

Overview

This adventure features two parallel stories, one covering Captain Aaron Decker and his removal from SG-4 and his team's return to P3R-787.

Captain Decker is taken off duty, pending an evaluation from General Hammond, based on his actions in the previous adventures. In the interim the General has Decker investigate a request from Cassie Weathers, the widow of Col. Mark Weathers ("The First Command"). There, Decker finds a number of suspicious documents that implicate Weathers as a possible NID agent, including his apparent single-minded desire to put the members of SG-4 together, regardless of their training evaluation.

Meanwhile, SG-4, under the command of Captain Raynes, is sent to P3R-787 to once again lend aid to the local inhabitants. It seems that the naquada deposits that caused the mutating fruit is also poisoning the local water supply. Unless the naquada is somehow cleansed, the inhabitants could be wiped out. To assist in this operation, Isaac Eliot is reunited with SG-4 (well, Capt Raynes) to help install the devices from P3X-7997 in an effort to neutralize the naquada.

Both plots come to a conclusion as Decker must reconcile the late Col. Weathers involvement and SG-4 must struggle with their own ghosts while fighting to save the community of Baybrook.

Relieved

Captain Decker is brought to the office of General Hammond, where the General dresses down Decker. Citing the many near-death experiences on their missions, including the last one where members drew weapons on one another, the General suspects that leadership may be the issue. Not willing to give up on Decker, the General relieves him of command of SG-4 and gives the Captain leave “to get yourself in order, son.”

Decker is excused as the rest of SG-4 is brought in for their mission briefing. General Hammond explains that Captain Decker has been temporarily relieved of command; Captain Raynes will be commanding the next mission. Also, Lt. Green will be spending time with his injured sister, taking some leave. Down two members, General Hammond announces that SG-4 will be receiving some additional help, summoning in Isaac Eliot (“Extreme!”).

Back to the Garden

SG-4’s mission is a straight-up support mission, returning to P3R-787 (“Counting Coup”) in an effort to provide assistance to the local inhabitants. Tests have shown that the water table in the surrounding area is heavily polluted with naquada, no doubt from the crashed Goa’uld ship that was found. SG-4 will be using specially modified seismic devices from P3X-7997 in an attempt to neutralize the naquada, ending the threat to the water table. To do so they will have to return to the crash site.

There should (hopefully) be some interplay between Decker and his (former) team as they prepare to go on their first mission without them.

In the Wild

Decker should likely leave base, visiting the local town to try to get a grip and relax. While out he will receive a phone call from General Hammond, explaining that the SGC has received a call from Mrs. Weathers, stating she has found some of her husband’s belongings that appear to be military. Decker is to contact the wife and recover the items.

Cassie Weathers lives in a nice subdivision of Colorado Springs: white picket fences, dogs and kids playing in the yards, etc. There appears to be some construction work going on at the Weather’s home. Upon arriving, Decker will see a young boy take an interest but keep his distance. Upon meeting Cassie Weathers, Decker will be invited in for some polite conversation.

Cassie Weathers clearly is misinformed about her husband. She alludes to the mystery of his death, the lack of a body, and any real closure. She gets broken up. She also apologizes for her son (who runs from Decker), explaining that Bobby hasn’t dealt with the death of his father well at all. Cassie will explain that she was doing some remodeling in preparation to sell the house (“just too many memories here”) and found a number of files and discs that were hidden. After she saw the Air Force badges she assumed that they would want it returned.

This encounter mostly exists to soften up Decker to the plight of the Weathers and that something more was going on. Cassie will also explain that the Air Force should stop pestering her; she's seen a number of people watching her home and Bobby's school. They probably end things on a bad note when Decker leaves.

Field Trip

SG-4's return to P3R-787 isn't very noteworthy. It's still a day's march from the gate to Baybrook, although the presence of SG-13 makes it seem less ominous. Baybrook is more inviting this time around; there's no mass grave being formed, even so there is the lingering oppression of illness. Upon arriving, SG-4 is greeted by Pret, who remembers the characters from their previous expedition. He is quite excited that they have come to help once again. Big diplomacy time.

Again, SG-4 will require a guide to take them to the crash site. Mention may come up of Drake, SG-4's guide last time, who was tragically killed. Their new guide, Jendia, is apparently equally unfriendly. Upon being introduced, Jendia will slap Captain Raynes, explaining how she "let Drake die." It turns out that Baybrook's second-best tracker was none other than Drake's wife. (Jendia has no idea that Captain Raynes really did let Drake die; her statement was more general in that SG-4 wasn't able to prevent his death.)

With all the fun out of the way it's a two-day march to the crash site. At some point Captain Raynes will likely want to explain what happened on the last mission to Sarah and Eliot.

Spies Like Us

Assuming Decker makes any basic inquiries he will find out that the Weather's haven't been under surveillance from any known SGC sources. This will probably implicate the NID. If that doesn't the contents of the files certainly will: several Top Secret documents are included, none of which should have ever left the SGC. Almost all are SGC training documents, outlining personnel, backgrounds, and loads of personal information. SG-1, strangely, is the least covered. The most prominent file? SG-4.

In fact, documents dated before the members of SG-4 completed their actual basic training shows Col. Weather's recommendation that they be assigned together; all other personnel, some with even superior backgrounds, are marked down for no apparent reason. Apparently SG-4 was meant to be together.

A second set of files makes reference to a name quite frequently: Phillips. A scan of the SGC computers shows that no one by the name of Phillips has ever been assigned to the base. A DC 10 Research check can determine that Phillips isn't a person, but a place. Downtown Colorado Springs has a bar & grill named Phillips.

Just Like Old Times

The two-day march will be full of Jendia giving SG-4 constant grief, grilling them on the death of Drake. There's an outside chance that the terminally ill Captain Raynes may confess. In any event, romantic firelight ought to set the mood between her and Sarah.

And, of course, their old friends, the spiders, attack them.

Small Mutant Spider: CR 1/2; Small vermin; HD 1d8 (4 hp); Mas 10; Init +3; Spd 20 ft. (4 squares), climb 10 ft.; Defense 13 (+1 size, +3 Dex), touch 13, flat-footed 11; BAB +0; Grap -6; Atk bite +4 melee (1d4-2 plus poison); Full Atk bite +4 melee (1d4-2 plus poison); FS/Reach 5 ft./5 ft.; SQ poison (DC 11, 1d3 Str./1d3 Str.), webs (escape DC 18, break DC 20, 4 hp), darkvision (60 ft.), immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2. *Skills:* Climb +10, Hide +13, Jump -2 (+4 for hunting spiders), Move Silently +9, Spot +12. *Feats:* Weapon Finesse (bite).

Extra Espionage, Please

At Phillips – a decidedly non-military hangout – Decker can learn that Weathers was an off-again, on-again regular. Typically he met with another man. The owner, Paul Smith, gives no indication that he ever saw a wife or child; Weathers always arrived and left alone. His guests varied, although there was one in particular that he met more than once...about 5'9", somewhat portly, shifty-looking. Maybourne?

If Decker's name ever comes up, Smith brightens and says he has something for him. Reaching under the table (!) he pulls out a package and hands it to Aaron. Inside is a copy of the "Bourne Identity" DVD. Opening it reveals a message: "Tower Theater, 8 pm showing, row 20."

Reel to Real

At the theater, Decker will meet with Maybourne, who will be his usually cheerful self. Maybourne will explain that he heard that something was found from Weather's home...what was it? Assuming the two continue to be jerks to each other, this could be slow going.

Maybourne will confirm that, yes, Weathers was an NID agent, working with the spy within the SGC. The papers that Decker has are very important to the Trust in helping keep their spy under wraps. Maybourne will explain that SG-4 was destined to be together; the NID had plans for them. He'll leave it at that. Otherwise, Maybourne will explain that Decker has the information he needs to partly uncover the spy and to be careful. With that, Maybourne will wish him luck and leave via the emergency exit. Depending on where Decker left the files, he's attacked shortly thereafter.

No Place Like...Nevermind

Upon reaching the garden and the crash site, SG-4 will have to get to work. The first part requires Eliot to map out the naquada veins. This will require placing several detectors around the crash site. The others can investigate the crashed ship.

The vessel looks to be a much older version of a tel'tac, rusted and worn, over 70% buried. With a little gentle brute force, SG-4 can make their way inside. The ship is damp and cold...and full of death. They will quickly stumble across some Jaffa bodies, long-dead skeletons, and then, finally, a Goa'uld. The accoutrements will be familiar to Sarah, who will collect them almost reverently, including a healing device.

Also in the ship are two of the huge snakes from before. In fact, a nest is inside. SG-4 will have to try to save Jendia from a fate just like her husbands. (Grace will be injured.) Afterwards, in trying to heal the injured, Sarah should discover Grace's secret.

Medium Mutant Hive-Snake: CR 2; Medium mutant animal; HD 3d8+3 (16 hp); Mas 13; Init +3; Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft.; Defense 16 (+3 Dex, +3 natural), touch 13, flatfooted 13; BAB +2; Grap +5; Atk bite +5 melee (1d6+4 + 2d4 acid); Full Atk bite +5 melee (1d6+4 + 2d4 acid); FS/Reach 5 ft./5 ft.; SQ acid, acid spit, scent; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Acid (Ex): Does 2d4 HP damage if the bite attack is successful.

Acid Spit (Ex): The queen can spit acid for 2d4 damage every other round. It is a ranged attack with a range increment of 10 ft.

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

No Deals, Mr. Decker

After the meet with Maybourne, Decker will be attacked, either shot at or in a car chase. This encounter needs to be a bit fluid to fit in with how Decker has been proceeding. Ultimately, the files should be either stolen or damaged; the spy can't be revealed that easily. In any event some pieces are left behind.

The Final Countdown

Eliot will have to configure the devices to penetrate deep enough to affect the naquada deposits. This will require a DC 20 Electronics check, one for each of the emitters. A successful calibration will set the correct depth and neutralize the naquada. The process will only take a matter of hours.

Thereafter SG-4 can return to Maybrook. Jendia may have made peace (or be dead) with the group at this point, so the trip back can be eventful or not. Grace and Sarah probably have a lot to talk about.

Saying Goodbye

A letter in the personal effects of Col. Weathers (plus some other material) will still be left behind. This should be returned to Cassie. If Decker doesn't take the initiative, General Hammond will instruct him to. As an official visit, to show some class, Decker should go in his dress As.

Cassie will be very appreciative and will break down again; its clear that no matter what Weathers was involved in, he tried to be a good husband and father. As Decker leaves, Bobby will muster up the courage to speak with him. "Mister, was my daddy a hero like you?"