

SG 1895 Adventure 1 – The Feathered Serpent

Introduction

The Explorers begin their adventures at a critical moment in Goa'uld History, the Great Civil War.

After centuries of relative peace between the Goa'uld System Lords, the To'kra (rebel Goa'uld) have managed to sow distrust and discord between the members of the Goa'uld council. Ra and Anubis, in particular, have begun a series of escalating engagements about the possession of a number of Naqada-rich mining worlds (Anubis is not yet ascended).

As a result the System Lords are extremely distracted. They certainly will not notice the first actions of the Tau'ri (people of Earth). Many of the System Lords' lesser commanders are either deeply involved in the initial battles of the civil war, or have been left to their own devices (and conspiracies).

The world to which the Anubis Jafar Warriors have taken Lord Conway and his daughter is called Middenheim. It is a sparsely populated planet enslaved to the service of Quetzacoatl, a minor Goa'uld in the service of Anubis. The human inhabitants of Caladan are of Nordic descent and are fairly unruly. They still believe, in secret, in Thor and Odin, their ancestral gods. They wear the yoke of the 'usurpers' only because they must.

Quetzacoatl is arrogant, even by the standards of his race. He sees 'his' discovery of this new world (Earth) as a portent of greatness to come and he is keen to exploit it as soon as he can. He is keeping it secret at present from his Lord (Anubis) until he is sure he can secure it, and himself a greater position.

In the time since he has captured Conway he has been, by turns, trying to charm and torture information out of him. But Conway is a tough old bird, an ex-Colonel of the South Wales Borderers no less, who fought the Matabele and later the first of Shaka's Zulu raids.

He has been more successful with Lady Felicity. As soon as he saw her pale English Rose complexion Quetzacoatl wanted her and has had her implanted with a young Goa'uld. This has revealed quite a bit of general information about the British Empire, but not the detailed military intelligence he needs from Conway - which is why the old Lord is still alive.

Conway's servants have been enslaved and scattered across the planet.

Quetzacoatl's Household

This comprises of just two mature Goa'uld, Quetzacoatl himself and his consort Jea'mer - formerly Lady Felicity.

His bodyguard consists of seventy Eagle Warrior Jafar, all of whom garrison the Palace. These Jafar are copper skinned and obviously originally of Central American descent. They have the standard armament of Staff Weapon and Zatnick'l. Like their Lord, they have become arrogant and lazy. They also have two fliers and one K'eltesh supply ship.

At present the Jafar are disorganised as Quetzacoatl has not yet appointed a new First Prime. He is waiting to see if anyone comes forward and can prove himself. This has led to some serious plotting and even factional in-fighting within the palace. Quetzacoatl is bored and is enjoying the bloodshed. He executed the three Jafar who escaped the Pit on Earth, and thus lost any intelligence they had on who they had faced. He also lost seven Jaguar Warriors when the Gate opened and Phosgene Gas was sucked through. He has not been back to the gate since.

In addition to his divided Jafar Quetzacoatl has a company of ordinary humans. Two hundred Jaguar Warriors. These have Aztec/Toltec style weaponry and no technology to speak of. Their purpose is to direct slaves and patrol the Middenheimer villages. Unbeknownst to Quetzacoatl the To'kra have two human agents amongst the Jaguar Warriors.

The Jaguar Warriors wear Jaguar pelt headdresses and Jafar Breastplates. They use steel Mahuitl-style swords. These guys are quite nervous when out on their own, as they have suffered a

number of defeats at the hands of the Middenheimers who are larger, more aggressive and better armed. When backed by Jafar though they are strutting bullies.

The Palace has about four hundred slaves from a dozen different systems. Amongst them are at least eighty Middenheimers. Freeing these will make the Explorers into heroes. One of the slaves is a feisty young woman called Jenna Maldaran (grandmother-to-be of Vala). If the Explorers sneak into the Palace she will assist them. She is one of Quetzacoatl's bed slaves and hates him with a passion. She is also pregnant.

The Terrain

Cool northern temperate would be the best way to describe the climate. The terrain itself is very Norwegian. Rugged mountains, strong rivers fed by high glaciers, and steep-sided forested valleys.

The Middenheimers live in small villages that depend upon forestry, hunting, trapping and simple agriculture. Although widely dispersed across the planet there are probably about four-hundred thousand Middenheimers, a fact that Quetzacoatl keeps quiet about for obvious reasons.

Each village had been forced to build a shrine to Quetzacoatl. At the solstices the Jafar come and take away a couple of people from each village to be sacrificed on top of Quetzacoatl's pyramid. This terror tactic has had little effect upon the Middenheimers except to fuel their impotent rage. The Jaguar Warriors regularly have to search the villages for weapons and known Middenheimer 'Berserkers' (the name given to resistance fighters).

The reason Quetzacoatl is here is that nuggets of Naqada have been found by prospectors in the rivers and he has two survey teams working their way across the planet trying to identify the source. What he does not know is that the nuggets were planted by Jenna Maldaran as part of a scam that backfired. There is no Naqada on Middenheim.

Other than that the Goa'uld export the fine marten pelts that the Middenheimers give in tithe to their 'god'.

The Stargate is several miles from the Palace across a large valley. The terrain around the gate being too rugged for the step pyramid architecture favoured by Quetzacoatl. It is normally unguarded, though activation will be noted by sharp-eyed sentries at the Palace.

There is a dirt track that wends its way downhill, towards the Palace. Between the Palace and the Shapa'ai are at least three villages. Two of these are directly on the track.

Possible Encounters

Type	Number	Activity	Attitude
Villagers	2-8	Gathering wood/mushrooms /nuts & berries	Nervous, cautious, friendly
Prospectors	2-4	Panning/using scanners	Cautious
Hunters	2-6	Setting snares/stalking game/skinning martens	Cautious, friendly
Jaguar Warrior patrol	4-10	Marching hither and thither	Aggressive, stupid
Eagle Warriors	2-4	Looking for arrivals from Stargate	Aggressive, overconfident

If the Explorers successfully engage and defeat Eagle or Jaguar Warriors they will receive aid from the Middenheimers. They may get aid from the To'kra agents.

If they defeat Quetzacoatl then they will get an introduction to the To'kra, and maybe the Asgard, who originally protected this planet.

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Especially if the Middenheimers take them to the Star Platform on Mount Guderberg.

The Goa'uld and senior Jafar know the Point of Origin symbol, as do the To'kra and Jenna. It is also carved into the Star Platform.

If the Explorers impress the Asgard they will begin protecting the planet again, and will help the Explorers understand how the Stargate network operates.

If they rescue Jenna they will gain a very useful, if a little unreliable, source of information. She will impart whatever she needs to impress her new friends and escape off world at the next opportunity.

Quetzacoatl is a coward and will escape if he can by ring device to his cloaked K'eltesh, he doesn't have a Mothership. He will try to take Lady Felicity with him - providing an ongoing plot device.

Support

If the Explorers make peaceful contact with the Middenheimers and gather useful intelligence, Holmes may authorise the deployment of a platoon of Royal Marines (along with two six-pounder mountain guns). Their role will be to secure the Stargate, not to assault the Palace. Of course the Explorers will need to get the Point of Origin symbol first.

Once the Adventure is over Holmes will establish an 'embassy' in Middenheim and begin peaceful contact with the people of this new world (and possibly the Asgard). He is not an Imperialist, but sees the immense value of contact. He will also want teams to comb the palace for new technology.

The return of Lord Conway would be a major coup for the Explorers and earn them the title of SG-1.