

# BEYOND THE WALL OF THE WORLD

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**ASSUMED GAME WORLD:** The Starship Warden, Deck 8, as presented in *Metamorphosis Alpha to Omega* (see p.110-115).

**BASE GAME ENGINE:** *Gamma World second edition.*

**HOOK:** The PCs are sent, for a reason appropriate to the SM's (in *Metamorphosis Alpha*, the Game Master is called a "Ship Master") storyline, to search along the Wall of the World south of the holdings of the Clan of Man (area A5). Most likely they are sent to find a way to penetrate this barrier to reach the "Heaven" just on the other side (see below), so as to find some way to avert a disaster the Clan is facing. This takes them through area A7, the "Haunts of the Warrens", and the SM is encouraged to set up some mutated animal encounters along the way- especially if the party is the incautious type while traveling through such a fearsome territory. SMs who want to wing this part can use the encounter chart on p. 115 of MAtO, rolling on the table only if the party chooses to swagger rather than sneak. In the end however, the journey only consists of 10-12 kilometers of travel, until the wall is reached.

**THE WALL OF THE WORLD:** The ship bulkhead which surrounds this level is covered with holographic plates, which continually extend the scenery so as to give the impression that the world continues. Unfortunately, these images are programmed to reflect pre-accident realities. Because of this, the Clan of Man has come to conclude that the section bordering the apartment city (which shows pre-destruction human life in progress in a non-ruined city) is the barrier between earth and heaven, and this plays greatly into the warped "theology" possessed now by the tribe. It is believed by many of Man that the souls of their departed go to live on the other side of the Wall, although no one has ever SEEN a departed loved one on the other side. There are many liars who have claimed to have seen "aunt Silvak" or "cousin A-mi" happily cavorting on the other side however, so the general feeling in Clan Man is that this is in fact true. In any event, Badders, Orlens, and mutant horrors separate them from the Wall on a day-by-day basis, so very few of Man ever get to see the wall at all, so there is fertile ground for speculation.

The holographic plates overlaying the bulkhead are of extremely sturdy construction. Though there are places on this deck where the panels have been damaged, revealing the circuitry and metal below, it should be HIGHLY difficult to do this. Nothing short of 50 Hit Points in a single hit should be considered to have enough force to break a panel, although 15 HP inflicted with one hit should cause the image to flicker and waiver for a few moments.

Once the PCs arrive along the wall, the SM should frustrate them for awhile with the sheer futility of attempting to break through this "magical wall" into

“Heaven”. The image the PCs see when they reach the “Wall” (which they can’t truly perceive, just feel) is a city scene full of life and vigor, as happy PSH people go about their contented lives, walking non-mutated dogs on leashes, pushing cooing babies in hover carriages, Etc. None of these “people” will of course respond to the party in any way, and they all seem to be behind an invisible barrier, just out of reach. None of the city’s roads extends “into” the holographic scene- as this would have been extremely dangerous- so a sidewalk runs parallel to the “Wall”, and buildings, alleyways, and other roads seem to be just meters past the invisible obstruction. After the players have exhausted themselves for a while, the SM should then allow the PC with the best hearing to hear the frightened scream of a young human girl, coming from the ruins nearby.

**A DARING RESCUE:** If the party investigates (and they should) they run smack into a pursuit in progress, as **TWO HUNGRY JEGETS** (called “Jagets” in Gamma World) are closing in on a **terrified PSH girl-child** just in her teens. Her name is SaraBeth, but if the PCs want to learn this, they’re going to have to fight off the Jegets. (GW 2e. Jagets are on p. R 47: HP: 20 each, MS: 20 each). These intelligent (Int: 7, 9) carnivores won’t give up their succulent quarry without a fight; but on the other hand they hardly relish fighting to the death, and will flee if the encounter goes against them. This battle should take place in the crumbling back alleyways of the City, with plenty of decayed doorways into the rotting structures. During the struggle, SaraBeth will most likely flee for “safety” though such a doorway- alerting the PCs as they end the encounter with the Jegets that she is in danger yet again with another terrified scream, as she has blundered straight into **A BLACKUN’S** lair.

As the PCs rush into the ancient, well-gutted structure (an old department store, already fully looted), they see the Blackun has descended from the ceiling, trapping the terrified girl against a corner, and is between her and the exit (and of course the PCs). This will mean the spider has its back to the party however, and this will give them one free combat round before the beast reaches SaraBeth. If it reaches her, it will kill her within 3 combat rounds- SaraBeth is no fighter, and the Blackun will concentrate on this weakling of a human. If this happens, the PCs have effectively lost this adventure. (GW 2e. Blackuns are on R 44; HP: 26, MS: 12). If the party searches the ruined ceiling 4 meters above the floor after the battle with the mutant spider, they will discover in the crawlspace above it the monster’s lair- a giant “rat’s nest” of old insulation, plastic, and cord, with the charred and desiccated remains of several animals, and one dead but uneaten sentient mutated humanoid sunflower being. This unfortunate adventurer still clings to an **empty Energy Mace**- the charge is drained, but it is otherwise in fine shape. It also had a spear and other adventuring gear, but most of this is now broken and blackened.

Once the party has saved SaraBeth and calmed her down (which is no small task, as she will be constantly screaming at the top of her lungs), they can discover who she is and what she’s doing wandering this most dangerous part of the City. SaraBeth will tell the PCs that she and two other friends came to the city from the dimension of Metal and Flame, where their tribe, The Keepers of the

Sacred Manual, have dwelt since the Burning of the World. They are forbidden to ever leave, but teenagers being what they are, she and her friends snuck through the barrier and entered the Wild-World Beyond (as her people refer to it). This was two days ago, and the results have been disastrous. The other two teens are now dead, and SaraBeth would have been next had the party not intervened. She is eternally grateful, but wishes nothing so much as to rejoin her people- a thing ALMOST impossible, as the portal she and her friends used has been programmed never to allow ANYTHING from the Wild to pass within from without. However, SaraBeth knows that a secondary entrance is nearby- one her elders have long forgotten which MIGHT allow her passage back within the dimension of Metal and Flame. She will beg the PCs to help her find and enter this portal.

SaraBeth is an attractive young PSH, and she is dressed in clothes reminiscent of the people depicted on the holographic walls. On her cheek is a swirling tattoo, which resembles the Milky Way galaxy (although neither she nor the PCs will know this significance). She is familiar with some technology (much more than the PCs) and is fluent in Ancient, although she doesn't at all understand ancient culture or history. Her people live within the bulkhead beyond the Wall of the World, and are remnants of the engineering crew. If she survives this little foolhardy adventure, SaraBeth is scheduled to undergo training to become her tribes "Sidney"; a sort of tribal witchdoctor for the mind, and a very distinguished position. If still alive, she could be an interesting NPC to turn up later.

**THE BACKDOOR TO THE BEYOND:** SaraBeth has a general idea where this portal is, and if the PCs help her she is able to locate it within a half-hour's search. The door is blended into the holograms, being EXTREMELY difficult to locate unless you know what you are looking for. The door appears to be the entranceway into one of the towers shown in the holograms- the building is fake but the door is real. The one clue is that this is the ONLY building that seems to touch the invisible barrier; all the others appear to be at least some meters away. It is also located at an area where the concrete of the sidewalk and roadway has been broken through by MANY strong mutated plants, forming their own little garden plot in the middle of broken stone and twisted metal. Of course, one of these plants is obscenely dangerous; but more on that will be found below. The door is a black sheet of some stout non-metal polymer, with no visible seem, handle or control, save for an I.D. card slot right beside it. This slot is completely fake however- it is part of the holograms, and doesn't actually exist. The actual controls are hidden UNDER the holograms and must be felt for; in reality there are four card slots around this door- two on each side- which must be circumvented before the door will open. The I.D. cards required for entrance are nowhere to be had, so the PCs will either have to "pick" them somehow, or destroy the door. Picking the slots requires an appropriate skill or mutation, and the complexity of the technology is 'E' (see p. A 30). The door cannot be harmed by non-powered weapons, but is AC 1 and can be destroyed should it take 100

HP damage from powered attacks. Of course, before that can be completed most of its security defenses will have come into play.....

**DEADLY DANGERS AT THE DOOR:** Among the twisted mutant weeds that partially obscure sight and access to this doorway, only one would like to have the PCs for lunch. Twisting around and through all the other mutated plants is a **GREEN WIN SEEN** (p. R 52; HP: 38, MS: 13, Intensity 10 poison). Being rather clever (Int: 6), this monster will attempt to wait until the party is off its guard before attacking; but it **WILL** attack. It can reach any spot near the doorway, so the party will have to deal with this carnivore before spending too much time examining the portal.

Beyond the doorway, unseen by the party, is a square 4m x 4m metal chamber. directly opposite the door is a **teleporter-plate** built into the wall. Any life form touching this cybernetic plate (and having an appropriate I.D.) will be teleported within the tween space within the Warden's bulkhead. SaraBeth has such an I.D., as embedded in the tattoo on her cheek is a microchip identifying her as crew- a fact she is unaware of. This plate won't work for the PCs though (unless the SM has an adventure waiting for them on the other side; then the I.D. works for everyone Babett perceives to be her companions; see below). It would be fairly easy to damage this fragile device, rendering it inoperable; and this definitely happens if the PCs try to pry it from its moorings. In the middle of the chamber is a **security robot**, jacked into several ports by swirling cybernetic tentacles. This is **Babett**, and via these jacks she is in contact with all the defenses worked into the doorway, as well as a two way communication mike and an infrared camera system which allows her to see and communicate with those on the other side of the door. She has no orders to allow ANYONE through this passage; but she will recognize the microchip on SaraBeth's cheek and not directly direct any of her weaponry against her. Babett has been here a long time, and has learned to communicate with the life forms on the other side of the door in the current trade language. She is semi-sentient, and curious about life on the outside, and will communicate with anyone trying to open the door. She speaks in a sultry French accent, and has no malice; but she harries anyone trying to force open the door with a number of defense systems. These systems are listed below.

1. **A gas sprayer** hidden under the holograms can unleash a cloud of itching gas in a 7m x 7m cloud around the portal. This is treated like Intensity 17 poison; those who get a 'D' result are overcome with itching and are in misery, being able to do nothing but scratch for 20 TURNS minus their Con scores. Babett can do this twice. Remember to roll for wandering mutants!
2. Also hidden under the holograms is a **Stun Ray Pistol swivel mount**. This has 10 shots. It will pop out of the holograms and fire, and then disappear back into the wall. While exposed, it is AC 4 and can take 25 HP before being destroyed.

3. From above the door **4 robot tentacles** are built into the wall, and can come snaking out to harass PCs. These are AC 3, and can take 15 HP apiece before being destroyed.
4. Above each card slot is a **Needler Pistol (4 in all)** built into the wall hidden under the holograms. These needles do no damage, but they are attached to wires which integrate into the victim's nervous system. Those struck are attacked mentally as a MS of 7. A successful attack means that the victim's mind is taken over, and they live in a happy illusional world until freed by their fellows. Any cutting force can break the wires, but each pistol mount has 6 available shot prongs.
5. Babett can also **electrify the door** itself, causing those touching it to suffer the effect of the Electrical Generation mutation (3d6 electric damage). She has 4 charges available for this.

Once the door has been opened/destroyed, the party will have to deal with **BABBET** herself. She will detach (taking one round) and then confront the PCs. (Stats for Security Robots are on p. R 60 HP: 60). She will make it clear that she has no intentions of allowing the PCs within; but in deference to the "crew member" present, she will allow her (SaraBeth) to enter. If the PCs want to enter, they're going to have to somehow defeat Babett; which is no small trick. Babett will freely answer questions about the panel, and it should be clear to the party and SaraBeth that her goals lay beyond it. Unfortunately, Babett is the controller of the teleporter; and she is only willing to transport the "crewmember" (except, of course, if the SM has other plans.....)

**THE REWARD:** Before SaraBeth leaves the PCs, she will reward them for their help and bravery. She has a **credit card** with 1865 domars left on its account, which most ship terminals will still accept for commerce, and as a reward she will give this to the party. If appropriate, the SM can also have SaraBeth "remember" a vital piece of information, which the party needs to fulfill the quest their tribe has sent them on; the details of which are of course fully dependant on the SM's current story line. At this point the PCs will have to declare the "Wall of the World" a lost cause, but at least they now have another vital clue to report back to their tribal leaders or follow up on.