereafter.
- Bonus Feat: Flawless Identity.

Denderrans

(New Near-Human Specialty)

The residents of Dendera *(see page 109)* are descended from Egyptian stock taken by Ra to serve in his Goa'uld breeding ground. They have since overthrown their god and now struggle to survive in their harsh environment. This is a near-human species with a primitive society *(see the Stargate SG-1 core rulebook, page 151.)*

Special Talents

- +2 Constitution, -2 Intelligence. Like many primitive societies, Denderrans are much hardier than modern humans, but lack our advances in education and technology.

- +1 Species Bonus with any skill check made in the following skills: Climb, Survival. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.

- Cultural Weaponry. At 1st level, the character does *not* gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.

- Evolutionary Advantage: Infestation Resistance *(see page 137).*

- Evolutionary Disadvantage: Gene Pool Deficiency (-2 to Charisma).

- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see the Stargate SG-1 core rulebook, page 283).* Near-human characters are often paid in barter or trade rather than a salary.

- Bonus Feat: Swamp Training. Denderrans automatically receive the Swamp Training feat for free. All prerequisites for this feat – including minimum skill levels – are waived.

JAFFS

(New Near-Human Specialty)

The jaffs are residents of the planet of Zigara, descendents of the Jaffa who have slowly interbred with normal humans until little of the original Jaffa remains. This is a near-human species with a modern society *(see the Stargate SG-1 core rulebook, page 148-151).*

SPECIAL TALENTS

- No ability modifiers.

- +1 Species Bonus with any skill check made in the following skills: Diplomacy, Gather Information. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.

- Evolutionary Advantage: Radiation Resistance.

- Evolutionary Disadvantage: Vulnerable to Disease.

- Cultural Weaponry. At 1st level, the character does *not* gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Handgun) and Weapon Group Proficiency (Rifle) feats.

- Pay Grade: While working with the SGC, the character is paid as either an enlisted soldier or a specialist *(see the Stargate SG-1 core rulebook, page 283).*

- Bonus Feat: By the Book. All prerequisites for this feat – including minimum skill levels – are waived.

JARDIANS

(New Near-Human Specialty)

The residents of Jardia *(see page 90)* are descended from Hindu stock, culled by Nirrti to aid in her experiments. This is a near-human species with a primitive society *(see the Stargate SG-1 core rulebook, page 151.)*

SPECIAL TALENTS

- +2 Constitution, -2 Intelligence. Nirrti's worshippers are hardier than most Tauri, but not particularly bright.

- +1 Species Bonus with any skill check made in the following skills: Handle Animal, Knowledge (Theocracy). This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.

- Cultural Weaponry. At 1st level, the character does *not* gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.

- Evolutionary Advantage: Mastery of Survival *(see page 137).*

- Evolutionary Disadvantage: Shortened Lifespan.

- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see the Stargate SG-1 core rulebook, page 283).* Near-human characters are often paid in barter or trade rather than a salary.

- Bonus Feat: Forest Training. All prerequisites for this feat – including minimum skill levels – are waived.

KANDARANS

(New Near-Human Specialty)

The residents of Kandara *(see page 89)* descended from a virus unleashed by the System Lord Nirrti long ago. They have since evolved exceptional sight and hearing, as well as the ability to go many days without eating. They are no longer capable of speaking, however, and their society has been reduced to primitive hunting and gathering. This is a near-human species with a primitive society *(see the Stargate SG-1 core rulebook, page 151).*

SPECIAL TALENTS

- +2 Constitution, -2 Intelligence. Kandarans are much hardier than the Tauri, but lack our advances in education and technology.

- +1 Species Bonus with any skill check made in the following skills: Balance, Survival. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.

- Cultural Weaponry. At 1st level, the character does *not* gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.

- Evolutionary Advantages: Environmental Resistance (Extreme Heat), Low-Light Vision, Reduced Sustenance Need *(see page 137)*, Thermal Vision *(see page 137)*.

- Evolutionary Disadvantages: Gene Pool Deficiency (-2 to Charisma), Light Sensitivity, Mute *(see page 138)*, Shortened Lifespan.

- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see the Stargate SG-1 core rulebook, page 283)*. Near-human characters are often paid in barter or trade rather than a salary.

- Bonus Feat: Jungle Training. Kandarans automatically receive the Jungle Training feat for free. All prerequisites for this feat – including minimum skill levels – are waived.

Poligrans

(New Near-Human Specialty)

The residents of Poligra *(see page 64)* are one of many wretched planets caught up in the constant battles between the System Lords. This is a near-human species with a primitive society *(see the Stargate SG-1 core rulebook, page 151)*.

Special Talents

- +2 Constitution, -2 Intelligence.

- +1 Species Bonus with any skill check made in the following skills: Jump, Survival. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.

- Cultural Weaponry. At 1st level, the character does *not* gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.

- Evolutionary Advantage: Resilient *(see page 137)*.

- Evolutionary Disadvantage: Wary *(see page 138)*.

- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see the Stargate SG-1 core rulebook, page 283)*. Near-human characters are often paid in barter or trade rather than a salary.

- Bonus Feat: Forest Training. All prerequisites for this feat – including minimum skill levels – are waived.

Seketins

(New Near-Human Specialty)

The residents of Seket-Hetep are descended from Egyptian stock, cut off from the rest of the galaxy millennia ago and only recently reconnected to the Stargate network. This is a near-human species with an advanced society *(see the Stargate SG-1 core rulebook, page 151)*.

Special Talents

- +2 Intelligence, -2 Strength. Like many advanced societies, Selketins have advanced brains but are not as hardy as more primitive societies.

- +1 Species Bonus with any skill check made in the following skills: Bureaucracy, Knowledge (Theocracy). This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.

- Cultural Weaponry. At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Handgun) and Weapon Group Proficiency (Melee) feats.

- Pay Grade: While working with the SGC, the character is paid as either an enlisted soldier or a specialist *(see the Stargate SG-1 core rulebook, page 283)*.

- Bonus Feat: By the Book. All prerequisites for this feat – including minimum skill levels – are waived.

New Near-Human Evolutionary Advantages

Accelerated Recovery: This advantage arises from a planet that requires a great deal of endurance and short down periods due to exhaustion or exertion to survive. Maybe the seasons change so rapidly that the character's nomad ancestors had to be continually on the move, or the chemical makeup of the biosphere simply promotes it, but the character heals from damage to his vitality points at the same rate as if he was 4 character levels higher than his current level. The character heals wound points at the normal rate. *Recommended Evolutionary Disadvantages:* Dependency (native chemical compounds in the diet), Vulnerability (extreme heat or cold).

Electrical (Zat) Resistance: Near-humans possessing this advantage come from a world plagued with periodic electrical discharges throughout the atmosphere. While these bursts of electricity could easily stun or kill a standard human, the natives have adapted over time to the point that they merely experience slight pain upon exposure. These near-humans gain a +2 species bonus with Fortitude saves made to resist electrical effects (including the shots from a zat'nik'tel). This bonus increases by an

additional +1 at 2nd level and for every 2 character levels gained thereafter. *Recommended Evolutionary Disadvantages:* Dependency (Electrical Stimulation).

Enhanced Pain Threshold: Due to a mixture of factors such as exotic trace gases, extreme partial pressures of oxygen in non-standard atmospheres, and high concentrations of UV radiation on their homeworlds, the nervous systems of these near-humans have developed to compensate for the stresses this type of environment placed on them. The frequency of nerve endings typically found in human skin is greatly reduced in these characters, resulting in a limited sensitivity to touch and pressure, as well as a greater resistance to pain and the other signs of bodily distress. A near-human possessing this evolutionary advantage gains a +2 species bonus to his vitality points. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter. In addition, the character receives a +2 species bonus to Concentration checks that are triggered by injuries. *Recommended Evolutionary Disadvantages:* Gene Pool Deficiency (Dexterity), Slow.

Increased Reaction Time: The character's race develops a greater density of neural tissue than the typical human. Experience teaches the character how to use these extra nerve pathways to greatly accelerate his or her responses. Near-humans with this advantage gain a +1 species bonus to their Initiative bonus. This species bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. *Recommended Evolutionary Disadvantages:* Low Pain Threshold.

Infestation Resistance: A near-human character possessing this evolutionary advantage has developed some means of resisting being taken as a host by a Goa'uld, either due to a particularly tough skin, bone fragments blocking the spine, or some other means of blocking the normal entrance path of the Goa'uld larva. Though this advantage does not guarantee safety, it does mean that the larva must find an alternative entrance into the body of its potential host. Whenever a Goa'uld larva attempts to take a near-human character with this advantage as a host, it takes three half actions instead of one: one to discover the advantage, one to search for a secondary means of entrance, and one to enter the host's body. *Recommended Evolutionary Disadvantages:* Dependency, Gene Pool Deficiency.

Mastery of Survival: Due to the continual change of climate and terrain forced on these near-humans, they have learned the secrets of operating in most environments efficiently and effectively. In addition to the bonus terrain feat they receive as part of a primitive society, these near-humans know how to quickly alter their survival tactics to fit an abrupt change in scenery. Once per session, this character may spend an Action Die to gain the benefits of one other terrain feat (save Urban Training) for the rest of the session. The character must meet all prerequisites of the feat before selecting it, and cannot use this ability to qualify for other feats or prestige classes. *Recommended Evolutionary Disadvantage:* Shortened Lifespan.

Radiation Resistance: This advantage is usually only available to jaffs. The character gains a +1 Species bonus with Fortitude saves made to resist the effects of radiation.



This bonus increases by an additional +1 at 3rd level and for every 3 character levels gained thereafter. This diluted resistance is a result of the genetic heritage of the original Jaffa who started the line.

Reduced Sustenance Need: Near-humans possessing this advantage can go for up to 10 days on the same amount of food a standard human uses for one active day. (An active day is one in which the character participates in 10 or more rounds of combat.) For each day of lighter activity, the near-human can go proportionately longer without food. The same is true for water, starting at 5 active days and increasing with days of reduced activity.

Resilient: These near-humans have grown accustomed to enduring wars they can neither understand nor win. Morale penalties inflicted on a character with this evolutionary advantage are reduced by 4.

Swift: The planets from which these near-humans hail might have an abundance of predators to run from, or prey requiring a fast runner to hunt. Whatever the reason, the character is quick on his feet, and has an increased speed of 40' per standard half action move. The near-human with this advantage also gains a +2 speed bonus to his Defense for 1 round when taking the Total Defense full action *(see the Stargate SG-1 core rulebook, page 375)*. This speed bonus stacks with the typical dodge bonus granted by that action. *Recommended Evolutionary Disadvantages:* Shortened Lifespan, Slow Recovery.

Thermal Vision: Picking up the long wavelengths of infrared radiation given off by heat sources such as living bodies, these near-humans can follow the trace heat left by a warm-blooded creature as if they had the Track feat for 2d6 minutes after it's gone. For those with the Track feat, this ability grants a +5 bonus to the Spot or Survival check required to stay on the trail.

Thick Skin: Some near-human cultures develop in environments where rugged living is a way of life. Whether it is because of generations of life in a jungle, or an unusual reaction to harsh atmospheric conditions, these near-humans are resistant to many forms of injury. Such characters gain a +2 natural armor bonus to their Defense. *Recommended Evolutionary Disadvantages:* Shortened Lifespan, Slow.

New Near Human Evolutionary Disadvantages

Awe: Many near-humans live directly under the dominion of the Goa'uld for most of their lives, instilling them with a sense of awe for their "gods." All Charisma-based skill checks made by a character with the Symbiote feat that target a character with Awe gain a +4 circumstance bonus.

Low Pain Threshold: In near-humans who have overly developed central nervous systems, the enormous quantity of signals generated during times of injury or similar forms of duress tend to overwhelm their capacity to respond. While these characters may be more dexterous or swift, they pay for it with a reduced capacity to resist damage and exhaustion. Therefore near-humans with this disadvantage suffer a -4 species bonus to their vitality points, as well as an additional related -2 bonus to any Concentration checks resulting from any type of injury.

Mute: These near-humans lost the ability to speak long ago, and their disused voice box is finally disappearing from the race as a whole. Their form of communication (often a complex sign-language or the like) counts as Rare in terms of Xeno-Languages, requiring a check (DC 25) to get by and be understood with it for those not familiar with it.

Slow: Either due to some combination of a naturally high body mass, an uncoordinated nervous system, or low muscle density, the character is slower at moving than usual. This near-human has a speed of 20 ft. per standard half action move. In addition, a character with this disadvantage only gains half of the standard dodge bonus to his Defense when using the Total Defense Full Action.

Slow Recovery: Near-humans with this disadvantage are not capable of exerting themselves for extended periods without succumbing to exhaustion more readily than a typical human. They may come from planets with low gravity, or have endocrine systems that are geared towards producing a great deal of energy quickly instead of a sustained release over time. These characters suffer a penalty when recovering lost vitality points, treating their character level as ⅔ its normal value (rounded up) when figuring the rate of healing. The character recovers wound points at the normal rate.

Vulnerable to Disease: This disadvantage is generally only available to jaffs. As with the radiation resistance, the jaffs have also inherited a vestigial abdominal pouch, which is accessed through the navel. About the size of a small salt shaker, these pouches are no longer capable of sustaining a larval Goa'uld and pose a health risk if not kept clean and free of debris. For every day in which a pouch is not cleaned out with antiseptic material, the jaff has a chance of contracting a fever as indicated below on Table 3.1: Jaff Abdominal Infection. Once contracted, antibiotics must be used to cure the victim, or the second stage remains ongoing. Some smugglers use the pouch to transport small items; doing so adds a circumstantial -2 bonus to the Fortitude save.

Wary: These near-humans are a wary people, slow to trust a new acquaintance. Thanks to their unfriendly attitude, the initial disposition of all characters toward a wary character is decreased by one grade.

New Races

The following new alien macro-species are mentioned elsewhere in this book.

K'kaan, Near-Unas (Macro-Species)

The K'kaan are as hardy as their ancestors, but lack the claws found in most Unas populations. They are, on average, smaller and weaker than other Unas, but still more powerful than humans. They are neither more nor less intelligent than human beings, but their thought processes are more ordered and logical. This makes them good problem solvers, but poor innovators.

Unlike normal Unas, K'kaan are extraordinarily cooperative and community-oriented. They do not typically have the inquisitive nature or natural bravery characteristic of human beings, but a few have been known to break this mold. Such individuals are respected if their accomplishments benefit the group, but their methodologies are not admired. Though peaceful, K'kaan will fight with strength and bravery if called upon. They can be extraordinarily self-sacrificing when it is in the best interest of their community, however they personally define it, and they will fight vigorously against threats to their group.

Shared Species Talents

- +2 Strength, +2 Constitution, -2 Wisdom, -2 Dexterity.
- +2 on Education checks, -2 on Inspiration checks.
- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency feats typically granted by his class. Instead he gains the Weapon Group Proficiency feats granted by his Unas culture's level of society. The GM may always grant additional Weapon Group Proficiency feats as fits the Unas culture concept.

Table 3.1: Jaff Abdominal Infection

		Primary Phase			Secondary Phase		
Contagion	CR	Onset Time	Save	Damage/ Effect	Onset Time	Save	Damage/ Effect
Jaff Abdomnial Infection	6	1d4 days	Fort (DC 15)	1 Str, 1 Con	1d6 days	Fort (DC 18)	1d4 Str, 1d4 Con

This template may be used for any similar diseases afflicting different near-humans with this disadvantage.

- Radiation Resistance: The character gains a +1 Species bonus with Fortitude saves made to resist the effects of radiation. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter.

- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see page 283 of the Stargate SG-1 core rulebook)*. Alien characters are often paid in non-monetary concessions and favors.

- Languages: Unas is a native language for the character.

Sekhmet (Macro-Species)

The Sekhmet are a primitive species with little in the way of technology. Though intelligent and capable of learning, the Sekhmet live in tribal societies where survival is as much of a concern as luxury and advancement. The Sekhmet are occasionally moody and can be provoked unintentionally, but at the same time have strong family structures and are affectionate with their offspring. Sekhmet can learn to speak other languages, including those of the Tauri, and some educated Sekhmet are still in the service of Bastet.

Shared Species Talents

- +2 Dexterity, -2 Charisma. The Sekhmet are graceful and fluid, but lack the ability to interact with more advanced species initially.

- Natural Weapons: The Sehkmet possess sharp claws that can be used as a weapon in combat. Whenever a Sekhmet fights unarmed, the character may add 1d4 points of damage to any damage roll when using his or her claws.

- Species Feats: The Sekhmet may choose level-based feats from the species feats tree. Normally a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.

- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see page 283 of the Stargate SG-core rulebook)*. Alien characters are often paid in commensurate non-monetary concessions and favors.

- Languages: Sekhmese is a native language for the character.

Sekhmet Scout

With the fight for survival taking up a large portion of the lives of all Sekhmet, the ability to foresee danger has become an incredible asset for most communities. The scouts of the Sekhmet are excellent trackers and are accustomed to moving through rough terrain with great ease.

Special Talents

- +2 Constitution.

- +1 Species Bonus to Search and Survival checks. This bonus increases by an additional +1 at 4th level, and for every 4 levels thereafter.

- Bonus Feat: Any terrain feat. All prerequisites for this feat are waived.

Sekhmet as Goa'uld Hosts

If a Sekhmet is taken as a host for a Goa'uld, create character stats for the Goa'uld as normal but with the following modifications to the Goa'uld Macro-Species:

Ability Scores: Strength +2, Dexterity +2.

Natural Weapons: The character possesses sharp claws that can be used as a weapon in combat. Whenever the character fights unarmed, he or she may add 1d4 points of damage to any damage roll when using his or her claws.

Species Feats: Goa'uld that inhabit Sekhmet bodies may select level-based feats from the species feat tree *(see the Stargate SG-1 core rulebook, page 283)*. Additionally, the character may select feats from the species feat tree that list Sekhmet as a species prerequisite, as well as those that are for Goa'uld only.

Sekhmet Shaman

Like many primitive societies, the Sekhmet have their own religions and religious leaders. Most Sekhmet fear the Goa'uld and see them as evil gods that abandoned them eons ago, though some (especially those in Bastet's territory) still worship the Goa'uld as benefactors. The shamans are the religious leaders of the Sekhmet and are primarily tasked with performing the sacred rituals and creating the wards designed to keep the Goa'uld from returning. Additionally, the shamans are the healers of most tribes and can be relied upon for counsel and assistance in a time of need.

Special Talents

- +2 Wisdom.

- +1 Species Bonus to inspiration checks. This bonus increased by an additional +1 at 4th level, and for every 4 levels thereafter.

- Bonus Feat: Alien Healer. All prerequisites for this feat – including minimum skill ranks and species requirements – are waived.

Sekhmet Warrior

One of the reasons that Bastet used the Sekhmet as her hosts was their incredible ferocity in battle. Not only were the Sekhmet warriors more visually appealing than the Unas, they also served as excellent warriors that could focus more on speed and dexterity rather than on pure brute strength. The Sekhmet warriors are the hunters and

gatherers of the society, and when inter-tribal conflicts break out the warriors are there to ensure victory for their clan. These warriors are not aggressive predators like the warriors of the Unas but instead adopt a more passive philosophy until provoked.

Special Talents

- +2 Strength.
- +1 Species Bonus to attack checks. This bonus increases by an additional +1 at 4th level, and for every 4 levels thereafter.
- Bonus Feat: Break Fall. All prerequisites for this feat – including minimum skill ranks – are waived.

Unas (Macro-Species)

The Unas were the original hosts for the Goa'uld, and a few still appear in service to their former gods. Rules for Goa'uld blended with Unas can be found on the nearby sidebar. Unblended Unas utilize the following stats:

Shared Species Talents

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Dexterity, -2 Charisma. The Unas are strong and hardy, but millennia of domination by the Goa'uld has severely stunted their intellectual growth. Furthermore, their large bodies are rarely as graceful or coordinated as other species.
- -2 on Education checks, +2 on Inspiration checks.
- Cultural Weaponry: At 1st level, the Unas character does *not* gain the Weapon Group Proficiency feats typically granted by his class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Firearm Incompatibility. Because of their oversized hands, Unas characters suffer a -4 penalty to all attempts to operate firearms (regardless of type), tactical weapons, and alien weapons.
- Natural Weapons: Unas possess sharp claws which can be used as a weapon in combat. Whenever an Unas fights unarmed, the character may add 1d6 points of damage to any damage roll when using his or her claws.
- Regeneration. The character recovers 1 vitality point per minute and 1 wound point per 5 minutes. Further, the character always automatically stabilizes whenever injured, even when reduced to negative wounds (so long as he or she does not die).
- Sarcophagus Incompatible: Unas are not affected by the sarcophagus device, and may not use it to heal their bodies.
- Species Feats: Unas may select feats from the species feat tree that list Unas as a species prerequisite.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see page 283 of the Stargate SG-1 core rulebook)*. Alien characters are often paid in non-monetary concessions and favors.
- Languages: Unas is a native language for the character.

Unas as Goa'uld Hosts

If an Unas is taken as a host for a Goa'uld, create character stats for the Goa'uld as normal but with the following modifications to the Goa'uld Macro-Species:

Ability Scores: Strength +4, Dexterity -2.

Regeneration: A Goa'uld that takes an Unas as a host gains the ability to take advantage of their natural regenerative abilities. The character recovers 1 vitality point per minute and 1 wound point per 5 minutes. Further, the character always automatically stabilizes whenever injured, even when reduced to negative wounds (so long as he or she does not die).

Sarcophagus Incompatible: Goa'uld that take Unas as hosts may not use the sarcophagus device to heal their host body.

Species Feats: Goa'uld that inhabit Unas bodies may select level-based feats from the species feat tree *(see the Stargate SG-1 core rulebook page 283)*. Additionally, the character may select feats from the species feat tree that list Unas as a species prerequisite, as well as those that are for Goa'uld only.

New Prestige Class

Tactician

A tactician brings keen insight to the battlefield, empowering his allies to do their best in combat, and tripping up their enemies with the unexpected.

Abilities: The tactician requires a broad base of abilities to reach his peak performance, though Wisdom and Dexterity are more important than most.

Vitality: 1d10 plus Constitution modifier per level.

Requirements

Character Level: 5+.

Dexterity: 13+.

Base Attack Bonus: +4 or better.

Knowledge (Military History): 2 ranks.

Profession (Military) or Profession (Mercenary): 4 ranks.

Feats: Combat Instincts.

Class Skills

The tactician's class skills and key abilities are:

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Concentration	Wis
Cultures	Wis
Diplomacy	Cha
Driver	Dex
First Aid	Wis
Gather Information	Cha
Hobby	Wis
Knowledge	Int
Languages	Wis
Listen	Wis
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Survival	Wis

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the tactician.

Starting Feats: The tactician gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Rifle)

Wily: The tactician is always quick to respond to a problem, and can rapidly gain the upper hand in a threatening situation. Once per round, the tactician may spend an action die to perform a regroup action as a free action. This is the tactician's core ability.

Stratagem: Beginning at 1st level, when the tactician takes a regroup action, his initiative total is increased by 5 + his Intelligence modifier (if positive), to a maximum of +10.

At 6th level, when one of the tactician's teammates who is in verbal or visual contact with him takes a regroup action, the teammate's initiative total is increased by his own Intelligence modifier (minimum +1).

Tempo: The tactician is an expert at reading the ebb and flow of battle. At 2nd level, he gains the Surge of Speed feat. The tactician's prerequisites for this feat – including character level – are waived.

Starting at 7th level, when the tactician uses his Surge of Speed feat, he may designate one teammate who is within line of sight to gain the same bonus (an additional half action which cannot be used to attack) during that round.

Bonus Feat: At 3rd level, the tactician receives a bonus basic combat or covert feat.

At 7th level, the tactician receives an additional bonus basic combat or covert feat (for a total of 2 bonus feats). In both cases, the tactician must still meet all prerequisites for this feat.

Ambush Tactics: The tactician is always searching his surroundings for locations from which he, or his enemies, might launch an ambush. Starting at 4th level, the tactician receives a +2 bonus to all awareness checks for the purpose of determining surprise. Further, if the tactician plans an ambush, his opponents' awareness DCs are increased by +2 for the purpose of determining surprise.

Break Away: The tactician's ability to read terrain ensures that his team always has at least a chance at escape from dangerous situations. At 4th level, once per session as a free action, the tactician may declare that the team is retreating. For the next 4 rounds, the tactician and all team-mates in verbal or visual contact with him add the tactician's class level to their Defense while making a withdraw action.

At 8th level, when the tactician succeeds with a cooperation check to assist a teammate who is the prey in a chase, the teammate receives a +8 cooperation bonus to his next maneuver check (instead of the +2 normally granted by cooperation). This assistance requires a full action for the tactician, who must be in verbal contact with the teammate to provide this bonus.

Table 3.2: The Tactician

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+1	+0	+1	+1	+1	+1	0	2	Starting feats, Stratagem (self), Wily*
2	+2	+0	+2	+2	+1	+2	1	4	Tempo (surge)
3	+3	+1	+2	+2	+2	+3	1	6	Bonus feat
4	+4	+1	+2	+2	+2	+3	2	8	Ambush tactics, Break away (retreat)
5	+5	+1	+3	+3	+3	+4	2	10	Soldier's Soldier (1 grade)
6	+6	+2	+3	+3	+4	+5	3	12	Stratagem (team)
7	+7	+2	+4	+4	+4	+6	3	14	Bonus feat, Tempo (share)
8	+8	+2	+4	+4	+5	+6	4	16	Break away (assist prey), No escape
9	+9	+3	+4	+4	+5	+7	4	18	Soldier's Soldier (2 grades)
10	+10	+3	+5	+5	+6	+8	5	20	Seize the moment

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Soldier's Soldier: Through a combination of manner, bearing, insightful observations, and well-chosen quotations, the tactician can quickly establish his credentials as career military. Beginning at 5th level, the disposition of other career military characters toward the tactician improves by one grade. This bonus is applied after all other disposition effects are applied (including any roll to improve the target's disposition).

At 9th level, the character's reputation precedes him, and has become so impressive that the dispositions of career military personnel improves by two grades.

The tactician should keep in mind, however, that allies and helpful NPCs expect to be treated with respect in return, and that their opinion will quickly sour if they are not treated with professional courtesy and due respect for their rank.

No Escape: At 8th level, all of the tactician's teammates gain the Combat Instincts feat so long as they are within verbal or visual contact with the tactician. Even if a teammate's Dexterity bonus is 0 or less, that character may still use the feat once per round. If a teammate already has the Combat Instincts feat, the number of times he may use it per round is increased by +1.

Seize the Moment: At 10th level, once per session, the tactician may seize upon the critical moment. The tactician and each of his team-mates within verbal or visual contact receive one bonus action die of the standard type for their level (without the accompanying xp bonus). This action die must be spent before the end of the round or it is lost.

New Skill Use

This section covers a new use for previously established skill.

Gather Information (Cha; Disposition)

Leading the Witness

Through clever conversation it is possible to get someone to say more than they intend, or to give away important information through what they choose not to say. In conversation with a single individual, the character may attempt to gain the answer to one question, without actually asking that question. The DC for this check is determined by Table 6.17 on page 212 of the *Stargate SG-1 core rulebook.* Failure indicates that the target realizes he's being pumped for information. If the character possesses at least 5 ranks in the Bluff skill, he receives a +2 synergy bonus on this check.

New Gear Feats

The following feats are considered part of the gear feat tree *(see the Stargate SG-1 core rulebook, page 259).*

Hand Claw Basics

You can use the hand claw weapon with proficiency and are capable of using them in combination with unarmed attacks.

Benefit: You are considered to be proficient in hand claws even if you do not possess the appropriate Weapon Group Proficiency feat. Additionally, you may make unarmed attacks while wearing hand claws and make use of any feats or special abilities that rely on being unarmed to function.

Normal: Hand claws are considered to be a melee weapon and must be removed in order to make a regular unarmed attack.

Hand Claw Mastery

You have mastered the use of the hand claws and can cause intense pain with the correct application of the weapon.

Prerequisites: Character level 3+, Hand Claw Basics

Benefit: Whenever you make a successful unarmed attack while wearing hand claws, you may add the damage you would normally do with hand claws to your unarmed damage. This damage stacks with any bonuses from feats or special abilities.

Kara Kesh Basics

You have learned the basics of using the kara kesh and can manipulate its powers to better suit your intentions.

Prerequisites: Ability to use a ribbon device.

Benefit: When using the Kinetic Blast ability of the ribbon device, you may subtract a number of damage dice from either the subdual damage or normal damage dealt by the device and apply those dice to the other type of damage. For example, you may subtract 1d6 normal damage from the device's blast and apply it instead to the subdual damage, meaning that a successful Kinetic Blast would deal 1d6 normal damage and 3d6 subdual damage.

Kara Kesh Mastery

You can manipulate the electromagnetic field of a ribbon device and cause severe damage to electronic devices.

Prerequisites: Character Level 9+, Kara Kesh Basics, Ability to use a ribbon device

Benefit: When using the Nerve Rip function of the ribbon device, a successful hit not only causes one point of temporary Dexterity damage but also makes the target stunned for one round *(see page 379 of the Stargate SG-1 core rulebook for a description of the stunned condition).*

New Basic Skill Feat

The following feat is considered part of the basic skill feat tree *(see the Stargate SG-1 core rulebook, page 260).*

Biology Prodigy

You have an intuitive grasp of the complexities and interactions involved in living organisms, which gives you an advantage in studies of biology and medicine.

Prerequisites: Knowledge (Biology) 1+ranks, Knowledge (Medicine) 1+ranks.

Benefit: You gain a +2 bonus with all Knowledge (Biology) and Knowledge (Medicine) checks. In addition, your threat ranges with these skills increase to 19-20.

New Species Feats

The following feats are considered part of the species feat tree *(see the Stargate SG-1 core rulebook, page 264).*

Absorbed Memory

Through some fluke of genetic memory, you have acquired the memories of another Goa'uld and its host(s).

Prerequisites: Goa'uld or Tok'ra, Special: the character must have consumed a Goa'uld or other being with inherited memory in the past.

Benefit: Choose 2 skills that the consumed being possessed. Gain a +2 bonus with all checks with these skills. In addition, your threat range with these skills increases by 1. You may not choose the same skill twice, but this bonus does stack with other skill bonuses. If these skills were class skills for the consumed, you may treat them as such until your next class change.

Special: You may choose this feat multiple times, selecting different skills each time. If another Goa'uld is consumed after this feat is chosen, the new feat may apply to the skills of this new victim instead of the original. In this case, previously chosen skills may be selected.

Alter Larva

You can alter the genetic structure of the larva you produce in subtle or significant ways.

Prerequisites: Goa'uld Queen sub-species, Wis 13+.

Benefits: You can improve the Goa'uld larvae you produce by altering your body chemistry during the gestation period. Firstly, you may choose the sub-species to which each larvae will belong, including queen, although you may create no more than one queen per brood of larvae. In addition, for every point of your positive Wisdom modifier, you may increase the ability or abilities of your choosing of your larvae, above and beyond whatever bonuses are

provided by their sub-species. Thus, if you have a Wisdom modifier of +3, you may add up to 3 points to any of your larva's abilities. This bonus need not be added to a single ability – it can be divided among several – and you need not use every point of bonus available. The bonus applies to as many larvae in a single brood as you wish. You may choose to apply different bonuses (or none at all) to the larvae of other broods.

Alternately, each point of your Wisdom modifier may be exchanged for a +2 competence bonus with a single skill for your larvae. Again, you may stack this bonus if you wish or divide it among several skills. As in the example above, a +3 Wisdom modifier could be used to give your larvae a +2 bonus to three different skills or a +6 bonus to one (or anything in between). All of the other rules apply regarding how you may alter your larvae in this fashion. You may also mix and match between ability bonuses and competence bonuses for skills, so long as you provide no more bonuses than your Wisdom modifier allows.

Back from the Brink

You are an exceptionally tough Unas that can live through grievous damage and still return to the fight.

Prerequisites: Unas only, Constitution 13+.

Benefit: You do not die until you reach negative wounds equal to your Constitution. You may continue to take one half action per round until you are reduced below -10 wounds.

Normal: A character is considered dead after reaching -10 wounds.

New Style Feats

The following feats are considered part of the style feat tree *(see the Stargate SG-1 core rulebook, page 266).*

Personal Lieutenant

You have a close friend or underling as your trusted right hand.

Prerequisites: Character level 6+, Cha 13+.

Benefit: You gain the services of a standard NPC. You may design the character using any NPC class approved by the GM. The lieutenant's agent level begins equal to one-half of yours (rounded down), and rises by 1 for every 2 character levels you advance.

The lieutenant has 1 gear pick for every 2 levels he possesses, and may not be pooled together to requisition more expensive items. Other items and personal belongings may be determined by the GM. Likewise, the lieutenant receives (and may use) no action dice, but you may spend your own action dice to assist him and activate any of his abilities that require action dice.

Your lieutenant's disposition toward you is "ally," and he undertakes any reasonable action that can be expected of a character in his position. If he's captured or killed, you lose the benefits of this feat until your superiors (whoever they might be) absolve you of responsibility and assign you a new one.

Undermine

You excel at playing with people's insecurities.

Prerequisites: Cha 13+, Innuendo 2+ ranks, Sense Motive 2+ ranks.

Benefit: You may use cunning suggestions to undermine another character's resolve. After speaking to him for a full round you may make an Innuendo check opposed by the target's Sense Motive. Success indicates that a seed of doubt has been planted in the target and he suffers a -1 penalty to his skill checks and a -4 penalty to his initiative for a number of rounds equal to twice your Charisma modifier.

Special: You must be able to understand and be understood by the target before you can undermine him or her. Any single character can only be undermined once per session.

New Alien Gear

This section includes an overview of the technological devices and weapons discussed elsewhere in this book. Unless specifically stated (i.e., resource points or some other stipulation is provided), none of these devices are available for purchase by members of the SGC or their allies; they remain the sole purveyance of the System Lords.

The Black Cauldron: The Black Cauldron is the device – based on the Goa'uld sarcophagus – used to create Mannanan mac Lir's shock troops. More details can be found in Mannanan's section on page 68.

Resource Points: N/A. The Black Cauldron is a unique item, jealously guarded by Mannanan mac Lir, and unavailable to SGC teams (or any other Goa'uld, for that matter).

Mechanics: Like a sarcophagus, the Black Cauldron may be used to resurrect any character whose current wound points are between -10 and -24. The process takes half the time a sarcophagus does (i.e., a character at -20 is resurrected in 10 minutes, not 20), and incurs no XP loss. However, he immediately acquires the Cauldron-Born sub-specialty with all its attendant benefits and drawbacks. This sub-specialty replaces any other sub-specialties the character had previously received.

A character who has been placed in the Cauldron cannot be completely restored to his former life using a sarcophagus; the damage to the cerebrum is so great that the brain can no longer be considered fully intact. At the GM's discretion, a sarcophagus might be able to restore some of the character's lost stats and abilities and remove the voice-print programming, but the loss of speech is permanent. Other means – such as the Nox – might be used to restore a Cauldron-Born to his former self, but such methods exist completely at the GM's discretion.

Cauldron-Born who die cannot be resurrected again, either by the Cauldron or a sarcophagus, though again, alternate means like the Nox may (at the GM's discretion) have more success.

Cloak of Invisibility: Unlike Nirrti's personal cloaking device, the Cloak of Invisibility – used by minions of Mannanan mac Lir *(see page 68)* – does not completely remove the user from others' view, but it does provide excellent camouflage. The cloak covers the wearer from neck to feet, and has a hood that can be raised to cover the head. Its fabric contains tiny reflective crystals which allow the wearer to blend in with her surroundings, but do nothing to compensate for movement.

Resource Points: 7

Mechanics: If the wearer stays completely still and has the hood up, the Cloak provides three-quarters concealment; moving at half speed reduces this to one-quarter concealment; moving at full speed negates the effect entirely.

Cuneiform Combination Locks: The door frames used to secure Marduk's holdings are covered with stories of the god's victories, divided into 4 in. × 3 in. rectangles.

Mechanics: For any given lock, 2d6 random blocks are out of place while the door is locked. A Knowledge (Babylonian History) (DC 12) or Education (DC 26) check is required to determine the correct order, allowing the door to be opened. The doorways are made of material similar to the areas they protect, and range from simple stone at the temple ziggurats to reinforced trinium at the peltaks of Marduk's flagships.

Jaffa Creation Device: Although most Jaffa hail from the planet Chulak, this was not always so. In the past, the Goa'uld used many species as the incubators of their larvae, such as the Unas. These earlier incubators were not yet called Jaffa, but they functioned almost exactly like the Jaffa of later centuries. All such incubators, whether human or alien in origin, were initially created through a combination of surgery and genetic engineering at the hands of the System Lords. Once the Jaffa bred true, they became self-sustaining and the Goa'uld could simply choose from among their population when an incubator was needed. Of course, the technology to create new Jaffa continues to exist. A handful of Goa'uld further perfected this technology so that it could be easily transported and used at their leisure. Looking like an ornate belt with a central crystal, the creative device must be placed against the abdomen of the intended Jaffa-to-be. Within a few seconds, the crystal glows intently and creates a pouch in the abdomen into which a Goa'uld larva can be safely placed. The device does little permanent damage, but its effects are draining on those who undergo them.

Mechanics: The Jaffa creation device cannot be used in combat. It must be held against a helpless or unresisting target for a period of 10 seconds in order to function properly. At the end of that period, the potential Jaffa must make a Fortitude save (DC 12) or suffer 1d6 points of wound damage. After this damage heals, the target will become a true Jaffa if a larva is implanted within his newly-created abdominal pouch. In that case, he then gains the symbiote feat but loses the next level-based feat he would otherwise gain.

If a larva is not implanted, the target retains his original species characteristics except that he no longer has an immune system of his own. The abdominal pouch likewise remains present. These changes to the target's racial make-up can only be removed through the use of a sarcophagus or other advanced medical technology, such as that of the Asgard. A character without an immune system suffers all the problems that a normal Jaffa would should his symbiote be removed.

The Sunshade: In order to make his stay on Earth more comfortable, Sokar came up with a device that would allow him to shape the portion of the planet where he ruled to his own tastes without wiping out the most abundant source of human hosts in the galaxy. Known as the sunshade, this device functioned on many of the same principles as the cloaking device in that it can affect the way light passes over an object. In this case, the sunshade was deployed into the skies above the city of Memphis and created a dome that reached for many miles into the wilderness. When the sun began to rise over the eastern horizon, the sunshade would be activated and block out all light from the outside. Once the sun set, the sunshade would be deactivated to that the land could be bathed in true night. The end result is that the land around Memphis was covered in darkness 24 hours a day.

It is possible to simply walk through the dome barrier created by the sunshade: it offers no resistance to people or objects passing through. The field created by the sunshade

even allows one to look from outside the sunshade to the inside, but everything appears to be blurred or hazy as though looking out a window into the darkness from the well-lit interior of a building. If put to malicious purposes, the sunshade could be used to eliminate all plant life within a certain area that requires sunlight to survive, which could be catastrophic depending on how much of the population depends on the plant life that is killed.

Nanocyte Technology

Pelops' nanocytes are microscopic devices capable of altering their host's body, sometimes quite radically. The nanocytes are activated by a transmitted signal. Without a daily maintenance signal, the nanocytes stop functioning and begin to break down. All the Spartan residents of Aegis, including Pelops' Jaffa, are infested (without their knowledge) with the nanocytes. Each wears a wristband which acts as a low-power transmitter, sending the maintenance signal each day. Additional signals (sent by Pelops' wrist device, or the similar device worn by Alexander) signal the nanocytes to activate their body-altering abilities. One specific frequency boosts to the subject's Strength ability score, another boosts the subject's Dexterity score, and a third frequency boosts the subject's Constitution. Through use of this technology, Pelops and his chosen First Prime can convey his blessings upon his warriors, making them more fit for his service. To the affected Jaffa, this seems like powerful magic.

The possible effects are as follows:

Aging, Accelerated: Used on both Argos and Tiryns, accelerated aging increases the rate at which the host's body ages. The specific rate at which the aging occurs is adjustable, ranging from slight acceleration in which each day that passes ages the subject by one week, to extreme acceleration (as in the case of the Argosians and Tirynsians, where the normal human lifespan is shortened to only one hundred days).

Aging, Reversed: Reversed aging slows down the body's natural aging process by automatically repairing, healing, and replacing dying cells as needed to keep the body in a more or less constant level of health. In game terms, this effect is similar to the Long Life ability of the Symbiote feat *(see page 265 in the Stargate SG-1 core rulebook)*. This effect is persistent in the host until intentionally shut off, or until a different effect is triggered in the host. Pelops uses this effect on himself as well his First Prime, who has served the Goa'uld for the last 200 years.

Enhanced Abilities: This effect can be used to boost one of the host's ability scores for a period of up to one hour. Each ability score bonus has a corresponding penalty, the result of the stress of such radical and rapid change in the host's body. The possible bonuses and corresponding penalties are as follows:

Bonus	Penalty
+4 Str	–4 Dex
+4 Dex	–4 Con
+4 Con	–4 Cha
+4 Int	–4 Wis
+4 Wis	–4 to Int
+4 Cha	–4 Str

Healing: This effect boosts the character's normal natural healing rate, allowing the character to heal 1d6 vitality points per character level per hour of rest (for up to three hours, after which time the character heals normally), and 1d4 wound points per day of rest.

Injury and Disease: This effect can create any manner of injury to the host's body, including lesions, abrasions, burns, and other injuries. When inflicting this effect on a subject, roll the damage dice as normal for the type of injury. For instance, if mimicking a wound from a staff weapon, roll normal damage (6d6) and apply the damage to the subject.

In addition, this effect can mimic the effects of any poison or disease, and at an accelerated rate. When using this effect, the onset time of both the Primary and Secondary phases of a disease of poison are lowered to the next lowest unit of time: years become months, months become weeks, hours become minutes, etc. For example, the onset time of Ebola when mimicked via Pelops' nanocytes is 2d10 hours instead of 2d10 days. All other effects of mimicked diseases and poisons, including saving throw DCs and damage/effect remain the same.

Nanocyte Control Transmitter

Various versions of the transmitter exist. Each Spartan man and woman wears an armband that transmits a maintenance signal to keep the nanocytes in their own body functioning, as well as constantly activating the reduced aging effect they cause. By tensing the muscles of the arm in a certain way, the transmitter can be cued to activate the characteristic boosting effects of the nanocytes. The transmitter automatically activates the nanocytes' healing effect when the individual is injured.

Alexander's transmitter *(see page 106)* is more complex, and can be used to activate any function of any Spartan's nanocytes, including the tortures of accelerated aging and negative effects to characteristics. He typically uses his transmitter to coordinate the use of the nanocytes' boosting powers among his troops in battle, granting an entire phalanx great strength just before ordering a charge, for example.

Pelops' transmitter has all the functions of Alexander's, with the added ability to override Alexander's, and to control his own nanocytes, which Alexander's transmitter cannot do. Additionally, Pelops own device is far more ornate and elaborate, with jewels and inlaid designs.

New Alien Armor

The armor listed below is utilized by the Goa'ulds and their minions (and occasionally their enemies). If not specifically stated (i.e., resource points or some other stipulation is provided), none of these devices are available for purchase by members of the SGC or their allies.

Battle Suit (Super Soldier): Constructed from a synthesis of Ancient and Asgard technology, the armor of Anubis' super soldiers is virtually impervious to physical attack. It is fully sealed, providing the wearer protection from not only his foes, but the environment itself. Unfortunately, due

to the immense strain placed upon the wearer – including drawing upon naquadah present in the wearer's bloodstream - this armor is useless to any but Anubis' super soldiers.

Resource Points: N/A (Not Available). Battle suits may not be used by any characters besides super soldiers.

Mechanics: In addition to the statistics presented below, a battle suit grants its wearer several additional benefits. The following items are considered integral to a battle suit, so the super soldier gains the benefits for each item listed: binoculars; ear plugs; flash goggles; UV/IR goggles; night vision goggles; GPS receiver; thermal imager; combat boots; asbestos, dry, Gore-Tex, ghillie, nbc, SCUBA, and space suits. Further, the battle suit includes an integral plasma repeater *(see below).*

The battle suit's functions are entirely powered by the naquadah in the user's blood, and therefore useless to any but those who carry a Goa'uld (or Tok'ra) symbiote. Further, the armor places intense strain on its user as it draws on this source of energy. Though the super soldiers are engineered to endure this drain, others using the armor must make a Fortitude save at the beginning of their initiative count each round the armor is in use or suffer 1d4 damage, applied directly to the user's wound points. The DC of this save begins at 10, and increases by one (cumulative) for each subsequent save. Once the user is rendered unconscious, the battle suit shuts down and the drain ceases immediately, stabilizing the user's wound points at 0.

The armor is cumbersome, and requires 3d4 minutes to properly don (though the wearer need not begin making saves as described above until the end of this period). Similarly, the armor requires 2d4 rounds to shed, and continues to draw on the naquadah in its user's blood until completely removed (requiring saves as described above).

The battle suit is considered heavy armor.

Jaffa Helm, Standard: The very symbol of a System Lord's might, the external design of the helms of his Jaffa are unique to each lord. However, all Jaffa helms possess some of the following special qualities, as dictated on Table 3.3 *(see next page).*

Communicator(C): This gear has an internal system that allows the character to communicate with other communication devices of the same type. In the case of Jaffa helmets, the internal communications system only connects Jaffa belonging to the same faction.

Intimidating (IN): Whenever a character meets a Jaffa in a helmet for the first time, that Jaffa is granted a +2 gear bonus to Intimidate checks on that character. However, the accompanying sound effects reduce the DC of all Listen checks to detect the helm wearer by 5.

Limited Vision (LV): Using this gear restricts the character's field of view, making him more vulnerable to the unexpected. While using an item with the limited vision quality, the character suffers a -2 gear penalty to all Reflex saves.

Night Vision (NV): The Jaffa helmet allows the wearer to see in dim light or total darkness when the night vision filter is activated. This filter offers a +4 bonus to Spot checks in near darkness and a +6 bonus to Spot checks in total darkness. Any character that uses the night vision filter in the daytime is blinded for 1 round while his vision clears.

Powered (PW): The gear operates under an internal power source and may fail under field conditions. It works normally for 5 minutes (50 rounds) but each time it is used thereafter without a recharge the user must roll a d20. This roll initially has an error range of 1. With a roll of 20, the error range increases by 1 (first to 1-2, then to 1-3, and so on). If the character rolls an error, the Gamemaster may spend an action die to cause the item's power to run down, requiring a new power source or a recharge. Replacing the power source of such a device requires 1 full action. Recharging requires 1d10+2 rounds. Either method refreshes the cycle, offering the character another 5 minutes of use before he must roll again, and resetting the roll's error range to 1. The Jaffa helmet only expends one round of power when a special quality requiring the helmet's internal power (such as night vision or the pressure seal) is used.

Pressure Seal (PS): The gear contains a pressure seal that can be activated with a half action. If the pressure seal is in place, the Jaffa is immune to damage and negative effects of gases, chemicals, sandstorms, and other environmental conditions that can be eliminated by an advanced air filter. While in use, the pressure seal incurs a -2 gear penalty to endurance-related checks and Fortitude saves due to restricted air flow.

Proximity Alarm (PA): The gear contains a special sensor that allows the user to tell when other combatants are approaching in secret. Whenever the user of this gear is being flanked, all his opponent's bonuses for flanking that character are halved (rounded up).

Telescopic Vision (TV): The gear contains special lenses that allow the character to see at a greater distance. The helmet grants a +2 gear bonus to Spot checks to see anything at a distance.

Underwater Capabilities (UC): The gear is water-proof and contains a self-contained supply of oxygen. When activated, the wearer can breath comfortably underwater for up to 2 hours before its oxygen tanks need to be recharged. This capability does not provide any of the protections that a pressure seal does.

Lion Mantle: Lion mantles are made from the skin of an actual lion, then treated with a similar substance to that which Olympian tunics are made to further enhance the usefulness of the armor. Unlike Olympian tunics, lion mantles do not suffer from the weakness against blunt weapons. When worn with an Olympian tunic a lion mantle eliminates that armor's weakness to blunt weapons. Lion mantles are considered medium armor.

Necropolis Guard Armor: The armor of the Necropolis Guard is considerably more durable and provides more solid protection for the wearer than that used by most other Jaffa. The Necropolis Guard armor is forged using thick, durable metal alloys with trace amounts of trinium woven into the metal. The armor is given its red tint by chemical poured into the molten metal at the time of forging and does not affect the strength of the armor one way or another.

Olympian Tunic: Olympian tunics look like long elegant Grecian tunics made of white cotton. But its appearance is deceptive. The tunic is made from a special metal alloy combining titanium and platinum into a microscopically thin thread. The thread is woven into the tunics by special machines that allow no space to exist between the strands.

Its design allows for the comfortable movement of a person, while protecting him better than Kevlar. Olympian tunics have a weakness to any blunt melee weapons as the fabric will simply bend with the weapon. It is effective against other melee weapons as cutting and thrusting weapons cannot penetrate the weave; the same applies to bullets. Energy weapons have their energy dissipated over a wide area negating much of the damage making them not much better than Tauri firearms. Olympian tunics are considered light armor.

Spartan Shield: Spartan Jaffa carry large opaque metal shields on their left arms which grant all the benefits of one-half cover (+4 defense) while standing, or three-quarters cover (+7 defense) while crouching (which stacks with the defense bonus granted by the Spartans' Warrior Gestalt). The shield is composed of a trinium alloy. Due to their shields, Spartan Jaffa have adopted a style of holding their staff weapons in an elevated position in the right hand, aloft over the right shoulder like a spear. They can fire the weapon one-handed from this position, with a -4 penalty to their attack rolls (total of -6 with the staff weapon's inherent -2 accuracy penalty), while still enjoying the cover benefit of their shields.

The shield is notched along its top edge to allow the staff weapon to be braced on it by Spartans who possess the Perfect Stance feat. A phalanx of Spartans will typically move half of their movement and then use a half action to crouch, gaining the benefit of their shields' extra cover. On their next turn, they use a half action to aim, and gain the benefit of bracing for free due to their Perfect Stance feat, then fire their staff weapons at the enemy.

A crouched Spartan, aiming (+1) and bracing (+2), firing his staff weapon (-2) one-handed (-4), incurs a total of -3 in Attack penalties. However, the Spartans' Warrior Gestalt *(see page 134)* grants them an attack bonus of +1 for each pair of Spartans present, up to +5, which is enough to counter this penalty if the Spartans are present in sufficient numbers.

New Alien Weapons

The weapons listed below are utilized by the Goa'ulds and their minions (and occasionally their enemies). If not specifically stated (i.e., resource points or some other stipulation is provided), none of these devices are available for purchase by members of the SGC or their allies.

Hand Claws: Many Jaffa who serve in the courts of their respective System Lords must make use of subtle (or at least less overt) weapons in order to maintain the sense or fearless royalty their gods wish to convey. The hand claws are often used by several sects of Jaffa, including Bast and Jackal guards in order to inflict great pain upon an enemy in close combat. The hand claws appear to be a set of connected finger-pieces with curved bladed claws at the tip of each piece; when worn, the hand claws look like a jointed metal glove that leaves the palm exposed while giving each finger a curved talon. Some Jaffa tip these claws in poison or other chemicals in order to slow down an opponent.

Table 3.3: Alien Armor

Name	RP	DM	DR	Weak	MDB	ACP	Special Qualities	Speed	Weight
Light Armor									
Olympian Tunic	9	+2	4	C,M *	+6	-1	–	Same	10 lb.
Medium Armor									
Jaffa armor, standard	10	+1	8	C,E	+2	-4	–	Same	25 lb.
Lion Mantle	10	+2	4	C	+4	-3	–	Same	20 lb.
Heavy Armor									
Battle Suit (Super Soldier)	N/A	+0	25/–	–	+0	-4	–	-10 ft.	40 lb.
Necropolis Armor	11	+0	9	C,E	+1	-5	–	-10 ft.	35 lb.
Helmets									
Jaffa Helm, standard	4	+2	1	F	–	-2	C, IN, LV, NV, PW, PS	-5 ft.	20 lb.
Jaffa Helm, Bast	4	+2	1	F	–	-2	C, IN, NV, PS, TV	-5 ft.	20 lb.
Jaffa Helm, Dragon	4	+2	1	F	–	-2	C, IN, LV, NV, PW, PS, PA	-5 ft.	20 lb.
Jaffa Helm, Horus	4	+2	1	F	–	-2	C, IN, LV, PS	-5 ft.	20 lb.
Jaffa Helm, Jackal	4	+2	1	F	–	-2	C, IN, LV, NV, PS-5 ft.	20 lb.	
Jaffa Helm, Magi-Uchawi	4	+2	1	F	–	-2	C, LV, NV, PS, UC	-5 ft.	20 lb.
Jaffa Helm, Raven	4	+1	1	F	–	-1	C, IN, LV, NV, PS	Same	20 lb.
Jaffa Helm, Serpent	4	+2	1	F	–	-2	C, IN, LV, NV, PW, PS	-5 ft.	20 lb.
Jaffa Helm, Setesh	4	+1	1	F	–	-1	C, IN, LV, NV, PS	Same	20 lb.
Other Armor									
Spartan Shield	4	+2*	–	–	–	–	–	Same	5 lb

* See description for more details.

Note: Brahma Guards, Guards of Ages, Necropolis Guards, Olympian Guards, Emperor's Hand Guards, Fianna Warriors, and Spartan Guards do not normally wear helmets.

Unless otherwise specified, other Jaffa are assumed to use standard helms with the particular motif of their god.

Lightning Thrower: This device, similar in appearance to the ribbon device most Goa'uld use, allows Zeus to throw lightning bolts at his opponents. Only one is known to exist.

Resource Points: N/A. This is not normally available to an SG team.

Mechanics: The lightning thrower is powered by naquadah and channels its power through the nerve paths generated by a Goa'uld symbiote. Because of this, only a Goa'uld character or a character who has previously hosted a symbiote or Goa'uld larva (e.g. a Tok'ra or any character possessing the Symbiote feat) may use a lightning thrower.

The character's Dexterity modifier is applied to attack checks made with a lightning thrower. No ability score modifiers are applied to lightning thrower damage rolls. In order to properly use a lightning thrower, the character must possess the Weapon Group Proficiency (Handgun) feat; otherwise he suffers a -6 penalty with all attack checks made using the weapon.

A lightning thrower may only be fired in single-shot mode and may be fired with a half action using the standard attack action *(see page 362 of the Stargate SG-1 core rulebook).*

Lightning throwers do subdual damage to living beings, and normal damage to objects. The lightning thrower has the takedown quality and a special form of the armor-defeating quality, presented below.

Lightning Thrower Takedown* (LTTD): When an opponent is successfully attacked by a lightning thrower (whether the attack inflicts damage to him or not), the opponent must make a Fortitude save. This save's DC is determined as follows.

- If the attack successfully reduces the target's wounds by at least 1 (after damage reduction and hardness are applied), then the Fortitude save's DC is 10 + the damage inflicted (before damage reduction and hardness were applied).

- If the attack failed to reduce the target's wounds, then the Fortitude save's DC is equal to the damage inflicted (before damage reduction and hardness were applied).

If the target fails his Fortitude save, he is knocked prone and becomes flat-footed; If the save is successful, he remains upright.

Lightning Thrower Armor-Defeating* (LTAD): Attacks with the lightning thrower ignores the target's first 10 points of hardness or damage reduction. However, unlike most weapons with the armor-defeating quality, targets suffer the full remaining damage as the lightning is simply going through or around the armor to hit the target.

Plasma Repeater (Super Soldier): Plasma repeater weapons are integral to the design of super soldier blast armor. Like the staff weapon, the plasma repeater emits a focused plasma charge capable of inflicting grievous harm. Though the individual charges are slightly less powerful than those generated by a staff weapon, this flaw is more than compensated by the plasma repeater's improved rate of accuracy, portability, and rate of fire. The plasma repeater is further enhanced by a number of technologies designed to enhance the weapon's accuracy, integrated both into the weapon itself and the battle suit as a whole.

Resource Points: N/A. This weapon is not normally available to the SGC or its allies.

Mechanics: In order to properly use the plasma repeater in combat, a character must possess the Weapon Group Proficiency (Handgun) feat; otherwise, he suffers a -4 penalty to all attack checks made using the weapon. Further, it may only be used in conjunction with the super soldier battle suit *(see page 145)*, as the battle suit's systems route energy to the plasma repeater, which the weapon then focuses and directs to the target. Though the plasma repeater's ammunition capacity is theoretically unlimited, its capacitors require a period of time to recharge after use. The weapon can store up to 50 shots. At the beginning of each of the wearer's initiative counts, the plasma repeater regains shots equal to 1d6 + the wearer's Constitution modifier, as the battle suit routes additional power to the plasma repeater's capacitors.

Since the plasma repeater is an integral element to the super soldier battle suit, the user cannot be disarmed of the weapon. Further, damage inflicted on the plasma repeater is instead inflicted on the battle suit itself, and

TABLE 3.4: ALIEN WEAPONS

NAME	RP	RECOIL	ACCURACY	DAMAGE	ERROR	THREAT	RANGE INCREMENT	AMMO	QUALITIES	WEIGHT
Melee Weapons										
Hand Claws	1	–	1d4	1	20	–	–	–	1-h or 2-h	1 lb
Ranged weapons										
Lightning Thrower	10	–	–	6d6	1	20	10 ft. (max. 50 ft.)	–	AD*, TD*	1 lb.
Plasma Repeater	N/A	12	+0	4d6	1–2	18–20	50 ft. (max 500 ft.)	100	AP, DP, ID, RG	6 lbs.
Ring Weapon	1		+0	2d6	1–2	19–20	10 ft	4	Special (Ring)	N/A
Overload Explosion	–	–	–	4d6	1	–	10 ft Blast Increment 5 ft.**	–	–	–
Shak'nel	8	10	–2	3d6	1	20	100 ft	100	DP, TD	8 lbs.
X-750 Force Rifle	5	10	–	4d6	1–3	18–20	70ft. (max. 700 ft.)	10	AP, M	6 lbs.

* See weapon description for additional rules.

** Overload explosion damage is applied directly to the wounds of a character who is wearing it.

the weapon cannot be rendered inoperable unless the battle suit itself shuts down. Finally, the plasma repeater may not be modified in any way; the user (or another) cannot install additional qualities or mods beyond those already included in the weapon's profile.

Ring Weapon: A miniscule item carried by spies or used as a last resort, the ring weapon fires a powerful bolt of energy that is at least as deadly as a modern handgun. Its small size limits the capacity of the device to only four shots and it is not reloadable in combat (though it may be recharged from a suitable power source). It also packs a reserve power cell not linked to the weapon's beam emitter, which is designed solely for the purpose of overloading and detonating the device to kill the wielder (though it could theoretically be hurled as an improvised grenade). The overload can be started with a half action, and will detonate on the same initiative count during the following round.

Shak'nel: The shak'nel is a unique weapon rarely seen throughout the Goa'uld empires. The supreme System Lord Ra always demanded that his Primes and any court Jaffa carry the shak'nel in addition to the staff weapon. The shak'nel is a golden laser weapon that resembles a nozzle with a golden crescent curving underneath for a handgrip. Unlike the zat'nik'tel, the shak'nel is designed solely to inflict damage and cannot be used to simply stun an enemy. It fires green bolts of energy that resemble smaller staff weapon blasts and can be used at close range without all the clumsiness of the larger and more powerful staff weapon.

X-750 Force Rifle: A reverse-engineered version of a staff weapon mated to a standard rifle grip, the X-750 runs off of a primitive naquadah cell that is not interchangeable with that of a staff weapon. It is primarily used by the Zigarans *(see page 78)*, though variants may be found among other peoples as the GM sees fit. Reloading takes a half action after the spent cell ejects itself. The rifle comes with one cell, with an additional 5 cells available for 1 Pick. The rifle can be fired only in single shot mode, unless the user has the Speed Trigger feat. When an error occurs, one of the vacuum tubes burns out, and must be replaced with a full action. The rifle comes with a kit capable of repairing two tubes.

Zigaran Frontline Bundle

- Ammunition Bag w/10 rifle power cells
- Backpack (water tight) (to store bundle)
- Batteries, 2
- Canteen
- Compass
- Field Radio (equivalent to, but 3× the size of tactical radio)
- First Aid Kit
- Flashlight, clips to helmet
- Rope, 30 ft.
- Map of Caverns
- Tesh-20 (equivalent to 9mm Makarov) with 16 rounds
- Two Days Rations (equivalent to MREs)
- X-750 Force Rifle

Miscellaneous Rules

New Diseases

The Kandaran Fever

One of a seemingly endless number of diseases designed by Nirrti, the Kandaran Fever was unleashed in the water supply of the planet of the same name, to devastating effect. The natives are immune to it, but off-world visitors may contract it by drinking the water or eating the native fruit (GM's discretion). More information can be found on page 89.

New Template

Cauldron-Born

The Cauldron-Born are the mindless killing machines which Arawn creates using the Black Cauldron *(see pages 69 and 144)*. Each Cauldron-Born has a single individual's voice imprinted into his mind, and is incapable of disobeying any orders given in that voice. Some Cauldron-Born are imprinted with Arawn's voice, but most are imprinted with the voice of the Jaffa general who commands them. All, however, serve Mannanan unquestioningly; no Cauldron-Born exist outside his ranks.

When a character is placed in the Cauldron, the following template may be applied to the character's statistics:

Wounds: Same as the character.

Vitality: Same as the character.

Table 3.5: The Kandaran Fever

		Primary Phase			Secondary Phase		
Contagion	CR	Onset Time	Save	Damage/ Effect	Onset Time	Save	Damage/ Effect
The Kandaran Fever	15	1d10 hours	Fort (DC 20)	1 Str, 1 Con	1d6 hours	Fort (DC 22)	1d8 Str, 1d8 Con, 1d6 Int, Light Sensitivity

This template may be used for any similar diseases afflicting different near-humans with this disadvantage.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: The following special qualities are added to Cauldron-Born characters:

All Int-based skills are immediately halved. Furthermore, all in-class Int-based skills are now considered cross-class; formerly cross-class skills now cost 3 skill points per rank, not 2.

Dexterity bonuses no longer apply to the character's defense bonus (he is always considered to be flat-footed).

The character cannot make a Will save to resist any orders given by the person whose voice is imprinted on his mind. ("Obey this person" is an acceptable order.) Recordings of that voice will also work; computerized reconstructions can be resisted with a Will save (DC 20). Success means that the Cauldron-Born will ignore that particular recording. Subsequent or different recordings merit another save.

If the character previously had the Symbiote feat, he loses it and all feats which depend on it – the larva died with him. He suffers none of the usual penalties for losing a symbiote, however; it is as if he never had nor needed a symbiote.

The character can no longer express himself verbally in any way; he can neither speak nor write.

Saves: Same as the character, except as noted above.

Abilities: +2 to Constitution, -6 to Intelligence.

Skills: Same as the character.

Feats: The character acquires the bonus feats Endurance and Coolness Under Fire. The character acquires the next feat he does not already have in the feat tree that begins with Power Attack. For instance, if the character did not already have Power Attack, he gains it; if he already had Great Cleave, he gains Cleaving Charge, and so on. All prerequisites for these feats – including minimum skill ranks and base attack bonus minimums – are waived.

New Monsters

Beast of Kalydon

The following creature is indicative of native fauna on the planet of Kalydon *(see page 42)*. They look like large and savage Terran boars, but the creatures are wilier and more predatory than the boars found on Earth. Dr. Weiss suspects that the creatures are descended from similar stock, but have been genetically altered for some reason in the distant past. It is probably not the work of Cronus, though he enjoys hunting the beasts and sending his Jaffa in combat against them. Note that, while this boar is typical, much larger specimens have been seen deep in the forest. The largest male slain by the Guard of Ages stood 12 feet high at the shoulder, and could tear a Jaffa in half with one sweep of its tusks. (For such a specimen, double any damage dealt and wound points possessed, but remove any initiative bonus and increase its size to Huge for the purposes of Defense and reach).

Kalydonian Beast: CR 4; SZ L; w/vp 20/30; Init +1 (+1 Dex); Spd 35 ft.; Def 13 (-1 size, +1 Dex, +3 Species); Atk: Tooth and Claw +7 (dmg 1d8+7, error –, threat 19-p20); Face 1 square; Reach 1 square; SA Takedown; SQ Damage Reduction 4/–; SV Fort +8, Ref +2, Will +0; Str 20, Dex 12, Con 20, Int 4, Wis 6, Cha 5; Skills: Hide +8, Jump +8, Listen +6, Move Silently +7, Survival +11; Feats: None.

Takedown: Attacks of the Kalydonian Beasts possess the Takedown quality.

Girtablulluh

These scorpion-like creatures are found on PR7-632 *(see page 77)*. They have two arms and four legs, and can rise up to almost 10 feet tall on two legs from their normal three-foot height. Their tails, ending in poisonous stingers, can reach 6 feet in length.

Girtablulluh: CR 2; SZ L; w/vp 12/28; Init +1 (+1 Dex); Spd 40 ft.; Def 16 (+1 Dex, + 5 natural armor); Atk: Bite +3 (1d4+3 damage), 2 Claw +5 (1d6+3 damage), Sting +0 1d6+1 and poison; Face 1 square; Reach 1 square; SA Improved Grab, Squeeze, Poison *(see below)*; SQ None; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 12, Int 2, Wis 10, Cha 3; Skills: Climb + 10, Hide +4, Spot +5, Survival + 6. Feats: Arctic Training.

Improved Grab: If a girtablulluh hits with a claw attack, it may make a second melee touch attack in order to start grappling *(see the Stargate SG-1 core rulebook, page 371)*.

Squeeze: A girtablulluh deals automatic claw damage on a successful grapple check.

Poison: A girtablulluh has a poisonous sting, see below.

Kusarikku

These humanoid bulls can be found on PR7-632 *(see page 77)*. They stand over 7 feet tall and are covered in a thick fur that protects them from the severe cold. Their most striking feature is the massive, sharp horns that protrude from either side of their heads.

Kusarikku: CR 4; SZ L; w/vp 14/42; Init +30; Spd 30 ft.; Def 15 (+5 natural armor); Atk: Claw +7 (1d6+4 damage), Gore +4 (1d8+2 damage); Face 1 square; Reach 2 squares; SA Charge 4d6+6; SQ Scent *(see below)*; SV Fort +2, Ref +3, Will +0; Str 18, Dex 10, Con 14, Int 7, Wis 10, Cha 8; Skills: Hide +2, Intimidate +5, Move Silently +6, Search +5, Spot +5, Survival +8. Feats: Arctic Training, Track.

Table 3.6: Girtablulluh Venom

		Primary Phase			Secondary Phase		
Contagion	CR	Onset Time	Save	Damage/ Effect	Onset Time	Save	Damage/ Effect
Girtablulluh venom	4	1d4 rounds	Fort (DC 14)	1 Con	1d10 rounds	Fort (DC 14)	1d4 Con

This template may be used for any similar diseases afflicting different near-humans with this disadvantage.

Charge: The kusarikku may charge by lowering its head to bring its horns to bear. In addition to the normal results of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Scent: This special quality allows the ugallu to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed–only its presence somewhere within range. The creature can take a half action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Ugallu

These half-lion creatures are found on Marduk's planet of PR7-632 *(see page 77)*. They can walk on two legs and have opposable thumbs and fingers like a primate, with retractable claws. Their heavy manes of hair protect them from the harsh climate.

Ugallu: CR 3; SZ L; w/vp 14/35; Init +3 (+3 Dex); Spd 30 ft.; Def 16 (-1 size, +3 Dex, +3 natural armor); Atk: Bite +2 (1d8+2 damage), 2 Claw +7 (1d4+5 damage); Face 1 square; Reach 1 square; SA Pounce, Rake *(see below)*; SQ Scent *(see below)*; SV Fort +5, Ref +7, Will +2; Str 20, Dex 16, Con 14, Int 3, Wis 10, Cha 6; Skills: Balance +6, Hide +4, Move Silently +12, Spot +5 Survival +10. Feats: Arctic Training, Desert Training, Track.

Scent: This special quality allows the ugallu to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed–only its presence somewhere within range. The creature can take a half action to note the direction of the scent.

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A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Pounce: If an ugallu charges a foe, it can make a full attack, including two rake attacks.

Rake: Claw attacks with the legs. Requires a pounce, grapple, or prone victim. Claw +7 (1d4+5 damage).

New NPC Classes

Cerador Cabal Member

This secretive cabal pursues technological enlightenment, despite Kali's prohibition. They have recently developed gunpowder, and may soon present some small threat to the System Lord's rule over her own homeworld. Nonetheless, unless it receives support from an outside source, the cabal will likely be stamped out once it is revealed.

Full Skills

The Cerador cabal member's full skills and key abilities are:

Full Skill	Key Ability
Bluff	Cha
Knowledge (any one)	Int
Sense Motive	Wis

Half Skills

The Cerador cabal member's half skills and key abilities are:

Half Skill	Key Ability
Concentration	Wis
Hide	Dex
Innuendo	Wis
Move Silently	Dex

Class Features

The following are class features of the Cerador cabal member.

Starting Feats: The Cerador cabal member begins play with the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)

Secret Society: At 1st level, the Cerador cabal member learns a secret handshake designed to allow members to identify each other, and prevent infiltration from outside.

He receives a +8 competence bonus to both Innuendo checks to indicate he is a member of the cabal, and Sense Motive checks made to determine if another character is a member. Further, the character's threat range while using these skills in this fashion is increased by 1.

Bonus Feat: The cabal member is accustomed to moving stealthily through urban terrain, in order to avoid entanglement with Jaffa patrols. At 3rd level, the cabal member receives the Stealthy feat. At 9th level, the cabal member receives the Advanced Skill Mastery (Stealthy) feat.

Primitive Technology: At 5th level, the cabal member receives 1 gear pick, which may only be spent on firearms. The weapon selected is a primitive version of that which is normally available to modern societies; increase its error range by 4.

Refined Technology: At 10th level, the cabal member has further developed his weapon. He may purchase a firearm for either 1 or 2 gear picks. If he spends 1 gear pick, the error range of the firearm is increased by 2. If he spends 2 gear picks, the error range is increased by 4.

Crucian Knight

The crucian knights are Ba'al's forces on Atraxia, who infiltrated the planet's culture while Sokar ruled it. Now maintaining control on behalf of Ba'al, they use their influence such that when Ba'al arrives, he will be greeted as the divinity he claims to be. Only Jaffa loyal to Ba'al are permitted to join the order.

While membership in the order itself is quite limited, each monastery can call upon the able bodied men of the local village at will. Such militia men can be represented by the Native Off-Worlder NPC class *(see the Stargate SG-1 core rulebook, page 412).*

Full Skills

The crucian knight's full skills and key abilities are:

Full Skill	Key Ability
Bluff	Cha
Diplomacy	Cha

Half Skills

The crucian knight's half skills and key abilities are:

Half Skill	Key Ability
Balance	Dex
Intimidate	Str or Cha
Jump	Str
Knowledge (Religion)	Int
Spot	Wis
Survival	Wis

Class Features

The following are class features of the crucian knight.

Starting Feats: The crucian knight begins play with the following feats.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)

Symbiote: At 1st level, the crucian knight gains the Symbiote feat. The crucian knight must meet all prerequisites for this feat normally. Generally, crucian knights take the healing trance ability, though they may select any one of the abilities as normal, if desired.

Table 3.7: The Cerador Cabal Member (NPC Class)

Lvl	Vitality Points	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	6	+0	+1	+1	+2	+0	+0	Secret society
2	9	+1	+2	+2	+3	+1	+1	
3	13	+2	+2	+2	+3	+1	+1	Bonus feat
4	16	+3	+2	+2	+4	+2	+2	
5	20	+3	+3	+3	+4	+2	+2	Primitive technology
6	23	+4	+3	+3	+5	+2	+2	
7	27	+5	+4	+4	+5	+3	+3	
8	30	+6	+4	+4	+6	+3	+3	
9	34	+6	+4	+4	+6	+4	+4	Bonus feat
10	37	+7	+5	+5	+7	+4	+4	Refined technology

Table 3.8: The Crucian Knight (NPC Class)

Lvl	Vitality Points	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	12	+1	+2	+0	+1	+0	+1	Symbiote
2	18	+2	+3	+0	+2	+1	+1	
3	29	+3	+3	+1	+2	+1	+2	Toughness (vitality)
4	35	+4	+4	+1	+2	+2	+2	
5	42	+5	+4	+1	+3	+2	+3	Lesser soak 1/session
6	48	+6	+5	+2	+3	+2	+4	Toughness (wounds)
7	55	+7	+5	+2	+4	+3	+4	
8	61	+8	+6	+2	+4	+3	+5	
9	72	+9	+6	+3	+4	+4	+5	Toughness (vitality)
10	78	+10	+7	+3	+5	+4	+6	Lesser soak 2/session

sites for this feat normally. Generally, crucian knights take the healing trance ability, though they may select any one of the abilities as normal, if desired.

Lesser Soak: Beginning at 5th level, once per session as a free action, the crucian knight may gain a number of points of damage reduction equal to one half his base attack bonus until the start of his initiative count during the following round. These points follow all the standard rules for damage reduction *(see the Stargate SG-1 core rulebook, page 352)*, and stack with damage reduction gained from armor, but do not stack with any other source. The crucian knight may use this ability twice per session beginning at 10th level.

Toughness: At 3rd level the crucian knight gains the Toughness feat, granting him +4 vitality points. At 6th level, the crucian knight gains this feat again, granting him +2 wound points. At 9th level, the crucian knight gains Toughness a final time, once more accruing +4 vitality points.

Cursor'va

Cursor'va are also known as "The eye half-closed." They are Olukun's masters of trickery and subterfuge, making sure the wrong information gets to the right people. Their ranks hold only the most trusted of Olukun's followers; this means almost all are Jaffa, but there remains a small contingent of other racial candidates used for missions on which Jaffa would be easily discovered.

Full Skills

The Cursor'va's full skills and key abilities are:

Skill	Key Ability
Bluff	Cha
Gather Information	Cha
Hide	Dex
Move Silently	Dex

Half Skills

The Cursor'va's half skills and key abilities are:

Skill	Key Ability
Cryptography	Int
Disguise	Cha
Escape Artist	Dex
Forgery	Int
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis

Class Features

All of the following are class features of the Cursor'va.

Starting Feats: The Cursor'va begins play with the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Handgun)

Fog of Deceit: The Cursor'va are masters of misinformation and intrigue. Everything an opponent learns about them is suspect. To reflect this, the error ranges for any Gather Information or Sense Motive checks directed at a Cursor'va or his mission are increased by one (i.e., a 1 becomes a 1–2).

At 4th level, the error range is increased by another point, for a net increase of +2.

At 7th level, if an opponent scores a threat on any Gather Information or Sense Motive rolls toward the Cursor'va, the opponent has to spend an extra Action die to activate a threat (instead of 1 die, he needs 2).

At 10th level, a Cursor'va's mastery of intrigue is complete. He no longer needs to spend an Action die to activate an enemy's critical errors on Gather Information or Sense Motive checks regarding him.

No Truth But Perception: The Cursor'va know the value of allies, and actively work to deny them to their foes. Once per session starting at 2nd level, a Cursor'va may spend one

Table 3.9: The Cursor'va (NPC Class)

Lvl	Vitality Points	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special	
1	+0	+0	+0	+2	+0	+1	1	1	Fog of deceit*
2	+1	+0	+0	+3	+1	+1	2	2	No truth but perception (1/session)
3	+1	+1	+1	+3	+1	+2	2	2	Bonus feat
4	+2	+1	+1	+4	+1	+2	2	2	No truth but perception (2/session), smoke and mirrors, fog of deceit
5	+2	+1	+1	+4	+2	+3	3	2	Smoke and mirrors (1/serial)
6	+3	+2	+2	+5	+2	+4	3	3	Bonus feat, no truth but perception (3/session)
7	+3	+2	+2	+5	+3	+4	3	3	Cloak of shadows (1/session)
8	+4	+2	+2	+6	+3	+5	4	3	Fog of deceit
9	+4	+3	+3	+6	+4	+5	4	4	Bonus feat, no truth but perception (4/session)
10	+5	+3	+3	+7	+4	+6	5	4	Cloak of shadows (2/session), smoke and mirrors (2/serial)

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Action die to worsen the disposition of an individual or group toward another person by one level. This requires the Cursor'va to talk to the effected group for 1 minute (10 rounds). The Cursor'va gains another use of this ability at levels 4, 6, and 9. This ability can be used on an individual or crowd more than once, each time lowering the disposition by one level.

Bonus Feat: Cursor'va are master spies. To reflect this, at 3rd level a Cursor'va may select a bonus feat from either the Covert or Style feat trees. An additional bonus feat is gained every three levels of Cursor'va thereafter.

Smoke and Mirrors: One of the primary functions of the Cursor'va is misdirection. The best way to protect something from thieves and saboteurs is to have them look somewhere else for it. Starting at 5th level, if something (an object, individual or even a small site, such as a laboratory or a weapons cache) is under the protection of a Cursor'va, and it is about to be discovered by the Cursor'va's enemies, he may spend Action dice to make it "disappear." The item, person or site in question doesn't actually disappear; it was never really there to begin with. The enemy agents have followed a false trail, leading them on a wild goose chase. The distance the target may be "moved" is dependent on the number of Action dice spent: 1 die moves the target to another location within 25 miles, 2 dice to another location within 100 miles, 4 dice moves it anywhere on the same planet, and 8 Action dice moves the target to any location within the same system. The Cursor'va may use this ability once per serial at 5th level, and twice per serial at 10th.

Cloak of Shadows: Even the most skilled spy may eventually be discovered. Cursor'va not only accept this fact, they plan for it. If being actively pursued, a Cursor'va may attempt to disappear into the shadows (or blend into the crowd). He first spends an action die (which nets him no additional bonus to any rolls), then makes an opposed Hide check versus his pursuer's Spot check. The Cursor'va gains a +10 circumstance bonus to this roll. If the Cursor'va wins, he simply vanishes without a trace, leaving the pursuers with no obvious clues to his means of escape. This ability may be used once per session starting at 7th level and twice per session at 10th.

Goa'uld Dilettante

Not all Goa'uld lead the charge into war, or lead from their throne rooms, or even lead at all. There is always a need for the lackeys that deliver messages, show up to take a meeting, or just keep the throne warm until the Lord is back from the hunt. If their fancies take them there, some of these dilettantes can become quite skilled in a specific area. This class can be used for any minor Goa'uld underling the players may encounter (and who does not require more powerful stats).

Full Skills

The Goa'uld dilettante's full skills and key abilities are:

Full Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Diplomacy	Cha
Intimidate	Str/Cha
Any one other skill	Varies

Half Skills

The Goa'uld dilettante's half skills and key abilities are:

Half Skill	Key Ability
Concentration	Wis
Knowledge (Goa'uld)	Int
Listen	Wis
Sense Motive	Wis
Spot	Wis
Any three other skills	Varies

Class Features

All of the following are class features of the Goa'uld dilettante.

Starting Feats: The Goa'uld dilettante begins play with the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Melee)

Child of the Gods: At 1st level, the Goa'uld dilettante gains all the special talents listed for the Goa'uld macro-species, as well as those listed for any one Goa'uld sub-specialty *(see the Stargate SG-1 core rulebook, page 414)*.

The Look: At 1st level, the Goa'uld dilettante gains The Look feat *(see the Stargate SG-1 core rulebook, page 266)*. All prerequisites for this feat are waived.

Table 3.10: The Goa'uld Dilettante (NPC Class)

Lvl	Vitality Points	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	12	+0	+2	+0	+2	+1	+1	Child of the gods, the look
2	17	+1	+2	+1	+2	+2	+1	Athletic
3	21	+1	+3	+1	+3	+2	+2	
4	26	+2	+3	+2	+3	+3	+2	Specialty
5	30	+3	+4	+2	+4	+4	+3	
6	35	+4	+4	+3	+4	+4	+4	Goa'uld retinue (3rd level)
7	39	+4	+5	+3	+5	+5	+4	Advanced skill mastery
8	44	+5	+5	+4	+5	+5	+5	Goa'uld retinue (4th level)
9	48	+5	+6	+4	+6	+6	+5	Goa'uld politics
10	53	+6	+6	+5	+6	+6	+6	Goa'uld retinue (5th level)

Athletic: At 2nd level, the Goa'uld dilettante gains the Athletic feat *(see the Stargate SG-1 core rulebook, page 259)*. All prerequisites for this feat – including minimum skill levels – are waived.

Specialty: At 4th level, one of the Goa'uld dilettante's full skills is increased by 3 ranks.

Goa'uld Retinue: At 6th level, the Goa'uld dilettante gains 1d6 personal Goa'uld guards at 3rd level each, as per the NPC class *(see the Stargate SG-1 core rulebook, page 411)*. These guards bear the mark of a more powerful Goa'uld, who grants them. At 8th level, an additional 1d6 guards are acquired at 4th level each. At 10th level, a final 1d6 additional guards are gained at 5th level each. In addition, at 9th level and above, the Goa'uld dilettante may mark the guards with his own symbol.

Advanced Skill Mastery: At 7th level, the Goa'uld dilettante gains the Advanced Skill Mastery feat linked to his Athletic feat *(see the Stargate SG-1 core rulebook, page 261)*.

Goa'uld Politics: At 9th level, the Goa'uld dilettante gains the equivalent of the Political Favors and Political Clout feats, though for Goa'uld, not human, spheres of influence *(see the Stargate SG-1 core rulebook, page 267)*. He also gains an enemy among the Goa'uld as specified for a 4-point Nemesis Background *(see the Stargate SG-1 core rulebook, page 273)*. This enemy can range from a single minor System Lord to several dilettante peers.

Spartan Warrior

Spartan warriors are products of the transplanted Spartan culture established by the Goa'uld Pelops on Aegis (P6X-792), but may also have been raised on another world with similar cultural conditions. They have developed into a startlingly efficient martial culture, with a rigid caste system and a fanatical devotion to their god, Pelops. The greatest strength of the Spartan is the link he shares with his fellow warriors.

Full Skills

The Spartan warrior's full skills and key abilities are:

Full Skills	Key Ability
None	–

Half Skills

The Spartan warrior's half skills and key abilities are:

Half Skill	Key Ability
Balance	Dex
Climb	Str
Intimidate	Str or Cha
Jump	Str
Sport	Str or Dex
Survival	Wis
Swim	Str

Class Features

All of the following are class features of the Spartan warrior.

Starting Feats: The Spartan warrior begins play with the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Rifle)

Jaffa Warrior: At 1st level the Spartan warrior gains all the special talents listed for the Jaffa macro-species, as well as those listed for the Spartan Guard sub-specialty. No other sub-specialty may be selected for the Spartan warrior.

Symbiote: At 1st level, the Spartan warrior gains the Symbiote feat *(see the Stargate SG-1 core rulebook, page 265)*. The Spartan warrior gains the Symbiote feat one additional time at 4th level and for every 4 levels gained thereafter (i.e. a second time at 4th level and a third time at 8th level).

Bonus Feat: Perfect Stance. At 2nd level, the Spartan warrior gains the Perfect Stance feat.

Damage Reduction: Starting at 2nd level, the Spartan warrior can easily shrug off most minor damage, gaining 1 point of damage reduction *(see the Stargate SG-1 core rulebook page 252)*.

At 10th level the Spartan warrior's damage reduction increases to 2 points.

These points follow all the standard rules for damage reduction, and stack with points of damage reduction gained from armor, other class abilities, and other character options.

Table 3.11: The Spartan Warrior (NPC Class)

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	8	+1	+2	+0	+1	+1	+0	Jaffa warrior, symbiote
2	12	+2	+3	+0	+2	+1	+1	Specialty
3	17	+3	+3	+1	+2	+2	+1	
4	21	+4	+4	+1	+2	+2	+2	Symbiote
5	26	+5	+4	+1	+3	+3	+2	
6	30	+6	+5	+2	+3	+4	+2	Damage reduction –1/–
7	35	+7	+5	+2	+4	+4	+3	
8	39	+8	+6	+2	+4	+5	+3	Symbiote
9	44	+9	+6	+3	+4	+5	+4	
10	48	+10	+7	+3	+5	+6	+4	Damage reduction –2/–



Appendix:

Playing a System Lord

Playing a System Lord

The System Lords are powerful and dangerous entities, a driving, spreading cancer on the universe. Few can stand against them. Few can challenge them. They stand above thousands of slave worlds, ruling countless men and women by the force of their will, their power, and most of all, their terror.

So how does one play a System Lord? To answer that, one must first understand what it is like to *be* a System Lord. These are ancient creatures, and even the youngest have a body of racial memories that stretch back to the beginning of time. They are stubborn, driven and consumed by a lust for power. To say they are evil is a gross oversimplification. They *are* evil, but they are more than two dimensional, cookie-cutter villains. They are forces of nature, consuming the life in the galaxy like locusts.

Physicality

The first and perhaps the most driving contributor to the System Lord psychology is the nature of their bodies. The Goa'uld have a unique physical structure, and their nature colors their outlook on humans and other races of the universe. They are small and frail in their natural forms – practically helpless. The only defense they have is to attack and kill or possess a host, and while they are very fast, they are also at their most vulnerable when so exposed. Most people fail to realize this. The thought of a Goa'uld attacking and burrowing into one's mind – and the complete loss of identity – is too horrible to imagine, and this terror blinds one to the fact that it is even *more* terrifying to the Goa'uld.

When a Goa'uld is so exposed, they are nearly helpless, unable to communicate or affect the world around them. They have no hands or opposable digits. They can't give orders or beg. They can be crushed like a bug beneath the stamp of a boot, and they know it. This creature of terror, this stealer of minds and souls, is a creature who *knows* terror as well. Humans might fear a loose Goa'uld symbiote in the room, but the Goa'uld fears *everything* without the security of a host.

This leaves the species with a terrible underlying sense of insecurity. No matter how much they bluster, no matter how tightly they wrap themselves in ego and power games, at their heart is a frightened little worm that is afraid of everyone around it, terrified that at any moment, its protective shell will be annihilated and it will either die or have to move on to another host... and have to confront that terrible vulnerability.

The System Lords overcompensate for this basic fear. They surround themselves with symbols of power. They have their slaves build monuments to their glory and arm themselves with terrible weapons. For creatures of domination and control, they are also in surprising need of validation and approval. They masquerade as gods, but they need their followers much more than their followers need them. Deep down in their souls, in the places they only examine during the darkest recesses of the night, they know what frauds they are. They need the worship and adoration of their followers. They need people to *make* them gods; if they hear it long enough and often enough, they might forget that they're anything else.

Their trappings must be huge, monumental, constant proof of their might. Their ships must be mighty, devastating, organized into fleets that can obliterate entire systems. Their homes must be powerful statements of their glory, huge statues, gilded engravings and frescos on the walls. They sit on intimidating thrones and surround themselves with large bodyguards, all to show to everyone that they are powerful beyond measure, rich beyond dreams, and mighty beyond reason.

But their natural state isn't the only physical detail that affects their outlook on the world. They also have their relationship with their host, or series of hosts. Their ability to take over a person – to absorb their memories and dominate every aspect of their bodies – have given them a true feeling of godhood. Most have convinced themselves that they really *are* gods, superior to their hosts in every way. A System Lord shares an intimate relationship with its host, a full understanding of his or her innermost feelings and desires. A Goa'uld shares this relationship, as brutal as it is, with every host it takes over, but with nothing else. This makes it difficult for them to form any kind of attachments with other sapient creatures. The universe is broken into two categories for a System Lord – those whom it understands, with whom it shares an intimate bond but dominates as a slave, and those who are distant from it, who it will never truly comprehend. This combines to make them dispassionate, brutal in their personal relationships, yet rarely able to form any sort of relationship between equals. Friendship doesn't exist for the Goa'uld, nor does love. Survival and domination are all it knows, which in turn feeds its already massive ego. So it builds powerful empires of grander and terror, and thinks of little beyond its own wants and desires. To a Goa'uld, nothing else really exists.

Emotional Development and Inherited Memory

From a role-playing perspective, this makes portraying a System Lord both very easy and deceptively complex. In most cases, a character evolves through the course of a story. The System Lords are a blatant exception to this rule. They are long-lived and ancient, with memories that go back to the origins of their race. This makes them powerful personalities, set in their ways, and virtually unchanging.

A System Lord is born in a state of arrested development, inheriting a massive volume of memories, complete with all of the emotional baggage that goes along with it. The shared memory of the Goa'uld is not one of sacrifice and maturity, but one of inhumanity, pettiness, and narcissism. This hurdle is almost impossible to circumvent. Newly born Goa'uld are immediately consumed with a massive and oppressive body of experience which drives their personality down certain inevitable paths. They are chained by the ghosts of Goa'uld long dead, driven by motivation and prejudices that are not their own. For a single Goa'uld to resist the weight of this phantom experience is almost unheard of. Even the Tok'ra were led to their new life by their queen, her opinions and decisions passed on to all of her children.

This premade personality has several traits that are almost universally shared by System Lords. Petty whims and childishness are universal, driven more by their need to satisfy their own desires than by any thought or empathy to other creatures. They seek gratification, often short term gratification, which makes for another profound weakness. System Lords *should* be patient. After all, they have lifespans measured in thousands of years. They should be able spin plans that span the rise and fall of Earth's civilizations. And yet they don't, not where Earth is concerned. They want things done now, and the idea of waiting for anything is an affront to their ego. If they could act with care and forethought, there is little that Earth could do to stop them. Instead, they fixate on insults, offenses, and rivalries. They create plans that span months or years instead of centuries or millennia. They are handicapped by their rage, spinning hasty schemes that wary humans can quickly foil, which in turn leads to failure after failure. Each defeat is another blow, sending the System Lord spiraling up an escalating path of fury until it leads to his own downfall.

The System Lords are also childish and immature. Indeed, in many ways they *are* children, craven, whining little brats armed with armadas that can bring entire races to their knees. They seek and grasp, throw tantrums and destroy the things they cannot have. They find joy in petty things, and quickly grow bored with their possessions. Many ancient cultures saw the gods as children, as immature creatures corrupted by absolute power. There's no question that the System Lords are the source of this trend.

Above all, the System Lords are unchanging. They might be impatient, prone to hasty and ill-conceived acts of vengeance, but they live on a scale of time beyond anything that humans can properly understand. System Lords do not change during play. Their opinions of a group or person might shift, but they don't see the light, they aren't redeemed and they don't descend into true madness during the course of play (they are either crazy or they aren't). Humans can't make a System Lord undergo a fundamental change of heart, because such changes are centuries in the making and influenced by things no human can possibly grasp. The System Lord you see in the first mission is the same System Lord you'll see on the one-hundredth.

Life as a God

Not every aspect of System Lord psychology stems from biological considerations. Psychology is a learned behavior as much as a biological one, and the System Lords have spent ages carefully programming themselves to see the universe in a certain light.

The System Lords live the great lie, telling their followers that they are gods and for the most part believing it. It's not surprising, for their abilities are, in many ways, godlike. They can control the mind of nearly any creature they possess, sift through the memories of their hosts like sand, and brutalize any host's psyche under the most intimate of circumstances. They even have "magic" in the form of Ancients technology, stolen and shaped to their own designs. Regardless of how it started, the System Lords have now lived a vast part of their history as gods. This constant reinforcement – lifetimes of adoration and fear – has changed their inferiority-based egos into megalomania on a scale unrivaled anywhere else. They have played the role of gods for so long that most of them can no longer tell the difference between propaganda and reality. They really believe that they deserve to be worshiped.

And why not? They live forever and they can remember things that happened ages before their births. They can grind the will of a host into ash, and they can dictate the life and death of entire worlds. Their technology is indistinguishable from magic to their subject races and they can tinker with the very destiny of worlds full of people. Only in their darkest moments – in those terrible silences when they are alone with their thoughts – do they dare to acknowledge the truth. And even then they have their hosts to torment, so respite can easily be found.

Thus the System Lords have begun to believe their own body of mythology. This leads to another System Lord weakness: a fallacious sense of absolute invulnerability. Defeat at the hands of the Tauri is accredited to luck or treachery, never to a failing on the part of the System Lord himself (by the System Lord who failed, of course; the System Lords are more than able to spot the weaknesses of their peers). The only real threat to the System Lords are the Asgard, and even *they* have masqueraded as gods. The humans who stand up to the System Lords, who actually break through the veils of their own ignorance and fight back, often find a complacent and unprepared foe. The Goa'uld have a hard time reacting properly against revolution because, while they realize that slaves revolt, it never occurs to them that their slaves could actually win.

Because of this, nothing hits harder than defeat at the hands of humans. They take it as a personal failure on a cataclysmic scale, and have a singular capacity to hold a grudge. A defeat at the hands of people who should, by all accounts, be worshipping at their feet is never forgotten. The Tauri are particularly infuriating because their actions have been so consistently successful. Every defeat they have inflicted sends their foes into a deadly spiral of escalating vengeance that quickly leads to over-extension and destruction. Thus, in the span of a few short years, the Tauri have killed more System Lords than anyone in the previous two millennia could even conceive. The Goa'uld realize the danger, but they fail to see their part in it. To their eyes, they're being overcome by savages with astonishing good luck rather than legitimate foes. So they redouble their efforts, trying vainly to crush the Tauri like a boy swatting at flies, and further perpetrating the cycle.

Relationships with Other System Lords

The interaction between System Lords is the most complex of all Goa'uld dealings. Their core of insecurity, protected by mammoth walls of sheltering ego, allows them to abuse their slaves and their hosts, to crush and oppress the races that are "inferior" to them. But they still recognize threats, and remain vulnerable to creatures in the universe that are as powerful or more powerful than they.

The first and obvious threat to a System Lord are the Asgard, beings with superior technology and lifespans (through cloning) of comparable length. Worse still, the Asgard seem to almost revel in their physical frailty, acknowledging it without allowing it to limit them. This habit, along with their calm superiority and stoic courage, infuriates the System Lords to no end. The fact that these frail little creatures can kill them with a gesture only infuriates them more.

But in the end, the Asgard cannot destroy the System Lords due to ancient treaties between the two races. A Goa'uld that pay careful attention to those treaties, and never violates their terms can stay clear of Asgard entanglements. In essence, they can put the Asgard out of their minds; they must in fact, for an attack against the Asgard is tantamount to suicide.

That leaves only one foe that the System Lords need to fear: each other. Goa'uld psychology denies them a sense of companionship or equality, and their constant schemes for domination often leads to loggerheads. With the destruction of Ra and no clear successor to his leadership, their squabbling has increased tenfold. But it goes beyond simple rivalries; the presence of another System Lord is a reminder of one's true nature, a reminder that one is not all-powerful. More System Lords have been killed by their peers than by any other species, which brings with it the fear of death as well: that Goa'uld sitting across the table from you may be the only being in the universe capable of destroying you. Other System Lords are the only creatures who bring a clear and present threat of destruction, and a constant and bitter reminder of their self-deceit and the fallacy of their godhood.

Add to this their childish nature and their thirst for power, their need for constant validation, and the ranks of the System Lords become a hotbed of violence and infighting, of betrayal and blood feuds. No two can ever trust one another, because when they look into each other's eyes, they see their own duplicity and lies. Therefore, the System Lords ally with and betray each other constantly, though on a time scale that, to humans, makes these relationships seem almost static. They hate their rivals while secretly fearing that everything they preach about themselves is actually true about the other System Lords: that they themselves are the only frauds among the Goa'uld and the others are truly gods. So they try all the harder to prove their superiority, and the hate and bitterness only grows stronger.

This isn't to say that no admiration is possible between the System Lords. Certain alliances stand through the centuries, without faltering or falling. Some even form bonds much deeper, establishing feelings that humans might call romantic. These bonds, both those of alliance and those of intimacy, are powerful and hard to shake, which makes them seem more loyal than many humans can imagine. But this isn't the case. The Goa'uld do not have an innate ability to love deeper or in a more lasting fashion than humans. They simply live on a different time scale than humans. While they might form relationships that last longer than entire Earth cultures, they also think nothing of being separated for decades at a time. They cannot crush each other as they do their other enemies, and so must take the long view when it comes to their peers. They do not form relationships as quickly as humans, and those relationships, once formed, take longer to change, evolve or die. It is simply part of their Goa'uld nature.

The Sarcophagus

The System Lords' behavior is compounded by the use of the sarcophagus. While the physical realities of their biology make up the core of their personalities, the use of the sarcophagus drives them to the levels seen in the common System Lord. Those who use the sarcophagus gain an

enhanced sense of selfishness, and a drive to seek their own needs above everyone else's. They become colder, more withdrawn and more emotionless. While their physical bodies are cared for and nurtured by the device, their sense of empathy and compassion slowly erodes. Over time, the sarcophagus can turn the most warm-hearted creature into a vicious monster.

Why this happens is unknown, but some believe that the sarcophagus works partially by strengthening the will of the person inside. This fortification centers on the user's sense of self, building up the will to live by increasing feelings of self-importance and narcissism. Regular, repeated use of the device compounds those qualities until no other part of the personality remains. The sarcophagus does not make the Goa'uld what they are; it simply amplifies the worst aspects while destroying the best. Their genetic memory helps pass these aspects on to their young, until – after tens of thousands of years – the species itself has been thoroughly infused was the sarcophagus's warping power.

Closing

All of these factors accumulate to make the Goa'uld a dangerous and often unpredictable race. System Lords are powerfully egotistical, an ego that could only be powered by their supreme feelings of inferiority. They hate the Tauri, but they look down upon them as well, and the Tauri have a powerful ability to drive the System Lords to fatal acts of recklessness. At the same time, the System Lords surround themselves with symbols of their might while warring among each other like murderous siblings. They hate and they destroy and they connive, all to prove to themselves that they really *are* gods, that they really *are* infallible. If they weren't so dangerous, they would warrant pity.

Fear is the only way to stay properly on guard around a System Lord, and those that survive brushes with them learn to cherish their fear. Some things can't be pitied. Some things are beyond compassion, beyond mercy. Some things, you can't come to terms with: you can only survive them and perhaps, one day, destroy them. In the end, this is all the Goa'uld have to offer: hatred and poison, without hope for mercy or compromise. To treat them otherwise is to place the entire galaxy at risk.

System Lord Prestige Classes

These classes provide several avenues for the Goa'uld overlords to exert their power over entire dominions.

Conqueror

Conquerors are masters of strategy, able to crush all who stand before them on the battlefield. These System Lords are the undisputed military geniuses of the Goa'uld, mighty generals and glorious warriors who lead armies of millions on brutal military campaigns across the galaxy.

The dominions of a conqueror are often a stringent, military dictatorships where the rule of law is absolute, discipline strict, and justice decisive. These martial societies are built upon the spoils of war.

Abilities: Conquerors distinguish themselves on the battlefield first and the halls of power second, so good physical abilities are a must. High Wisdom increases his shrewdness in battle and helps him detect his enemies' deceptions.

Vitality: 1d10 + Constitution modifier.

Requirements

To become a conqueror, a character must meet all of the following requirements:

Race: Goa'uld (or GM's approval).

Character level: 9+.

Strength: 15+.

Base attack bonus: +8 or higher.

Knowledge (Tactics) or Profession (Military): 8 ranks.

Feats: Command Decision, Personal Lieutenant, any 2 melee or ranged combat feats.

Class Skills

The conqueror's class skills and key abilities are listed below *(see Stargate SG-1 core rulebook, Chapter Six for skill descriptions)*:

Class Skill	Key Ability
Craft	Wis
Cultures	Wis
Demolitions	Int
Diplomacy	Cha
Driver	Dex
First Aid	Wis
Handle Animal	Dex
Intimidate	Str/Cha
Knowledge	Int
Languages	Int
Listen	Wis
Pilot	Dex
Profession	Wis
Sense Motive	Wis
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Xeno-Cultures	Wis
Xeno-Languages	Int

Skill Points Per Level: 6 + Intelligence Modifier.

Class Features

All of the following are class features of the conqueror.

System Lord: The conqueror is a System Lord class. If the character has previously gained levels in another System Lord class, he may not gain any levels in conqueror.

Class Feats: The conqueror gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Training Regimen: The conqueror's victories are attributable both to his strategic genius and rigorous training by his armies. At the beginning of the mission, the conqueror may reduce the number of action dice he receives at the beginning of each session of the mission by 1, and select a single melee or ranged combat feat he possesses. All NPC followers of the conqueror who meet the prerequisites of this feat gain the benefits of the feat until the end of the mission. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Spoils of War: The conqueror's dominion is composed of veteran fighters, well equipped from the plunder of countless worlds. Beginning at 1st level, all minions in the conqueror's dominion gain a number of additional gear picks equal to the conqueror's class level.

Order of Battle: *The conqueror is a supreme tactician* with a solid chain of command throughout his dominion. Beginning at 2nd level, all special NPC followers of the conqueror gain the Tactics class ability with a +1 bonus (as the Pointman ability of the same name; *see the Stargate SG-1 core rulebook, page 160)* for the purposes of issuing orders on behalf of the conqueror. If an NPC has the Tactics class ability already, he gains another use of this ability per session instead.

At 5th level, special NPCs in the conqueror's service may use their tactics ability an additional time per session.

Rigid Discipline: At 3rd level, the conqueror and all of his teammates within line of sight gain a +4 morale bonus to all Will saves, and automatically pass all Morale checks in combat *(see the Stargate SG-1 core rulebook, page 442)*.

Vast Might: At 4th level, the Strength of the conqueror and all of his NPC followers rises by +2. NPCs who leave the conqueror's service lose this benefit immediately.

Conqueror's Stratagem: Conquerors lead forces that can span the galaxy, and may use their vast military resources to crush their enemies. At 5th level, as a full action, the conqueror may spend 4 action dice to summon reinforcements from an unsuspected sector. If this ability is used in combat, the reinforcements are 2 of the conqueror's minion squads, lead by a special NPC identical to the conqueror's Personal Lieutenant. These reinforcements appear no closer than 100 ft from the conqueror, and roll initiative, joining the combat in the next round. If the conqueror uses this ability outside of combat, the reinforcements take the form of a second force, identical to the current force lead by the conqueror. Neither one of these abilities may be used if the conqueror is unable to communicate with his armies (such as verbally, or with the appropriate communications device).

TABLE 4.1: THE CONQUEROR

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+1	+2	+0	+1	+1	+1	1	0	Spoils of war, training regimen
2	+2	+3	+0	+2	+1	+2	2	1	Order of battle 1/session
3	+3	+3	+1	+2	+2	+3	2	1	Rigid discipline
4	+4	+4	+1	+2	+2	+3	2	2	Vast might +2
5	+5	+4	+1	+3	+3	+4	3	2	Conqueror's stratagem, order of battle 2/session



ETERNAL

Many Goa'uld aspire to build destinies for the ages, eternal kingdoms that can withstand the tests of time and strife, but the System Lords known as eternals are living destinies themselves. These implacable Goa'uld seem to be unaffected by passage of time or the most concerted efforts of their enemies, surviving against impossible odds to carry on as the leaders of their empires for dozens of lifetimes. This superhuman durability allows the eternal to wear down his enemies, grinding them down with lengthy wars of attrition or the slow passage of time.

The dominion of an eternal is in many ways a reflection of the lord's own timelessness and durability – stable but static realms, typically ruled through a simple feudal structure. While these fiefdoms are effective in their simplicity, they are also archaic and inflexible. Regardless, these lords carry on as they always have, knowing that their dynasties will carry on until the end of time.

Abilities: A high Constitution score is critical for the eternal, increasing his durability and fortitude. High Strength or Wisdom scores are also beneficial, as they either reinforce his skill at arms or his patience to outlast his opponents.

Vitality: 1d12 + Constitution modifier.

REQUIREMENTS

To become an eternal, a character must meet all of the following requirements:

Race: Goa'uld (or GM's approval).

Character level: 9+.

Constitution: 15+.

Bureaucracy: 8 Ranks.

Concentration: 12 ranks.

Feats: Great Fortitude, Hard Core, Rapid Healer, Zat Resistance.

CLASS SKILLS

The eternal's class skills and key abilities are listed below *(see the Stargate SG-1 core rulebook, Chapter Six for skill descriptions)*:

Class Skill	Key Ability
Balance	Dex
Bureaucracy	Cha
Concentration	Wis
Cultures	Wis
First Aid	Wis
Gather Information	Cha
Intimidate	Str/Cha
Knowledge	Int
Languages	Int
Jump	Str
Mechanics	Int
Spot	Wis
Survival	Wis
Xeno-Cultures	Wis
Xeno-Languages	Int

Skill Points Per Level: 4 + Intelligence Modifier

Class Features

All of the following are class features of the eternal.

System Lord: The eternal is a System Lord class. If the character has previously gained levels in another System Lord class, he may not gain any levels in eternal.

Class Feats: The eternal gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Primitive)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)

Might of Ages: At the beginning of the mission, the eternal may reduce the number of action dice he receives at the beginning of each session of the mission by 1, and select a single basic or unarmed combat feat he possesses. All NPC followers of the eternal who meet the prerequisites of this feat gain the benefits of the feat until the end of the mission. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Eternal Sovereign: The eternal's followers take comfort in his longevity and stability. At 1st level, all minions of the eternal's dominion may ignore a number of damage each round equal to the eternal's class level.

Grind to Dust: The eternal's followers are relentless warriors who will sacrifice everything to crush their lord's enemies. At 2nd level, once per round, any special NPC followers of the eternal may spend up to a number of vitality points equal to their Fortitude save bonus. For each point spent in this manner, the damage inflicted by this NPC's melee and unarmed attacks is increased by one until the end of the round.

At 5th level, when any special NPC followers of the eternal spend vitality points in this way, each point spent increases the results of both attack and damage rolls of the NPC's melee and unarmed attacks until the end of the round.

Unstoppable: An eternal's followers gain an almost supernatural fortitude under his direct leadership. At 3rd level, the eternal and all his teammates within line of sight may not be stunned, staggered or knocked unconscious (even if reduced to 0 or fewer wounds). Further, the eternal and all of his teammates within line of sight ignore the first critical hit they suffer in each combat.

Vast Endurance: At 4th level, the Constitution of the eternal and all of his NPC followers rises by +2. NPCs who leave the eternal's service lose this benefit immediately.

Eternal's Permanence: At 5th level, when staggered or knocked unconscious by damage, the eternal may spend 4 action dice to immediately gain 50 vitality or a number of wounds equal to his Constitution score. The eternal may use this ability even if he is reduced to less than -10 wounds, but not he is reduced to -25 wounds or less (as his body is effectively destroyed).

Manipulator

The manipulator is many things to many people – a shadowy ruler, a traitorous schemer, a treacherous enemy – but the only constant that his fellow Goa'uld can agree upon is that he is not to be trusted. He is a master of doublespeak and deception, preying upon the goodwill of his allies and weaknesses of his enemies alike. Of all the System Lords, he is also most interested in the affairs of the "lesser" cultures and species – after all, each species presents new opportunities for exploitation.

Manipulators typically found their dominions on layer upon layer of deceit and subterfuge, from behind which they may pursue their own mysterious agendas. Their governments are typically complex and ruthless bureaucracies, rife with politicking and competition amongst social classes or castes.

Abilities: Manipulators rely on cunning to undermine their foes and persuasion to turn others to their side, so a high Wisdom and Charisma are essential. Intelligence and Dexterity are also important, as they fuel the manipulator's plots, in and outside of combat.

Vitality: 1d8 + Constitution modifier.

Table 4.2: The Eternal

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+1	+2	+0	+2	+1	+0	0	0	Eternal sovereign, might of ages
2	+2	+3	+0	+3	+1	+1	0	1	Grind to dust (damage)
3	+3	+3	+1	+3	+2	+1	1	2	Unstoppable
4	+4	+4	+1	+4	+2	+2	1	3	Vast endurance +2
5	+5	+4	+1	+4	+3	+2	1	3	Eternal's permanence, grind to dust (attack/damage)

Requirements

To become a manipulator, a character must meet all of the following requirements:

Race: Goa'uld (or GM's approval).
Character level: 9+.
Wisdom: 15+.
Bluff: 12 ranks.
Innuendo: 8 ranks.
Feats: Mark, Stargate Explorer, Stealthy, Undermine.

Class Skills

The manipulator's class skills and key abilities are listed below *(see the Stargate SG-1 core rulebook, Chapter Six for skill descriptions)*:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Computers	Int
Concentration	Wis
Cryptography	Int
Cultures	Wis
Diplomacy	Cha
Disguise	Cha
Escape Artist	Dex
Forgery	Int
Gather Information	Cha
Hide	Dex
Innuendo	Cha
Intimidate	Str/Cha
Knowledge	Int
Languages	Int
Listen	Wis
Move Silently	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Surveillance	Wis
Xeno-Cultures	Wis
Xeno-Languages	Int

Skill Points Per Level: 8 + Intelligence Modifier.

Class Features

All of the following are class features of the manipulator.

System Lord: The manipulator is a System Lord class. If the character has previously gained levels in another System Lord class, he may not gain any levels in manipulator.

Class Feats: The manipulator gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)

Master's Blessings: The manipulator uses his godhood to inspire his followers to their utmost ability. At the beginning of the mission, the manipulator may reduce the number of action dice he receives at the beginning of each session of the mission by 1. All NPC followers of the manipulator gain the benefits of one species feat of their choice for which they meet the requirements until the end of the mission.

If an NPC follower of the manipulator comes from a species that has no species feats whatsoever, the follower may choose one style feat for which he meets all the perquisites to gain until the end of the mission. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Play to Win: Only those willing to go to any length to get ahead survive. At 1st level, all minions in the manipulator's dominion gain a competence bonus to all opposed skill checks equal to the manipulator's class level.

Web of Lies: The manipulator handpicks his lieutenants for their guile and skill at deceit, forming a vast network that can conceal his complex plots. At 2nd level, once per session, any special NPC followers of the manipulator may suppress information that might reveal the activities of himself or his lord. The NPC may select one event that has occurred during this session that he or the manipulator have been involved in (such as a kidnapping, murder, political maneuver). The NPC spends four hours getting in touch with his various contacts to use this ability, after which the DCs of all Computers, Gather Information, Search, Surveillance, and inspiration checks made to collect information about the chosen event are increased by +5.

At 5th level, when a special NPC follower of the manipulator uses this ability, the DCs of all Computers, Gather Information, Search, Surveillance, and inspiration checks made to collect information about the chosen event are increased by +10.

Fatal Ruse: The manipulator is a crafty and underhanded fighter who encourages his followers to do the same. At 3rd level, the manipulator and all of his teammates within line of sight may make a disarm, feint, strike object, or trip attack as a free action, receiving a bonus equal to the manipulator's class level to his attack roll. The manipulator and his teammates may use this ability a number of times per session equal to the manipulator's class level, but not more than once in any single round.

Table 4.3: The Manipulator

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+0	+2	+2	+1	+1	0	0	Master's blessings, play to win
2	+1	+0	+3	+3	+1	+1	0	1	Web of lies +5
3	+2	+1	+3	+3	+2	+2	1	2	Fatal ruse
4	+3	+1	+4	+4	+2	+2	1	3	Vast cunning +2
5	+3	+1	+4	+4	+3	+3	1	3	Manipulator's scheme, web of lies +10

Vast Cunning: At 4th level, the Wisdom of the manipulator and all of his NPC followers rises by +2. NPCs who leave the manipulator's service lose this benefit immediately.

Manipulator's Scheme: The manipulator's skill at deception is so immense that it is almost impossible to determine what his true aims and intentions are. At 5th level, at the end of any combat round as a free action, the manipulator may spend 4 action dice to negate all damage, the results of any failed saving throws, and any errors or critical failures suffered by himself or his teammates this round.

Mentor

Mentors are the epitome of the "evil genius" – cruel, callous scientists and scholars who treat the galaxy as a subject to be examined, dissected, and disposed of for their own ends. Amongst the System Lords, mentors are the lords of technology, and often have the most advanced and dangerous forms of alien devices at their disposal. Many mentors' dominions are meritocracies, where those who have either the natural ability or knowledge to successfully rule those below them. To an outsider, these governments may appear to be benevolent centers of enlightenment and thought – but just beneath the surface lurks a heartless and unethical academy, where undesirables are experimented on in the name of progress and the mentor's greater glory.

Abilities: Intelligence is far and away the mentor's most important skill, as it provides him with skill points and powers many of his class skills. Wisdom comes at a distant second, as it also improves many of the mentor's class skills.

Vitality: 1d8 + Constitution modifier.

Requirements

To become a mentor, a character must meet all of the following requirements:

Race: Goa'uld (or GM's approval).

Character level: 9+.

Intelligence: 15+.

Knowledge (any 2 focuses): 12 ranks.

Feats: Advanced Skill Mastery (Scholarly), Advanced Technology, False Start.

Class Skills

The mentor's class skills and key abilities are listed below *(see the Stargate SG-1 core rulebook, Chapter Six for skill descriptions)*:

Class Skill	Key Ability
Appraise	Int
Computers	Int
Concentration	Wis
Craft	Wis
Cryptography	Int
Demolitions	Int
Electronics	Int
First Aid	Wis
Hide	Dex
Hobby	Wis
Innuendo	Cha
Knowledge	Int
Mechanics	Int
Profession	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Survival	Wis
Xeno-Cultures	Wis
Xeno-Languages	Int

Skill Points Per Level: 8 + Intelligence Modifier.

Class Features

All of the following are class features of the mentor.

System Lord: The mentor is a System Lord class. If the character has previously gained levels in another System Lord class, he may not gain any levels in mentor.

Class Feats: The mentor gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)

Illuminated: At the beginning of the mission, the mentor may reduce the number of action dice he receives at the beginning of each session of the mission by 1, and select a single basic or advanced skill feat he possesses. All NPC followers of the mentor who meet the prerequisites of this feat gain the benefits of the feat until the end of the mission. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Ivory Tower: The mentor's focus on science, research and technology gives him a distinct advantage over his enemies. Beginning at 1st level, all minions in the mentor's dominion gain a number of Resource Points equal to the mentor's class level.

Table 4.4: The Mentor

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+0	+0	+2	+1	+0	1	1	Illuminated, ivory tower
2	+1	+0	+0	+3	+2	+1	2	2	Engineered competence 1/session
3	+1	+1	+1	+3	+3	+1	2	3	Checkmate
4	+2	+1	+1	+4	+3	+2	2	4	Vast intellect +2
5	+2	+1	+1	+4	+4	+2	3	5	Engineered competence 2/session, mentor's design

Engineered Competence: A mentor's most trusted henchmen are selected for their quick wits as often as their prowess on the battlefield. At 2nd level, once per session, any special NPC follower of the mentor may reroll a single attack or skill check. The results of this second check must stand, even if they are worse than the initial result.

At 5th level, special NPC followers of the mentor may use this ability twice per session.

Checkmate: The mentor is a keen strategist, ensuring his followers fight in a logical and coordinated attack pattern. At 3rd level, the mentor and all of his teammates within line of sight may cooperate with another teammate on an attack or skill check. The leader gains a +2 cooperation bonus to the skill check or attack and damage rolls per teammate assisting him. If the leader's action is an attack, all teammates assisting him must be within range of the target and use the same amount of ammunition as the leader.

Vast Intellect: At 4th level, the Intelligence of the mentor and all of his NPC followers rises by +2. NPCs who leave the mentor's service lose this benefit immediately.

Mentor's Design: The mentor's hoarding of rare and dangerous technology provides him with a nearly limitless arsenal of deadly weapons, available at a moment's notice. At 5th level, as a full action, the mentor may spend 4 action dice to gain the use of a single alien device with a Resource Point cost no greater than his Intelligence score. The mentor may use this ability even if stripped of all his equipment and/or visible resources. The mentor loses use of this device at the end of the session.

Predator

Predators are the most devious and vicious of the System Lords – ruthless hunters and killers who toy with their prey, harassing and confusing them before striking the killer blow. Unlike many Goa'uld, predators are fairly "hands-on," sometimes going so far as to lead their minions on their hunts personally.

The dominions of a predator are striking examples of natural selection at its finest, where the strong prevail and the weak perish. Not all these planets are savage worlds, however; oftentimes, strict caste systems or ruthless hierarchies fill the role of martial conflict equally well. Predators' callous rule is legendary across the galaxy, for though the predator may not be a visible figurehead, those who dissent from his whims and edicts are swiftly and permanently silenced.

Abilities: A high Dexterity is a key ability for the predator, as it increases his natural grace, powers many of his class skills and makes him a more able hunter. Many predators favor close-in combat, so Strength is also vital, and a high Wisdom assists them in stalking their prey more effectively.

Vitality: 1d12 + Constitution modifier.

Requirements

To become a predator, a character must meet all of the following requirements:

Race: Goa'uld (or GM's approval).
Character level: 9+.
Dexterity: 15+.
Intimidate: 8 ranks.
Survival: 12 ranks.
Feats: Bloodthirsty, Traceless, Track.

Class Skills

The predator's class skills and key abilities are listed below *(see the Stargate SG-1 core rulebook, Chapter Six for skill descriptions)*:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Climb	Str
Cultures	Wis
Demolitions	Int
Escape Artist	Dex
Hide	Dex
Intimidate	Str/Cha
Jump	Str
Listen	Wis
Search	Int
Spot	Wis
Survival	Wis
Move Silently	Dex
Tumble	Dex

Skill Points Per Level: 4 + Intelligence Modifier.

Class Features

All of the following are class features of the predator.

System Lord: The predator is a System Lord class. If the character has previously gained levels in another System Lord class, he may not gain any levels in predator.

Table 4.5: The Predator

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+1	+2	+0	+1	+1	2	0	Alpha hunter, survival of the fittest
2	+1	+2	+3	+0	+2	+1	3	1	Instinctual (Dex to Def)
3	+2	+2	+3	+1	+3	+2	3	1	Law of the pack
4	+3	+2	+4	+1	+3	+2	4	2	Vast grace +2
5	+3	+3	+4	+1	+4	+3	4	2	Instinctual (can't be flanked), predator's gambit

Class Feats: The predator gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Primitive)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Alpha Hunter: At the beginning of the mission, the predator may reduce the number of action dice he receives at the beginning of each session of the mission by 1, and select a single covert or terrain feat he possesses. All NPC followers of the predator who meet the prerequisites of this feat gain the benefits of the feat until the end of the mission. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Survival of the Fittest: The predator's brutal rule of his dominion ensures that only the wiliest and most savage followers survive. Beginning at 1st level, all minions in the predator's dominion gain a dodge bonus to Defense equal to the predator's class level. This bonus is lost if the target is flat-footed or denied his Dexterity bonus to Defense.

Instinctual: The predator's faithful followers are survivors, with instincts honed by the savage nature of his dominion. At 2nd level, each special NPC follower of the predator retains his Dexterity bonus to Defense (if any) when caught flat-footed or being attacked by an invisible adversary (though he still loses his Dexterity bonus to Defense if immobilized).

At 5th level, the special NPC follower may react to opponents on both sides as easily as he can to a single attacker, and may therefore no longer be flanked. This ability denies scouts and others with the sneak attack ability the opportunity to use flank attacks to sneak attack the NPC unless the attacker is at least four levels higher than the NPC.

This ability is identical to the uncanny dodge ability possessed by the explorer, and the special NPC follower may add all levels with the uncanny dodge class ability together with the predator's class levels to determine the effectiveness of this ability (though he may only gain the ability once).

Characters with the uncanny dodge ability from multiple classes may combine levels from all such classes in a limited fashion to determine the effectiveness of this ability. Round the character's level in each class down to the nearest multiple of 4 before adding the levels together to determine what uncanny dodge abilities are gained.

Law of the Pack: The predator is a master of ambushes and pack hunting who can lead his followers to victory over opponents many times their strength. At 3rd level, the predator and all of his teammates within line of sight inflict an additional +2d6 damage when either flanking a target *(see the Stargate SG-1 core rulebook, page 369)* or attacking a target who's currently denied his Dexterity bonus to Defense (such as a character who is flat-footed or immobilized). This damage stacks with sneak attack damage from other sources. Ranged attacks normally gain this bonus only if the target is within one range increment. Beyond that, it is difficult to hit the target's vitals.

A character may use this ability with any weapon (or unarmed attack), even one that deals subdual damage. However, he cannot use a weapon that deals normal damage to inflict subdual damage during this attack, even by applying the standard -4 penalty *(see the Stargate SG-1 core rulebook, page 379)*, nor may he use strafe fire when while making this attack.

Finally, a character may not use this ability against targets who are immune to critical hits, who have total concealment (such as being out of phase), or whose vitals are out of reach.

Vast Grace: At 4th level, the Dexterity of the predator and all of his NPC followers rises by +2. NPCs who leave the predator's service lose this benefit immediately.

Predator's Gambit: The predator need not always hunt his prey – rather, his prey often comes to him. At 5th level, as a full round action, the predator may spend 4 action dice to spring an ambush on his opponents. All opponents immediately become flat footed. A single squad of the predator's minions appears after the predator's initiative count and may immediately take a full action or two half actions. These minions may enter the map no closer than 30 ft. from any opponent, and come in addition to any minions already at this location. This ability may be used no more than once per round.

Tyrant

Goa'uld with strong political ambitions and particular lust for power often join the ranks of the System Lords as tyrants. These merciless dictators reign over their dominions with an iron fist of bureaucracy and fear. Tyrants also tend to be megalomaniacs who revel in their godhood, demanding worship from the faithful while crushing those who dare contest them.

A tyrant's dominion is built upon oppression of the citizens and repression of ideas, at the top of which he is seated as absolute ruler. His laws are enforced with brutal reprisals and capital punishment for those who stray from the letter (and those who don't); his emissaries command impossible tributes from the population; and the people are kept docile and subservient with a combination of military might, propaganda and terror.

Table 4.6: The Tyrant

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+0	+1	+2	+1	+0	2	1	Imminent domain, reign of fear
2	+1	+0	+2	+3	+1	+1	3	2	Absolute power...
3	+1	+1	+2	+3	+2	+1	3	3	"War, by other means"
4	+2	+1	+2	+4	+2	+2	4	4	Vast allure +2
5	+2	+1	+3	+4	+3	+2	4	5	...Corrupts absolutely, tyrant's offer

Abilities: Tyrants are silver-tongued bureaucrats and fearsome dictators, so Charisma is invariably important to them. Intelligence increases their pool of skill points, while Wisdom assists them in detecting the deceptions of their fellow Goa'uld.

Vitality: 1d10 + Constitution modifier.

Requirements

To become a tyrant, a character must meet all of the following requirements:

Race: Goa'uld (or GM's approval).

Character level: 9+.

Charisma: 15+.

Bureaucracy: 8 ranks.

Sense Motive: 12 ranks.

Feats: Advanced Skill Mastery (Persuasive), Political Clout.

Class Skills

The tyrant's class skills and key abilities are listed below *(see the Stargate SG-1 core rulebook, Chapter Six for skill descriptions)*:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Cultures	Wis
Diplomacy	Cha
Innuendo	Cha
Intimidate	Str/Cha
Knowledge	Int
Languages	Int
Listen	Wis
Move Silently	Dex
Profession	Wis
Sense Motive	Wis
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Xeno-Cultures	Wis
Xeno-Languages	Int

Skill Points Per Level: 6 + Intelligence Modifier.

Class Features

All of the following are class features of the tyrant.

System Lord: The tyrant is a System Lord class. If the character has previously gained levels in another System Lord class, he may not gain any levels in tyrant.

Class Feats: The tyrant gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)

Imminent Domain: At the beginning of the mission, the tyrant may reduce the number of action dice he receives at the beginning of each session of the mission by 1, and select a single gear or style feat he possesses. All NPC followers of the tyrant who meet the prerequisites of this feat gain the benefits of the feat until the end of the mission. These temporary feats may not be used to meet the requirements of prestige classes or the prerequisites of other feats.

Reign of Fear: At 1st level, all minions in the tyrant's dominion may convert threats on all Bureaucracy, Diplomacy, Innuendo, Intimidate and Sense Motive skill checks to critical successes without spending an action die a number of times per session equal to ½ the tyrant's class level (rounded up).

Absolute Power...: The tyrant's emissaries are known throughout his domain, and can call upon the tyrant's own reputation to further their own goals. At 2nd level, once per session, any special NPC followers of the tyrant may invoke his dread reputation to cow their enemies. All enemies within line of site to the special NPC must take a Will save (DC equal to tyrant's character level). Any enemies who fail this save suffer a morale penalty to all skill checks and saving throws equal to the special NPC's Charisma modifier (minimum 1). If used in combat, this penalty lasts for 2d6 rounds; if used outside of combat, this penalty lasts until the end of the scene.

"War, By Other Means": The intimidating reputation of the tyrant is so far-reaching that is only the rare opponent that willingly raises arms against him. At 3rd level, all opponents attempting to attack the tyrant and any of his teammates within line of sight must make a Will save (DC equal to the target's character level +5). If this save is failed, the opponent may not attack his target this turn, and the action used for the attack is lost. Once an opponent makes his save, he may attack that target without making further saves for the rest of the scene.

Vast Allure: At 4th level, the Charisma of the tyrant and all of his NPC followers rises by +2. NPCs who leave the tyrant's service lose this benefit immediately.

...Corrupts Absolutely: While the tyrant is universally feared, his minions are also heartened that they are not the targets of his wrath. At 5th level, whenever a special NPC follower of the tyrant uses the Absolute Power class ability, all teammates with a line of sight to the special NPC gain a morale bonus to skill checks and saving throws equal to the special NPC's Charisma modifier (minimum 1). If used in combat, this bonus lasts for 2d6 rounds; if used outside of combat, this bonus lasts until the end of the scene.

Tyrant's Offer: A tyrant is so commanding that even his enemies are compelled to remain on his good side. At 5th level, as a full action, the tyrant may spend 4 action dice to dictate the actions of a number of opponents equal to his Charisma modifier until his next initiative count. The tyrant may not force these opponents to take any actions that directly endanger the lives of themselves or their allies (such as walking off a cliff, attacking one another, etc.). This ability may not be used more than once per round.

System Lord Construction: Building an Ancient Evil

The Goa'uld System Lords enjoy resource advantages that the SGC alone can never hope to match. By definition, a System Lord controls the complete natural resources of multiple star systems, as well as countless human and Jaffa troops and nigh-incomprehensible advanced technologies. The following system breaks down these assets into abstract components that can serve as individual targets for the small elite teams of the SGC. In other words, these rules enable you to create a System Lord's vast holdings in small pieces that your players' characters can then systematically demolish. After all, as Colonel O'Neill might say, any problem can be solved by the application of sufficient explosives...

System Lord Resource Basics

These System Lord construction rules use a numeric trait, Dominion, to measure the relative status of System Lords and the value of each of their resources. With two exceptions, noted in the following rules, a System Lord's total Dominion is always equal to the sum of the Dominion of all of his resources. Thus, the GM can track the ascent and descent of a System Lord's fortunes by the resources he gains or loses during the course of the campaign. If a System Lord's Dominion sinks too low, his gradual descent can become a swift fall as his fellow System Lords sense the proverbial blood in the water and turn on him in a paroxysm of fratricide.

System Lords have four general types of resources at their disposal:

Holdings: A holding is a single physical location that provides the System Lord with raw materials, industrial capacity, military power, loyal subjects, or some other valuable commodity or service. A holding can be a planet, a starship, or any other site of sufficient size or value. Almost all holdings have Stargates, which facilitate travel and provide convenient plot hooks. Holdings are often where SG team missions take place.

Troops: A System Lord without an army is a System Lord in name only. The masters of the Goa'uld galactic empire cannot project power by themselves (mighty though they may be in single combat). They instead rely on legions of Jaffa and human soldiers to shake worlds beneath their boots and burn rebellion to ash in the plasma blasts of staff weapons. Troops most often serve as obstacles to SG team missions.

Technology: By nature, the Goa'uld are scavengers, feeding on the remains of conquered or extinct cultures. Some few, however, are capable of horrifying creativity. These two sources – salvage and innovation – provide System Lords with rare or unique technology that they can exploit for personal, tactical, or strategic benefit. Technology is often the target of an SG team mission.

Reputation: The least tangible type of resource, reputation has little direct effect on the events of individual SG team missions but is virtually impossible to strip from a System Lord. Planets may rise in rebellion, technology may be rendered obsolete by Tauri ingenuity, and troops may perish in battle, but the Goa'uld have long memories, and the heights to which a fallen peer once rose – or the atrocities he once committed – are always in the back of their minds. Reputation serves to keep a declining System Lord's enemies at bay... for a time.

Linked Resources

Many resources may be "linked" to one or more other resources. A link generally establishes one resource's dependence on the other. This pays off in the form of a reduced cost, as the dependent resource isn't completely autonomous. However, if the System Lord loses access to all resources on which a linked resource is dependent, he also loses the linked resource. For example, a specific unit of troops can be linked to a planetary holding, which represents their homeworld. If the System Lord loses control of the planet, he also loses control of the troops whose ultimate loyalties lie with their homes and families.

Each resource type's possible links, along with the benefits and vulnerabilities that such a link provides, are listed in the appropriate resource's description.

Step One: Initial Dominion

The first step in designing a System Lord is to decide how powerful he is in the relative hierarchy of Goa'uld despots. Is he a terrifyingly powerful being possessed of Ascended secrets and Ancient technology like Anubis, a constant and steadfast power such as Yu, or a once-powerful fallen star like Nirrti? This ranking will influence all aspects of your design of this System Lord. Table 4.9 should give you an idea of the relative power of the known System Lords as the seasons of *Stargate SG-1* have progressed, while the following table shows the suggested Dominion ratings for various power brackets of System Lords. Choose a Dominion that fits your System Lord's desired power level.

Table 4.7: Initial Dominion

System Lord Standing	Example	Suggested Dominion
Unquestioned Supremacy	Ra	2,000
Major Dominance	Anubis	1,500
Stable Might	Olukun	1,000
Lesser Potency	Kali	500
Eccentric Obscurity	Pelops	250
Newly Minted	Klorel	150
Powerless and Forgotten	Seth	50

Alternately, if you intend the campaign against a System Lord to be the primary focus of your campaign, you may design him and his resources to a level appropriate to that of your players' SG team, placing him wherever he may fall in the hierarchy of System Lords. In this case, give your System Lord a Dominion total determined by the number of missions you want to focus directly on defeating him and the average level of your players' SG team at present:

Number of Missions	Dominion
1–2	50 + (25 per average team level)
3–5	(45 + (25 per average team level)) × number of missions
6–9	(55 + (25 per average team level)) × number of missions
10–12	(65 + (25 per average team level)) × number of missions
13+	(75 + (25 per average team level)) × number of missions

Step Two: Design your System Lord

Ideally, your SG team should encounter your System Lord at least couple of times in the initial stages of the operation against him before destroying him in a climactic final battle. He should be powerful enough to pose a serious threat, especially in the initial encounters, but not so horribly broken that he'll eat the entire team's faces in two combat rounds. Design your System Lord with a level equal to that of the highest-level character in the team, plus two levels for every three missions you plan for the team to undertake against him. You can also make use of the System Lord-only prestige classes presented elsewhere in this book, which can help establish your villain's personality as well as his power. Exercise your discretion when necessary – the System Lord is less of a primary challenge than he is a focal point for the collection of threats that compose his domain.

If you want your System Lord to be a direct challenge to your PCs, you can spend Dominion to add additional capabilities to him, *above and beyond those provided by his class levels.* This option breaks the standard rules for class and level progression and is available only for System Lords: you should never allow player characters to buy extra traits.

Feature/Trait	Dominion Cost
Feat	3 Dominion
Skill points	1 Dominion for 2
Vitality	1 Dominion for 5
Initiative	1 Dominion for +2
Defense	1 Dominion for +1

Step Three: Holdings

A System Lord without holdings is not long for this galaxy. Ideally, yours should have a number of holdings between half and twice the number of missions you have planned for your team. A System Lord with a low number of holdings has a concentrated power base, perhaps requiring multiple missions to remove any one holding from his control. Conversely, a high number of holdings is harder to defend, but avoids the problem of keeping all the larvae in one spawning pool.

A holding's base Dominion cost and supplementary effects are determined by the benefit it provides. In addition, each holding type has a certain set of SG team mission types which are most likely to take place there.

Bolthole

The System Lord's hiding place of last resort, a bolthole is a secret holding to which he and his elite guards and closest advisors can evacuate if his empire falls apart. A bolthole is more of a plot point than a beneficial resource in and of itself. SG teams are rarely aware of the existence of a bolthole until they've taken down the System Lord's stronghold – and not found his body in the smoking wreckage.

If a System Lord has a bolthole, the GM may spend three action dice at the beginning of any mission targeting his stronghold. If the GM exercises this option, the System Lord is not present in his stronghold during the mission, and is not killed if the stronghold is destroyed.

Cost: 20 Dominion

Links: A bolthole cannot be linked to another resource.

Mission Types: Capture (System Lord), Destroy (site).

Defensive Military

A defensive military holding is a fixed installation that provides military defense for another holding. When the System Lord purchases a defensive military holding, he designates one other holding which the defensive military holding protects. It is impossible to launch a capture, destroy, distract, raid, or surveillance mission against a holding which has one or more defensive military holdings protecting it. A defensive military holding may not protect a bolthole, an offensive military holding, or another defensive military holding.

Cost: 20 Dominion

Links: A defensive military holding may be linked to the resource it protects to reduce its cost to 15 Dominion. If the protected resource leaves the System Lord's control, so does the defensive military holding.

Mission Types: Capture, Destroy (weapon, site), Distract (Goa'uld), Infiltrate, Raid, Recover, Rescue, Scout, Surveillance.

Industrial

An industrial holding is a center of production for the technological items that the System Lord and his forces use. Industrial holdings are almost always factories or refineries, and range in size from village workshops to orbital shipyards. A System Lord must have at least one industrial holding for every developed technology resource he possesses.

Cost: 25 Dominion

Links: An industrial holding may be linked to up to three separate raw materials holdings. If linked to one, its cost is reduced to 10 Dominion. If linked to two, its cost is reduced to 15 Dominion. If linked to three, its cost is

reduced to 20 Dominion. If the industrial holding is linked to one or more raw materials holdings and all of those raw materials holdings leave the System Lord's control, so does the industrial holding.

Mission Types: Deliver Message, Destroy (site), Infiltrate, Raid, Recover, Surveillance.

Offensive Military

Essential for playing with the big Goa'uld, an offensive military holding is usually a mobile facility, most often a mothership, that enables the System Lord to project power and destroy or conquer other holdings – or bring other places, such as independent planets, under his sway. Alternately, an offensive holding can be tasked with the defense of a fixed location. At the beginning of any mission, the GM may spend three action dice to allow the offensive holding to function as a defensive holding, defending the site that is the mission's target.

Alternately, an offensive military holding can be a forward base that the Goa'uld or his Primes have established in a disputed system and are using to stage local operations. An immobile offensive military holding receives a 10 Dominion discount (costing only 15 Dominion), but cannot be moved to defend another holding.

Cost: 25 Dominion

Links: An offensive military holding may not be linked to any other resource.

Mission Types: Defend (target of holding's attack), Destroy (holding), Distract, Guard (potential target of holding's attack), Hijack (if holding is a ship), Raid, Recover, Rescue, Surveillance.

Raw Materials

Raw materials holdings are sites for the extraction and initial processing of materials essential to the construction of Goa'uld technology, or that produce luxury substances that the System Lords prize for their aesthetic value. The most visible raw materials holdings are the naquadah and trinium mines that are primary focal points of Goa'uld military struggles, but a raw materials holding can also be a farming colony that produces a unique medicinal plant or a gas giant with rare substances in its atmosphere.

Cost: 15 Dominion

Links: A raw materials holding may be linked to a slave population holding to reduce its cost to 10 Dominion. This is most commonly the case seen on Abydos, where the slave population is also the raw materials holding's sole labor force. If this option is chosen and the slave population holding leaves the System Lord's control, so does the raw materials holding.

Mission Types: Capture, Deliver Message, Destroy (site), Infiltrate, Raid, Scout, Surveillance.

Research

A research holding provides the System Lord with research data on new technology. Research holdings range from cutting-edge laboratories to dusty archaeological digs. Any unique or experimental technology resource must be linked to a single research holding.

Cost: 30 Dominion

Links: A research holding may not be linked to any other resource.

Mission Types: Capture, Destroy (site or its research), Hijack (if the site involves vehicle research), Investigate, Puzzle, Raid, Recover, Research, Search, Surveillance.

Slave Population

Goa'uld empires are built on the shoulders of millions of enslaved subjects. A slave population holding is a planet that is home to a human, near-human, or alien culture that provides labor, cannon fodder, and hosts for the System Lord.

Cost: 15 Dominion

Links: A slave population holding may not be linked to any other resource.

Mission Types: Advise, Deliver Message, Disaster Support, Infiltrate, Mediate, Negotiate, Scout.

Stronghold

The focal point of any System Lord's domain is his headquarters. This can be a specially-equipped mothership, an opulent palace, or a high-tech fortress like Cheyenne Mountain. A System Lord receives a single stronghold for free, and may not purchase additional strongholds.

Cost: Free

Links: A stronghold may not be linked to any other resource.

Mission Types: Capture (System Lord), Deliver Message, Destroy (site), Distract, Infiltrate, Negotiate (with System Lord), Puzzle, Raid, Recover, Rescue, Surveillance.

Training

Jaffa and human troops in service to System Lords require extensive training before they can be more than plasma sops. A training holding converts raw recruits into warriors ready to take the field against the System Lord's enemies.

Cost: 20 Dominion

Links: A training holding may be linked to a slave population holding to reduce its cost to 15 Dominion. Usually, this represents a population that sends the flower of its youth directly to its god's martial service. If this option is selected and the System Lord loses access to the slave population holding, he also loses access to the training holding.

Mission Types: Capture, Destroy (site), Distract, Infiltrate, Investigate, Raid, Scout, Surveillance.

Recreation

The decadent Goa'uld are loath to part with their hedonistic pleasures. Recreation holdings are sites that the System Lord and his trusted underlings use for their own twisted forms of indulgence, ranging from stately pleasure palaces to genetically engineered hunting preserves. They also tend to be the sites where Goa'uld negotiate with those they see as equals. Playing host also serves as a means of continuing their silent games of one-upmanship with a political or social rival.

Cost: 10 Dominion

Links: A recreational holding may be not be linked to any other resource.

Mission Types: Advise (SGC negotiators), Bodyguard (SGC negotiators), Deliver Message, Distract, Infiltrate, Mediate, Negotiate, Puzzle, Raid, Rescue, Surveillance.

Underlords

Every holding, save for a bolthole, should have an underlord. As discussed in the *Stargate SG-1 core rulebook*, an underlord is a Goa'uld in service to a System Lord who acts as a trusted lieutenant and right-hand snake, handling the daily operations of a single holding and ostensibly looking out for his master's best interests. In game terms, an underlord is a primary adversary for an SG team to encounter (and usually kill) at the climax of a mission.

Design underlords using *Stargate SG-1's* standard character creation rules. In general, underlord should have a level between one-quarter and three-quarters that of the System Lord. There is no Dominion cost for underlords – consider them free additions to their holdings.

Step Four: Troops

Goa'uld military technology is highly advanced, but the System Lords' quasi-feudal society still relies on simple foot soldiers as the backbone of the false gods' physical might. Rather than represent the individual acquisition of each such soldier, these rules abstract a System Lord's troops in terms of generic traits and scope and scale of deployment. A System Lord may have any number of different types of troops, so long as he can afford the cost. Once he has a given troop type, he decides which of his holdings are guarded by those troops and how many squads of those troops are stationed at each protected holding.

The first stage of designing a troop type is to create a troop template, using one or more NPC classes as per the rules on page 408 of the *Stargate SG-1 core rulebook*. Troops should not have a higher level than the level lower than the average level of your SG team – after all, they're extras, destined to threaten with numbers rather than individual skill. The base cost of a troop template is determined by two factors: a fixed number equal to the template's first-level vitality point gain, plus the number of levels the template has in each NPC class times the class' Dominion value. Each NPC class' Dominion value is shown in the following table; subsequent NPC classes can be extrapolated based on the entry which best matches their abilities.

Once you've determined the NPC cost of a troop template, decide how many of your System Lord's holdings are protected by troops of this type (the deployment width cost) and how many squads of these troops can appear at each holding to oppose your SG team (the deployment depth cost). These costs are determined by the following tables:

Deployment Width	Cost
1 specific holding	0.5
2 specific holdings	0.6
3 specific holdings	0.75
all holdings of 1 type	1
all holdings of 2 types	1.5
all holdings of 3 types	2.5
all holdings	4

Deployment Depth	Cost
1 squad	0
2 squads	0.25
3 squads	0.5
4 squads	1
each squad past 4	2 × (number of squads over 4)

Add the deployment width and deployment depth costs, then multiply the sum by the troop template cost to determine the total Dominion cost of the System Lord's entire complement of this troop type.

Linked Troops

It is possible to reduce the cost of a troop type by linking it to slave population and/or training holdings. This represents a troop type that's drawn exclusively from a single planet or heavily reliant on a limited number of sources for its indoctrination and practice. As with linked holdings, losing the holding to which the troops are linked can have disastrous consequences for the System Lord.

Linking a troop type to a slave population holding reduces its deployment depth by 2, to a minimum of 2, for purposes of determining cost. However, if the System Lord loses control of that holding, the troops will gradually trickle out of his hands as they desert his service to return to the homes that he no longer holds hostage. At the end of every mission or event that removed the slave population holding from the System Lord's control, reduce the deployment depth of the troop type by 1, to a minimum of 0.

Linking a troop type to a training holding reduces its effective level by 1, to a minimum of 1, for purposes of determining cost. A troop type can be linked in this manner to up to half its level in training holdings, representing different schools or curricula. However, loss of a training holding means that the troops trained at it lose some of their edge. At the end of the second mission after the mission or event

Table 4.8: Dominion Cost for Troops

NPC Class	Base Dominion Cost	Dominion Cost per Level
Academic	5	2
Advance Team Member	15	3
Diplomat	10	2
Goa'uld Guard	15	4
Native Off-Worlder	10	2
Professional	5	2
SGC Marine	20	3

that removed the training holding from the System Lord's control, the troop type sustains a permanent -1 morale penalty to all attack rolls and skill checks. This is cumulative: loss of 5 training holdings applies a -5 morale penalty to the troop type.

Squads in Play

When your SG team encounters these troops during the course of play, the size of each squad is determined by the difference between the team's average level and the level of the troop type:

Level Difference	Troops per Squad
0–2	3–4
3	5–6
4	7–8
5	9–10
6	11–12
7	13–14

Step Five: Technology

The baseline level of technology that the Goa'uld have developed, scavenged, or stolen over the centuries is significantly advanced in relation to that of Earth, at least in terms of military assets and certain specific tools. All System Lords are assumed to have access to staff weapons for their troops, ribbon devices for their trusted subordinates, and sarcophagi for themselves. A Goa'uld with Dominion invested in technology has exclusive access to a specific piece of technology that is in some way superior to standard-issue Goa'uld equipment. This is critical to Stargate Command because one of the primary justifications for the SGC continued funding is the ongoing search for new technology that has direct applications to American national security. In this offworld "gold rush," the SGC has become more like the Goa'uld than its personnel wish to admit.

Because of the sheer size of the Stargate network and the capabilities of advanced alien civilizations, it's impossible to quantify every possible type of device to which a System Lord might gain access. The following rules are more of general guidelines to help you determine the relative value of an item of advanced technology. Before you sit down to crunch numbers, you should have a solid idea of the item you want. Don't worry about game mechanics just yet – think more of how the device will look on film. Write a few sentences or doodle on an all-night restaurant napkin to get a solid idea of the device's functions and special effects. Try to describe it purely in narrative terms. Don't worry about how it works in the game at this stage, just imagine how an SG team encountering it for the first time will see it and the effects.

Research and Development

The following tables provide guidelines for many common capabilities that you will want to build into alien devices. Each function has an RP cost, many of which are fractional. Keep track of the RP cost of each function you select for the device.

It's very likely that within 5 minutes of reading this sentence, you'll think of a device function that isn't covered by these tables. That's okay. Decide on the relative value of the function you want, then assign an appropriate cost based on these prices.

For many numeric bonuses, the table stops at a certain value. These are our recommended maximum values. However, you're more than welcome to extend the mathematical progression if you want that power scale in your game.

Limitations

Not all devices provide their benefits in all situations. Some such limitations are insoluble issues with the device's design, while others are the results of function-versus-cost compromises made by the creators. On the flip side of the exploding coin, other devices have performance envelopes well above the norm for items of their type.

By default, all devices that provide bonuses directly to their user's traits or rolls can be turned on and off as a free action, and provide their bonuses in all applicable situations. All devices that provide specific triggered functions (shred a document, dial 10,000 phones, or fire a lightning bolt) are activated as a half action and have a number of charges or uses depending on their size. If the effect is ranged, the range increment also depends on the item's size. The default threat range for any device is 20, and the default error range is 1.

Item Size	Default Uses/ Charges	Range Increment
Fine	25	2.5 ft.
Diminutive	15	5 ft.
Tiny	10	10 ft.
Small	5	20 ft.
Medium	3	30 ft.
Large	1	50 ft.

You can either enhance a device's capabilities for additional costs, or reduce them to cut costs, or both. The following tables provide a selection of expansions and limitations to place on devices. Each expansion has a percentage increase in the item's cost, while each limitation has a percentage decrease.

Regardless of how many limitations it has, a device's cost may never be reduced by more than a total of 50% by limitations. However, there is no limit to the possible cost increase.

Expansion	Cost Increase
Extra uses	(percentage by which uses are increased / 2)%
Extra range	(number of feet added to range increment) %
Threat range...	
19–20	+10%
18–20	+25%
17–20	+40%

Limitation	Cost Reduction
Reduced uses	(percentage by which uses are reduced / 3) %
Reduced range increment	(number of feet removed from range increment / 2) %
Always-on device is activated/deactivated...	
... as a half action	–5%
... as a full action	–10%
Triggered device is used/fired...	
... as a full action	–5%
... as a tactical weapon	–10%
Error range...	
1–2	–10%
1–3	–15%
1–4	–20%
1–5	–25%
Device requires a skill check to use...	
... skill can be used untrained	– (check DC – 5)%
... skill cannot be used untrained	– (check DC)%

Deployment

Now it's time to put your device in the sweaty palms of System Lord and his expendable Jaffa field testers. Total all of the component RP costs, then apply any cost modifiers derived under "Limitations" above.

If the resulting RP cost is greater than the average character level in your campaign, discount the average by 20%. For example, if your average character level is 6.5 and your final device design costs 11.2 RPs, the excess cost is 4.7 RPs. 20% of 4.7 is a 0.94 RP discount off the total cost, for a discounted cost of 10.26.

Finally, round up to the nearest whole RP cost – in the above example, the device's final cost is 11 RPs.

Once you have the base RP cost for the device (which will also be the cost for SG teams to requisition it once the SGC has captured a few samples), multiply it by an amount determined by how common it will be in the System Lord's arsenal to determine its cost in Dominion:

Commonality	Cost Multiplier
System Lord only	×1
System Lord and Underlords	×3
One per squad of troops	×7*
One per NPC troop	×12*

If the item is only in the hands of the System Lord himself, it is considered *unique*. Unique technology does not have to be linked to a holding, but the System Lord must possess at least one research holding for every piece of unique technology he has. This represents the source of his unique toy.

If one copy of the item is in the hands of the System Lord and each of his Underlords, it is considered *experimental*. Experimental technology must be linked to a single research holding. This provides no cost reduction. If the System Lord loses control of this research holding, he and his Underlords do not lose their copies of the device, but the error range of each existing copy of the item is increased by 2 due to a lack of skilled maintenance.

If the device is deployed on the squad or individual troop level, it is considered *developed*. Developed technology must be linked to one to three industrial holdings. If it is linked to only one industrial holding, its cost multiplier is reduced by 2. If it is linked to two industrial holdings, its cost multiplier is reduced by 1. If the System Lord loses control of all industrial holdings that provide an item, any player may spend up to 2 action dice at the beginning of each mission. For each action die spent in this fashion, one squad of troops encountered during the mission does not have the copies of the device that they otherwise would have.

Step Six: Reputation

Any Dominion left over after you've bought your System Lord's toys goes to acquire reputation. Reputation is just that – a personal history that's known to all other System Lords, as well as some individuals outside the Goa'uld. For every full 10 points of Dominion invested in Reputation, the System Lord gains a +1 circumstance bonus on all skill checks and Will saves related to social interaction with anyone who knows of him and his past (mis)deeds.

A System Lord's reputation is the least tangible of his assets, but the hardest to strip from him. Only death can negate the chill of dread that attaches itself to every mention of the name of an ancient evil such as the eldest of the Goa'uld.

Using Dominion in Play

Unlike the usual role the United States military plays in terrestrial conflicts, Stargate Command finds itself in the position of the smaller, lighter, faster opponent in the war against the Goa'uld. In this interstellar war, guerilla tactics are the rule of the day in taking down a System Lord, with SG teams administering precise surgical strikes to destabilize a Goa'uld power base one element at a time. As noted in their introduction, the System Lord resource rules are designed to enable the GM to create a network of resources that the players' SG team can then tear apart over the course of the campaign.

Once you've created the System Lord's resources, take a few minutes to sketch out a rough organizational chart. Arrange the System Lord's holdings in a pyramid-like structure, with his stronghold alone at the apex and the rest of his holdings in one or more tiers, roughly sorted in their order of importance to their master. Note which troop types are deployed to protect each holding, and which holdings are linked to others. When you're done, you should have an abstract diagram of how the System Lord views the worlds and beings over which he holds sway.

Now it's time to let your players destroy your perfectly-ordered system. Don't worry – it'll be fun.

Usually, the SGC becomes aware of a new System Lord via an encounter with him on a neutral or contested planet, or during the initial exploration of a world that contains one of his bottom-tier resources. If this initial contact is hostile, the SGC – or, more likely, the players – makes the decision to commence offensive operations against the System Lord. The suggested missions listed for each type of holding provide some story seeds for the first few sessions of play.

Each successful mission should lead into another mission taking place in the same holding or one that's connected to it – either by virtue of being adjacent in your pyramid-sketch, or through a link. Pretty soon, your players should start putting the pieces together and asking for specific missions based on what you've shown them in previous ones. Eventually, the connections will lead up the pyramid to the System Lord's stronghold and a bloody final showdown.

How the Mighty Fall

The relative positions of System Lords within the hierarchy of ancient Goa'uld are not static. Minor triumphs and defeats can snowball into catastrophic shifts in the balance of power as dozens of near-immortal parasitic scavengers jockey for position. Your players can directly affect a System Lord's standing in the ranks of his fellows by handing him resounding defeats that cost him his resources. As a System Lord loses access to holdings, troops, and technologies, he also loses the Dominion that he's invested in them. When his Dominion drops beneath certain key thresholds, expressed as percentages of his original Dominion, he suffers negative consequences as his peers view him as weak and incompetent. Eventually, SG teams and their allies may be able to reduce a once-mighty System Lord to such vulnerability that his own brethren turn on him. The following paragraphs provide suggested plot points that you can inject into your campaign to reward the efforts of your players and their SG team.

When the System Lord's Dominion reaches **80% of its original value**, he has suffered significant reversals of fortune. While other Goa'uld are not yet willing to attack him outright, they are no longer likely to rush to his assistance. Only the System Lord's staunchest allies are willing to provide him with aid.

Once the System Lord's Dominion drops to **70% of its original value**, he's been sufficiently reduced in power that other Goa'uld may begin eyeing his choice holdings for possible conquest. After all, he's already demonstrated his inability to hold onto some of his other possessions. No overt action will occur – yet. However, System Lords who harbor no personal enmity against the Tauri may begin slipping the SGC relevant information... if it serves their own nefarious purposes.

At 60% of its original value, the System Lord's Dominion has taken a severe beating. No other System Lord will raise a hand to help a Goa'uld who finds himself in these dire straits, as he's clearly accelerating toward rock bottom as quickly as his enemies can help him along. Covert action from other System Lords against him is likely, and SG teams may find themselves with strange bedfellows.

The 50% Dominion mark is the critical balance point at which other System Lords will declare open hostilities against the victim. If the SGC can reduce a System Lord's resources to this point, the battle is all but won – though they may not want their target's remaining resources to fall into the hands of other System Lords who will only profit from their cousin's loss.

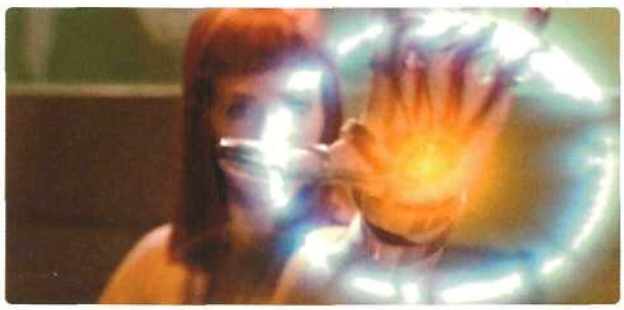


Table 4.9: Known System Lords' Dominion

Lord	Season 1	Season 2	Season 3	Season 4	Season 5	Season 6	Season 7
Anubis	1,000	1,200	1,200	1,400	1,500	1,500	1,300
Apophis	1,250	150*	1,400*	1,500	–	–	–
Ba'al	1,000	1,000	1,100	1,200	1,000	900	1,200
Bastet	750	750	750	600	400	500	500
Cronus	1,300	1,300	1,300	1,300	1,200	–	–
Hathor	20	200	–	–	–	–	–
Heru-ur	1,100	1,100	1,200	1,300	–	–	–
Kali	600	650	600	700	500	500	500
MMLir	300	350	300	300	250	250	300
Marduk	20	20	20	20	20	–	–
Morrigan	950	900	1,000	1,100	850	800	900
Nirrti	1,100	1,000	0	0	250	300	–
Olukun	1,000	1,050	1,050	1,000	800	850	900
Osiris	0	0	0	150	1,000	1,100	1,000
Pelops	250	250	250	250	250	250	250
Ra	2,000**	–	–	–	–	–	–
Sokar	1,400	1,400	1,400	–	–	–	–
Yu	1,400	1,400	1,500	1,500	1,100	1,000	1,000
Zeus	0	0	0	0	250	500	750

*Apophis was a prisoner of Sokar between the episodes *Serpent's Song* (Season Two) and *The Devil You Know* (Season Three). He had an effective Dominion of 0 during that period. These stats reflect his power before and after his incarceration, respectively.
**Ra was destroyed before the beginning of Season One. This stat reflects his Dominion at the time of his death.

Table 4.10: Research and Development

Device Effect	Cost in RP
Device Enhances a User's Ability...	
+2	2
+4	6
+6	12
...Intelligence	x2 cost
...Wisdom	cannot be altered
Device Enhances a User's Skill...	
+2	0.1
+4	0.3
+6	0.6
+8	1
+10	1.5
...automatic success on one type of check	3
...allows unskilled skill check	2
...is Int-based	x3 cost
...is Wis-based	x2 cost
...is Cha-based	x1.5 cost
Device Enhances a User's Save or Initiative...	
+1	0.1
+2	0.3
+3	0.6
+4	1
+5	1.5
Device Enhances a User's Attacks of one type (unarmed, melee, or ranged)	bonus ×2
...unarmed only or melee only	×0.5 cost
...ranged, but hurled only	×0.3 cost
Device Enhances a User's Defense...	
+1	1
+2	2
+3	3
+4	5
+5	8
Device Enhances a User's Damage Reduction...	
... all physical damage	value / 2
... wound only	value / 3
... vitality only	value / 3
... one specific type of damage (piercing, fire, falling...)	value / 6
... one type of ability damage (STR, INT, etc...)	value / 8
Gain mobility (starting at half base speed)...	
... flight	4
... dig	3
... swim	2
Device Enhances a User's Speed...	
... raise base speed of extra movement type to user's base move	1
... + bonus base speed for one movement type	bonus / 2.5
... + bonus base speed for all movement types	bonus
Device has its own skill bonus, can make skill checks for the user...	
... STR-based skill	effective skill bonus / 5
... DEX-based skill	effective skill bonus / 4
... INT-based skill	effective skill bonus
... WIS-based skill	effective skill bonus / 2
... CHA-based skill	effective skill bonus / 3
Device provides a feat (subject to strict GM approval)...	
... basic combat	1 + (number of feats that precede the feat in its tree)

Device Effect	Cost in RP
... melee, ranged, or unarmed combat	2 + (number of feats that precede the feat in its tree ×2)
... covert	1 + (number of feats that precede the feat in its tree ×2)
... chase	2 + (number of feats that precede the feat in its tree)
Device has a damaging or weapon-like effect...	
... like a melee weapon	average damage / 4
... like a firearm	average damage / 3
... like a tactical weapon	average damage / 2
... for every size category item is smaller than large	×1.25
... subdual damage only	×0.3
Device explodes...	
Damage dice	(minimum damage + maximum damage) × 0.05
Blast increment	(increment / 5 ft.)
Extra effects...	
... with "fire" damage type effects	+ (damage cost × 0.2)
... with "acid" damage type effects	+ (damage cost × 0.2)
... with "flash-bang" secondary effects	+ (damage cost × 0.1)
... device is a shaped charge	+ (damage cost × 0.1)
... device has no blast increment/only affects its own square	+ (damage cost × 0.5)
Device provides healing (buy each trait separately)...	
... wounds only	0.2
... vitality only	0.1
... wounds and vitality	0.4
... ability damage (buy each type separately)	1
Speed of healing...	
... instantaneous	2
... 1 round after use	1
... 1 minute after use	0.5
... 1 hour after use	0.1
Amount of healing...	
... fixed amount, all at once	amount × 0.05
... fixed amount, metered out as user chooses	amount × 0.15
... dice, all at once	die type× number of dice × 0.03
... dice, one or more dice at a time as user chooses	die type × number of dice × 0.1
Extra effects...	
... device automatically heals user when a trigger occurs	0.25
... device can be used to heal someone besides user	0.1
Device replicates effect of standard-issue gear...	
... at the same weight and/or size category	(gear pick cost) / 2
... at ¼ the weight or one size category smaller	(gear pick cost)
... at 1/10 the weight or two size categories smaller	(gear pick cost) × 1.5
... at 1/25 the weight or three size categories smaller	(gear pick cost) × 3
... as an implanted device	gear pick cost × 6
Device provides general non-numeric effect...	
... looks good on film but provides no game benefit outside of one very specific situation	0.1 RP
... duplicates function of common household or office item (paper shredder)	0.2 RP
... duplicates function of rare/expensive household or office item (robot vacuum cleaner)	0.4 RP
... duplicates function of table-sized lab equipment (DNA sequencer)	2 RP
... duplicates function of building-sized lab equipment (neutrino detector)	10 RP
... provides plot-breaking analytical capabilities	10 RP
... provides plot-breaking protective capabilities	15 RP
... provides plot-breaking destructive capabilities	25 RP

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