

Any Portal in a Storm

The team should be on a return home from a mission and should be fairly depleted but not beaten. When they get to the center of the platform, a vicious psychic storm will erupt and force them to take cover. Only one portal will be available and it's to the Land of the Dead. The genre of the plot point is survival horror. The storm will be dissipate within four hours, so any time after 4 hours is safe to re-enter.

The entry is in the middle of Atlanta Georgia and it's a warp. The city is obviously in ruins and has been for some time. It is mid day and there are burned out cars, broken windows, and desiccated corpses everywhere but nothing is moving. As the team moves through the city they will find assorted guns and ammo but little in the way of food or potable water.

As twilight approaches, the team will begin to notice movement in the streets. They will begin to hear growls and moans of pain. One by one they will start to encounter the walking dead. It will become clear really fast that this world has suffered a zombie apocalypse. Loud noises, like gunshots will just bring them faster. If the team doesn't get moving or under cover, they will quickly be overcome.

The team's only hope is to get out of town and back through the portal. There are no survivors and there is no cure or hope for this world. If they hold out till the sun comes up, it should be an easy trip back to the warp. The dead do not like the light and they sleep most of the day. However, wherever the team has held up, it should not be an easy stay. Keep the dead on them, they are ravenous.

You may throw in a survivor or you can even have there be many survivors if you wish. However, this will greatly broaden the scope of the adventure and the implications so plan accordingly.

The zombies crave human flesh and are highly aggressive. They are slow but persistent and they just seem to keep coming. Only a wound to the head kills them. Because they are slow, lower any aim modifiers by 2.

Somewhere Over the Rainbow

This portal opens into a pocket stop. The pocket stop is a sphere with a 10 mile radius. The bottom half of the sphere is filled with water and a circular volcanic island with radius of 2 miles. The mouth of the volcano is 2000 feet high and there is evidence of a recent flow. The portal has been buried by the flow and the rainbow warp sits above it on the now cooled lava rock. Part of the damage has resulted in causing the travelers to teleport on arrival to the other side of the island; opposite the volcano. They will be able to tell that this is a pocket stop because it will be clear that the horizon curves up in all directions. Also, compasses will always point to the center of the volcano.

This is a simple mini adventure that can be run very early on as a neat excursion. It can be made more complex and difficult by adding natives, dinosaurs, and/or mellors. This can also be used as an IDET

mission to show new teams why they should not just go through portals at random. IDET would send the team through and tell the team nothing about the situation. The freak out factor could be enough to make them think about it in the future.

The Cave-In

The team is sent to find and bring back a trapped team. The portal opens near the edge of a cliff. The exploration team that was sent previously scaled down the cliff and began exploring the caves at the bottom. A cave-in trapped most of the team. One of the team came back for help and one of the team stayed behind to help any way he could.

The mission will require the team to scale down the cliff about 250', dig out the survivors, and provide medical care where necessary. According to the member who returned, it should only take about 4 people to move the rocks and dirt out of the opening. If the team does not have a medic, IDET will supply the team with one. They will also need a Humvee with a winch and 275' of cable, and at least one field stretcher to lift the wounded to the top of the cliff.

This is a simple rescue mission. It could be complicated by making the mouth of the cave near the shore and having a massive storm coming that could potentially flood the cave. You can also have some sort of creatures who inhabit the cave and will return from a hunt right about the time the players start digging the team out.

Dino Base Alpha

The portal opens into a prehistoric world of dinosaurs. IDET has established a base here and has an electrified fence that has been keeping out all of the nasties. The team has been sent to deliver some supplies. If you want to be nice, you can make the supplies weapons and ammo. As they drive through the portal, all hell breaks loose. A T-Rex will come charging at the vehicle from the backside of the ring. The only direction the team can go to avoid certain death is away from the ring. Use the chase rules to avoid becoming dinner. It's safe to assume that the T-Rex is as fast as the Hummvee in the given terrain. The trail splits several times, so it's going to be difficult for the team to find their way back; especially with all sorts of meat eaters running around.

The base is in ruins and there are no survivors present. However, feel free to put one or a few hiding out in the woods. This would be a great time to introduce a new character or NPC. The base's generator went up and the electric fence failed. The base crew was beginning evacuation when the raptors came in and started the slaughter.

You can run another twist on this by introducing lizard men. They could have sabotaged the generator and captured a bunch of the crew. The mission would then become a search and rescue.

Road Side Assistance

A team has returned on foot and has requested assistance to retrieve their vehicle and research equipment. The world is jungle planet with no known sapient beings. The exploration team accidentally dropped a small tree on their vehicle and it will need to be towed back. They are given a modified industrial tow truck and all the tools they'll need to get the job done. The vehicle is roughly a mile from the portal down a tight path and just outside of the tree line.

When the team gets close to the tree line they should make a perception check to notice the group of scavengers rummaging through the stranded vehicle. This is a group of fringe nomads and while they look intimidating, they are not much of a challenge; they are not pirates after all.

This can be a good fight for beginning characters. It can also be a good lead in for experienced characters. With a little questioning/interrogation the nomads will give up their home base in exchange for letting them go as they are survivors not warriors.

The Big Bad Truck

The team should be about half way down the path when they encounter a huge truck of unknown origin coming at them. The truck is almost as wide as the path and is 40' long. It looks to weigh as much as 100 tons and it's moving at a steady pace of 30 mph. The team will need to retreat or be pushed backwards by the truck. Once on the platform, the truck will continue to move forward.

There are man sized doors and slits that are probably windows. The doors cannot be opened from the outside and nothing short of a stinger missile can penetrate the hull or windows. The truck will completely ignore the team. This is mostly to see what length the team will go to get inside this vehicle. The only thing to get from this vehicle is information. If the team follows it, it will go to an advanced but post apocalyptic world. This world will have high tech rewards but will be dangerous at every turn.

Moral Dilemma

The team will enter onto the platform and will see a group of people near the edge. There are 10 men in hooded robes and they are escorting a beautiful, young, scantily clad woman. A man has her by each arm and it looks as if she is resisting. One of the robed men has a staff top with a lion's head. He is obviously the leader.

If the team does nothing they will begin chanting in Latin, and at the command of the leader, they will throw her over the side.

If the team approaches, they will be intercepted by six of the robed men and the leader. They speak an odd variation of Old English and will explain that the team is interfering in a religious ceremony and that they are to move along. If the team should resist, the men will pull swords from beneath their robes and warn them one last time. The leader will step behind the men. The men will have no idea what guns are and will react to them as if they are clubs of some kind. Although the men are outclassed, they are very well trained in melee combat. The leader has a crystal and knows how to use its powers. Give him the highest level crystal you're comfortable with the team acquiring.

Once combat starts, the team has three rounds to get to the girl before she is tossed off the side. If the team manages to save her, she will be grateful and will ask if she can stay with them. She will be killed as an abomination if she returns to her home. If asked, she will willingly join the alien core.

Garbage Dump

This warp opens into a corridor of high-tech garbage. The corridor is 20 feet high and is fairly easy to climb. If anyone climbs to the top they will see that the labyrinth of garbage extends as far as the eye can see in all directions. It resembles a giant garden maze; only with junk. Periodically, space freighters will dump garbage from several hundred feet up. Shortly thereafter, robots will arrive and rearrange the pile into the labyrinth.

Traveling through the junk maze will occasionally turn up some cool items, advanced materials, and such. Finding anything that works is unlikely but not impossible. The real finds are new materials and technological innovations. The team should realize that bringing back some of this stuff would be priceless to the techs at IDET; especially if they were to be able to cannibalize good parts from a broken object to put into another broken object back at base. It is also fairly likely that they will find several of the same items with different broken parts.

By default this is a dead planet with nothing but junk and rocks. You can add whatever you want to the mix however. You could assume that the planet has water and a strained ecosystem with some plants and animals, mostly subterranean. You could have scavengers land on the planet from time to time. There could also be a colony of squatters that have chosen to live here like a commune.

As the team explores they need to be careful of the robot organizers. They move fast and they are not able to distinguish between living and non-living materials. They will stack the characters into the pile along with everything else and this will most assuredly kill anyone caught up in the process.

Caverns of Icy Doom

The portal opens into a cave that has obviously been carved by intelligent beings. One end of the cave opens to a cliff wall roughly 500' high. The portal is located very near this opening. The other end of the

cave stretches off into darkness. No one has gone down into the cave or down the cliff to the ground below but there is an obvious road below. There is another cliff adjacent the road and as high as the one the team is on. It looks as if the pass below cuts through a large crack in the mountain. On the other side it seems as if there is a cave that was probably part of this one. The initial team noticed that there are remnants of a bridge between the two caves but this was most likely a long time ago. The previous team reported fair weather but when the current team arrives, it's blistering cold and snowing like crazy outside.

This portal has been checked out and is known to have breathable air and the spoken language is unknown but is Latin based. The walls are adorned with pictographs but no one has been able to make any sense of them. The team has been sent to scout the area and find out what all they can in the next 48 hours.

As soon as the team steps out of the portal, they will see a light from the cave across the way and someone will be calling to them. They will see goblinish (or whatever you want to use) men and they will realize that these men are yelling at them, not calling to them. Furthermore, they are armed with bows and crossbows. At that very moment, the floor will give way and the team will slide down the cliff face to the road below. They will be battered, bruised, and completely covered with snow but not wounded. The men will begin firing on them. There is a large cave entrance right below the one they just fell from. That will give them plenty of shelter.

This cave is carved just like the other and is most likely part of the same system. If the team travels down this cave it will lead them back to the portal. You can put anything in the cave you'd like and this can be as involved as you wish. This is intended to be a world of sword and sorcery and this setup ties in great with many of the premade adventures for other S&S games.

Fly the Friendly Fringes

The team will begin crossing a platform when a jet will come barreling out of a portal. It will only be the main body as the wings have been sheared off by the portal. It will hit ground about half way across the platform and skid up the ramp and out through the adjacent portal.

If the team should follow, and why wouldn't they, they will see that the plane has shot out of a portal, into a short cave, and down the side of the mountain into the woods. There are plenty of survivors, most with minor injuries. A few have died and a couple have severe injuries. Everyone on board is now fringeworthy. Someone on the craft was Fringeworthy and when the plane flew through a warp it turned everyone on board Fringeworthy.

The goals of this encounter should be to lend aid to the survivors, try to explain what happened to them, and then try to recruit as many as possible to work for IDET. Every effort should be made to return them back home but considering the possible location of the warp, it would be best to use the resources of IDET to figure out how to do this in a safe manner.