

# THE HALLWAY OF ABANDONED (INFINITE) WORLDS

an adventure by 30299578815310

**Background** - A long time ago, with advanced technology or maybe magic, an Interdimensional Tunnel was built on the PC's homeworld. Meanwhile, across countless other realities, the engineers' counterparts were building parallel tunnels of their own. When activated, all of these alternate tunnels fused together, forming an infinite hallway that bridged endless realities. Realizing there were numerous new worlds to explore (or exploit), the inhabitants of most of these worlds left for greener pastures, leaving long stretches of the Hallway connected to mostly empty and isolationist locales. This adventure takes place in one such stretch of sparsely inhabited worlds, marked for doom by the prophecies of the mysterious Longers. Adventure through the Hallway to explore new worlds, reconnect dying civilizations, and discover the secret of The Doom.

**The Hallway** - The Hallway is a long winding tube, at times over 2 kilometers in diameter, with a seemingly infinite length. Lining the walls of the hallway are doors, constantly shifting in shape and detail, ranging from several to several hundred meters in height. The Hallway is dotted with strange machinery, and over time has become host to a variety of ecosystems and settlements.

**Doors** - The Hallway's doors lead to a variety of different (but always hardly occupied) locales, including Alien Planets, Distant Pasts and Futures, Intergalactic Space Stations, Spirit Worlds, Alternate Quantum Universes, Divergent Timelines, Bizarre Realities, Parallel Planes, etc.

**Longers** - Longers are strange beings from octillions of kilometers down the Hallway. No two Longers look alike, but most are friendly, and share cryptic messages about the mysteries of reality, as well as proclamations of a coming catastrophe, known as *The Doom*.

**Rumors and Mysteries** - Whenever players explore a locale behind a door, travel to new parts of the Hallway, or encounter a Longer, there is a 1/2 chance of encountering a rumor or mystery. Randomly select from the below list:

- Information about the key to a locked door in the Hallway
- The location of a shortcut, a door that leads to a far part of the Hallway instead of a new locale
- A scientific paper detailing lost technology
- The location of ancient magic, buried deep behind a door.
- Whereabouts of some of the Hallway's original engineers.
- A riddle or poem shedding light on The Doom
- GM's Choice

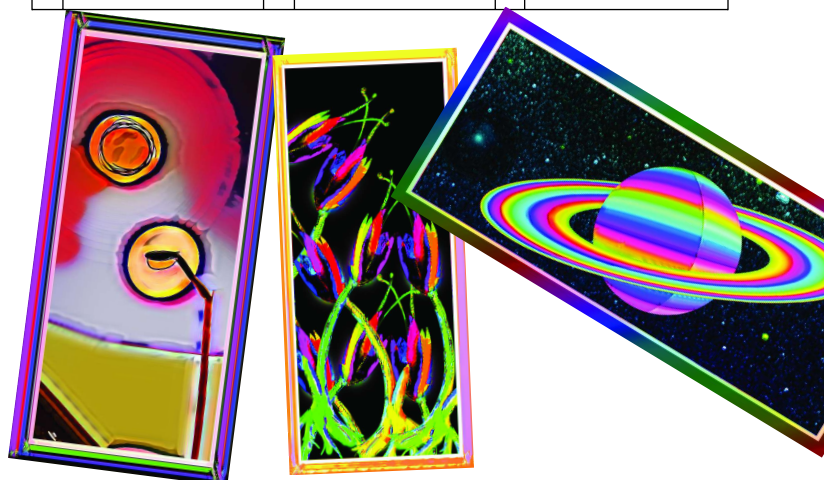
**Hallway Encounters** - Select once from this list each time the party enters the Hallway: *Traders | Town or City Built in the Hall | Monsters | Invaders | Bandits | Adventurers | Migrants Caravan | Ecosystem | Odd Machines | Longers*

**Resources per Door** - Select twice from this list when the party enters a door: *Gems or Precious Metals | Magic Items | Water | Energy | Advanced Technology | Drugs | Medicine | Ore | Industry | Plants | Rare Elements*

**What if my PCs come from a populated world?** That's OK! The discovery of a Door to a populous locale can be the seed of a new adventure!

**Door Traits** - Randomly select 1 to 4 items from the table below for the traits of a locale beyond a door in the hallway.

1	Gunpowder Doesn't Work	13	Empty Void	25	Dictatorship
2	Low or No Magic	14	Space Colony	26	Democracy
3	Dyson Ring or Sphere	15	Wasteland	27	Feudal
4	Exists in the Future	16	Jungle	28	Caste System
5	Flat-Earth	17	Forest	29	Undying Rulers
6	Militarized	18	Exists in the Past	30	Magocracy
7	Multiple Time Dimensions	19	Time Loops	31	Psychic Powers
8	Hypercubes	20	Theocracy	32	Strange Physics
9	Dark	21	Anarchy	33	Superpowers
10	Cold	22	War	34	No Inhabitants
11	Hot	23	Disease	35	Two Dimensional
12	Urban	24	Radiation	36	Memetic Virus



**Door Inhabitants** - Randomly select 1 to 4 items from the table below to determine inhabitants of a locale beyond a door. Inhabitants may be natives or migrants.

1	Dragons	11	Kaiju	21	2d Beings
2	Humans	12	Fae	22	Hypercubic-Life
3	Sentient Plants	13	Outsiders	23	Dark Matter Lifeforms
4	Aliens	14	Zombies	24	Longers
5	Transhumans	15	Memetic Organisms		
6	Reptilians	16	Cosmic Horrors		
7	Digital Intelligences	17	Dinosaurs		
8	Robots	18	Vampires		
9	Talking Animals	19	Lycanthropes		
10	Spirits	20	Trans-temporal Beings		

