The Large Hadron Catastrophe

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An experiment at the Large Hadron Collider, the world's largest particle accelerator, located under the border between France and Switzerland, went horribly wrong. The elementary particles from the standard model of physics "came to life" in the form of life-size creatures. They now rule over the accelerator. Their leader, the Higgs Boson, decided to destroy humanity by summoning a black hole. You've been handed a vial of dark matter to throw inside the black hole, which would make it collapse.

Totem detector

That section is slightly larger than the main tunnel and contains a lot of experimental instruments. Two rooms extend outwards and host **electromagnetic coils** currently inactive. Each coil has its own activator switch. Additionally, a master switch sits between the two coil rooms. The master switch and one of the activator switches needs to be triggered at the same time for a coil to activate.

A gang of **four free Electrons** ambushes the players. They master all sorts of electric attacks. Actually, they don't want to stop the players; they are just bullies and want to be mean. They can be defeated with magnetism. They are also quite dumb, so the players can challenge and trick them.

Access well

(extract point)



LHCb detector

A large device connects to the accelerator and extends into a nearby room. Three Neutrinos gentlemen (μ , τ and e) control the place. They are very distinguished and will only engage in fair fights (either sword or gun fight). If the players refuse to fight properly, they will assemble in a single large Neutrino holding six revolvers and try to capture the players. Then, they will lock the players in an improvised cell in an adjacent building.



A group of **five Quarks** lightly squabbles in the tunnel (up is joyful, down is morose, charm is flirty, strange is spooky and top is bossy). They will happily give the players their walkie-talkies and will mock the bottom Quark that stayed behind.

LHC

The LHC is a long tube of electronics buried in a tunnel. It has sustained some damage due to the catastrophe. The players may encounter obstacles, such as puddles of weird corrosive liquids, hazardous electrical wiring, or beams of supersonic particles.





Atlas east entrance

A **Photon warrior** is barring the east entrance to the Atlas detector. She will warn the players once, then attack on sight if they keep moving forward. She is exceptionally fast and her attacks burn like hell, but a simple mirror can deflect them and defeat her.



(dead end)

Super Proton Synchrotron

convinced to tag along with the players.

Alice detector (starting point)

Alice is a big room with complicated structures installed

around frantically, examining a **bottom Quark**. Eva tells

them about the tunnel collapse. The Quark explains that

he lets Eva do her things because he can't say no. Moreo-

ver, his group of Quark friends probably went for a walk

down the tunnel. Close by is the Quarks' makeshift camp,

built with loose furniture and carton boxes. Eva might be

around the accelerator. A researcher called Eva is running

The SPS is another loop around the Atlas detector. It connects to the main loop at two points. There is a communication shaft in the SPS tunnel where a **mechanic** named Matthew took refuge, as well as a **Gluon** that defected from the Higgs Boson's tyranny. They are having a good time and are jamming together. The Gluon will never leave Matthew, but he tells you that to destroy the Higgs Boson, the players need to deliver an extreme electric shock to him. Matthew explains that the atlas detector can act as a very high voltage electrical socket.



The Atlas detector features a big hexagonal room with a strange device in the center. The device is composed of big metal rods at the vertices of the hexagon connected by wires to a control panel. In the middle of it stands the **Higgs Boson** contemplating a strange storm cloud near the ceiling. It is, in fact, the **black hole**. The Boson is a strong fighter and can control gravity in the room. He can also summon Electrons that will electrocute players. Unfortunately, they can also electrocute him by mistake. To the players' surprise, the Higgs Boson splits into two bottom Quarks when he is defeated. These Quarks have no idea what they are doing here but are eager to help the players.