

Stargate SG-1 RPG Adventure – “Odin’s Axe”

Basics

An SG team is sent to Feistos (P4X-867) to investigate a symbol that has drawn the attention of the Asgard. They call it the Mark of **Labrys**, also known as the Axe of Odin, also known as the Sagaris. This symbol is found in random places through out the Feistonian architecture, and particularly in their religious symbology. This could indicate that the people might know where a lost Asgard artifact is located – Odin’s Axe.



Labrys

Gate: They gate to the Fiestos and come out at the outskirts of the Holy city, in the mountains overlooking the large city.

Background:

Fiestos – Feistos is a society once ruled by the system Hades. But Hades disappeared a thousand years ago, leaving his systems to his wife, Persephone. The rule of Persephone as compared to Hades as like comparing light and day. The people respected Persephone rather than feared her. This only means that she was more manipulative and subtly ruthless.

Then Hades’ enemies converged on his holdings. Persephone disappeared not long after her husband’s enemies converged on Feistos, the last holding. The people of Fiestos were forgotten, left to fend for themselves.

Fiestos was a broken society, the people drawn from various cultures of Earth. They broke up into clans and warred for many years. The wars raged, clans merged or died out, and the people of Feistos barely survived. The reality of extinction drove the clans to a unification treaty and the formation of the High Council of Feistos as well as the Unified Church of the Holy Goddess, Perspehone.

Technology of Fiestos: Because the system lords left the planet to fend for itself after the fall of Hades and the disappearance of Persephone, the people of Feistos was able to advance some technologies, primary of which were warfare technologies. By the time SG teams start arriving at Feistos, they are at a tech level roughly the time of the American Civil War – muskets and canons, iron clads and steam engines.

There are some technologies mixed in passed down from Daedalus in Persephone's moments of generosity, making it have a slight *steampunk* feel. There are ornothopter-like flying vessels running on steam. They use a power source found only on this world that Daedalus invented – a sort of cold-fusion.

Feistonian Clans

Thelexi

Considered the most powerful clan, they are mountain dwellers, tend to be strong and burley, great smiths and weapons makers. Their warriors are called the Thelexi berserkers and they descend from the Germanic clans brought here.

This clan was the least matriarchal historically, but because the system lords imposed a goddess-based religion, the females were never subjugated or discriminated. They were treated as equals.

Molepi

Second most powerful clan, they were on the verge of winning the “Last War” when they chose to surrender and make peace instead of defeating Thelexi ultimately. Even though Thelexi had the numbers, Molep had the tactical advantage. But instead, the clan elders called for peace right at their moment of glory. No one knows why and many of the commoners resent their leaders for that.

Molepi are a philosophical people that live on the river. They are fisher men and farmers. They also have a dark underbelly of a people that were most “friendly” to their system overlords and many see them as traitors.

Aglaopi

The Aglaopi are the third most powerful faction on Fiestos. They are nomadic horseman, bred on the plains. They have a strict honor code and are a very matriarchic society.

They were an ally of the Molepi before they surrendered to the Thelexi. They consider themselves alone now, and only participate in the High Council when they need to.

Parthenope

The Parth are island dwelling people who are expert seafarers and mariners. They were an ally of the Thelexi, but were once allied with the Molepi. In a complex power play, the Molepi betrayed the Parth (which the Molepi deny and write it off as a misunderstanding with the less-educated seafarers) and forced the Parth to ally with the Thelexi.

Ligeia

The Ligeia are warrior woman of the south continent, who once enslaved their men. They are the anti-thesis to the Thelexi and have a racial hatred of them that runs very deep. Despite that, a peace was garnered once their allies, the Molepi surrendered. They play the political game very well, however and continue to wage war on those venues, using whatever assets they have.

Men in their society are still subservient but have gained many freedoms over the years since the Last Clan War. The influence of the other clans has effected the Ligeia considerably

Lucosia

The Lucosia are one of the smaller clans, however it was once the ruling clan. The Lucosia Dynasty lasted for several centuries in the name of Hades. They were the closest allies to the Lost God and when he left, all their power fell when the other clans overthrew them, lead by Thelexi. They still long for Hades return, but most of those who believed that would happen have been sacrificed as Enemies of Persephone. They were allies with Molepi and were in on the final surrender at the Last War.

The Lucosia reside now on a small island continent east of the primary continent and have a few colonies on the eastern coast of the primary continent.

Teles

The Teles are the mysterious and quiet clan that has been given the responsibility to reside of the Holy City. They are particularly religious and “knowledgeable’ of their gods, both Hades and Persephone.

They are a secretly divided clan. The Telesi are the majority subgroup and worship Persephone. They honor her and the life they delivered to their people, freeing them of Hades’ tyranny. But there are others – the Telesor – a minority group that still hang on to the “grace” of Hades. They are a fanatical group that use terrorist tactics regularly to ensure people do not forget Hades. They secretly work with the Lucosia to subvert the Thelexi and the Ruling Council.

Religion

The Feistonians last system lord was the Goddess Persephone. Consequently, they worship mostly female gods. Persephone was many things to many people and these interpretations were what lead to the clans.

The Goddess is what she is referenced to. She is an honored god and not a feared one. She took over when Hades disappeared, and compared to his rule, hers was a blessing to the people of Feistos.

Hades is looked upon differently by each clan. Some saw him as the personification of evil, while others saw him as the true god. But as part of the Unified Church, he was ruled as evil and worship of him as heresy.

When Hades disappeared, another mythical character rose to the side of Persephone – Daedalus. He was a strange new creature – a go'auld assistant to Persephone. He had access to different technologies. He has served quietly under Hades, researching genetic projects and developing unique technologies for him. However, when Hades disappeared, he stepped up to Persephone's side

Daedalus was rarely seen. But his presence was known and his myth grew. There were those that began to worship him. Every once in a while, Persephone would allow some of Daedalus's technology to benefit the people of Feistos. In places, this grew the Daedalus's myth.

When the Church Unified, the worship of Daedalus was also deemed as heresy. The only people that still worship him were his creations on his island, where he did his research. That island, the island of Labrys, is quarantined by the Council.

Byleistr/Daedalus

Daedalus was an Asgard and in fact Byleistr, Loki's brother. He is not unlike his brother, a sort of renegade Asgard. He allied with Hades to have access to the Labyrinth ship. He has heard of the ship's creation and its purpose, and wanted access to the alien "samples." He wanted to research further into making better clones for the Asgard. To have access to these prisoners, he has to agree to be a go'auld host. Byleistr thought he could handle it. He underestimated the power of the go'auld.

The wills of the go'auld Daedalus and Byleistr continued to struggle in the shell of the Asgard. Through the centuries, they helped upgrade the Labyrinth ship, and research new soldiers for Hades, while at the same time, performing Byleistr's research.

He established a lab on the island of Labrys, where he and Daedalus fought over the research, willing back and forth between each project. They created monstrosities on this island, imprisoned some while letting some roam. When the enemies of Hades converged on Feistos, Daedalus abandoned his island, helped Persephone escape in the Labyrinth.

The Island of Labrys

The island of Labrys is now a island of outcasts, mutants and the forgotten. The descendents of Daedalus's work have interbred and survived. Other explorers landed on the island and were integrated (either willfully or not).

The Labrysians worship Daedalus, the Delivering Father. The Unified Church of the Clans sees them as heretics but their "bible" says that Persephone ordered their ancestors to keep the island safe and hidden from her enemies. So the clans have done so, but in doing have isolated the people of Labrys.

The Push

The initial push is the assignment of the mission.

The intrigue about an Asgard artifact should also drive them to the mission. The Asgard are being some what closed mouthed about the nature of this artifact, so this should raise suspicions.

Personal Connection: A previous team had been in an attacked by the terrorists of Telesori and one died. He was a friend of one of the team.

The Pull

First Phase: Investigation in Holy City

The SGC arranged time with each clan ambassador and/others related to the clans for the team to meet. These meetings are rather strict and structured, almost scripted. They deny knowing the meaning of the symbol and claim its knowledge was long lost since the Unification. There seems to be a cover up.

Encounter – Contact - Someone sympathetic to the cause gets a note to them that he knows something about the Labrys. The person can be any lower administrator in the High Council, of any clan. He is simply someone with a conscience. However, as they reach the meeting place, they and he are attacked by assassins **{{SPECIAL ASSASSIN BRANCH OF THE TELES}}** – disguised as terrorists. The contact will be killed but will show that people are willing to kill to cover the Labrys up. **Perhaps** they will get a clue from the dying contact – a verse from their holy book that talks of the island and the command by Persephone to protect it.

The people that want to keep it secret are driven enough to kill. They were commanded by their goddess to protect the secrecy of the island.

Clue from the holy book: They will have to gain access to the book but it is difficult. Only professed followers of the faith may view the book in its entirety. To gain access, they will have to find some way to sneak into the Holy Tabernacle or Cathedral of Persephone (not the Temple in the LARP), located in the center of the Holy City.

-or-

Find some reference in the parts they are able to see that the people do not know the meaning of, but a SG group would - a reference to a hidden library or location of some of Persephone/Daedalus's stuff.

Encounter: Terrorist attack from The Telesi disguised as Telesor. This is supposed to turn them away.

Eventually, the Telesor will contact them because they learn they are being framed and fear retaliation from the SGC.

Complication: The SGC IS planning retaliation after a second attack. The SG team will have to figure out if they can trust the new terrorist contacts and figure out if they can stop the retaliation.

Encounter: New contact – Another contact approaches them about the Labrys. He is (1) an agent of the Telesori and (2) double agent for the Labrys itself. He has a few mutations from his ancestry but they are all hidden. He has offered to help guide them to Labrys.

They will first think that it's the Telesori that want access to whatever is there. It could be something Hades has been hiding and it could be something they do not want the Telesori having.

The Telesori agent is not alone. Two real Telesori agents have been sent with him to help. He didn't want them but the leadership insisted.

Working with the Telesori complicated the retaliation plans. The Telesori claim they are helping them to show they did not plan the attacks and have proof it was the Telesi disguised.

They will have to arrange transport to the isnadl. Perhaps arrange it through the Parth. Or their own ships.

Encounter: Pirates at Sea:- Random raiders attack the sea vessel. Renegade pirates.

Second Phase: The Island of Daedalus

The island is a tropical paradise. There are ruins in places. It is large and will take them a while to reach the first settlement.

They will be watched the entire way by scouts that watch the docks and beaches, who specially breed for stealth.

There is a facility now overgrown by the jungle, somewhere on the island. They have to get to it, infiltrate it and find the Axe.

The location is of course a holy place to the locals. They never go near it except to the gates where they make offerings. The offerings always seem to disappear by the next day. (...*hinting that there is something there...*)

The Locals – The Lybrsians are a tribe of humanoid creatures, with a mixture of alien traits and mutations. They engage in selective breeding as their Delivering Father taught them. He mixed several species and crossed them with humans to try and obtain the perfect host for Asgard consciousness and the perfect soldiers for Hades. As a result, there are two distinct castes – *the Sagarins* and *the Demeterites*. They cooperate well and protect their little island nation. They are very self-sufficient.

The Facility – The locals call it the Sanctuary and is sacred to them. It is a walled in facility now overgrown by the jungle. There are one major structure in the center of the walled area, and several minor structures.

The primary building houses Daedalus's multilevel lab. There are still some '*samples*' housed in the lab vault as well as one or two on the loose.

The Axe is kept in a special place and can be found once they access the main system. They have to get it power, which means they have to find a primary power junction to turn it on.

Gimmick

At first, it will appear that Daedalus and Byleistr are two different entities. It seems like there are two projects being worked on in the lab, for instance. They will slowly but surely learn that Daedalus and Byleistr are the same being. Something may even lead them to believe that Byleistr is still alive and in stasis somewhere.

The Labrysians are the results of his work, generations afterwards. They all that is left of many alien species that were nearly wiped out by the Goa'uld.

Enigma

The Axe is actually a storage unit for all Byleistr's research and knowledge. Ti will reveal that he succumbed to the power of the Goa'uld and was unable to finish his research.