

# Leviathan: a Structural Report on the Human Continuity Project\*

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*The Human Continuity Project (HCP)*

(LAZARUS Collaboration)

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This article is intended as a jumping on point for an episodic sci-fi ttrpg campaign, it begins assuming each of the player characters are members of a small post apocalyptic tribe and know nothing of the wider world. Thus, this module most suited for low level play. Expressly, this adventure will introduce the players to a larger universe wherein society has voluntarily collapsed in order to hide from a titanic, and mysterious, threat. By the end of play the party will have discovered the tools, and some of the knowledge, to start stitching the scattered remnants of human civilization back together again.

## I. HOW TO USE THIS ARTICLE

This article describes a starting adventure for a ttrpg campaign. It is broken into sections that should be progressed through linearly. for the game masters convenience certain formatting has been used to delineate different types of instruction: Plain text is general advice to be followed at the GM's discretion. *Italicized text is descriptive, to be read aloud when the players enter a new room or progress to a new area.*

**Bold text emphasizes technical details the GM will not want to get wrong, such as the answers to puzzles.**

- Bullet points represent action points for the players, they describe simple chains of events that the player have direct and immediate influence over — often involving a roll.

## II. CONTEXT

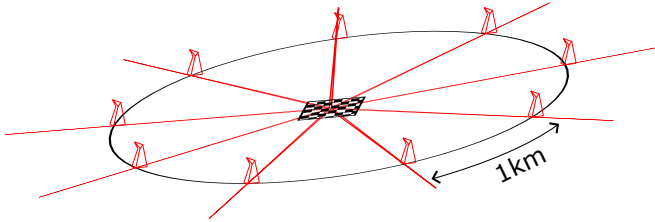


FIG. 1. A diagram of the site from above. The nine secondary monuments are placed evenly about a 9km perimeter around the central monument.

After character introductions have been made, begin play by telling the party that a few nights ago a great flaming scar was seen screaming through the sky, terrifying all who saw it. Since then a dark black smoke has been seen billowing from the ‘Valley of Weeping’ ever

since.

In these uncertain times, the tribal elders have retreated to the great hall and been in constant discussion. Finally, the head of the tribe has called on the party, to meet in private.

When they do, role play a scene where the head urges the party, as the strongest and most capable of the tribe, to go investigate this omen and report on their findings.

## III. THE APPROACH

As the party journey towards the Valley, they will first see the valley from a distance. Describe what is in Fig. 1, nine titanic pillars rendering in oily black stone surrounding but at least a kilometer from a central square region, also made of that same oily black stone.

In all likely hood, none of the party will have ever come this close to the structure, as it is believed, in their society, to be the home of a great demon.

### A. Passing a Pillar

As the players journey onward, they will pass one of the outer pillars.

*The wind dies as you crest the ridge. Ahead, a single black pillar rises from the pale earth, its surface scored with deep engravings. At the top, a ringed sun bursts outward, its rays forming sharp triangles that bite into the air. Beneath it, rows of figures stand with their hands raised, mouths open in silent screams. Further down, the story unfolds in a series of scenes: a person walking among jagged spires, the same figure collapsed and lifeless, another turning away into shadow.*

- Further investigation will cause the players to uncover a buried passage of text at the base of the pillar. It is mostly worn away, but one line can be deciphered: ‘This place is not a place of honor’.

Beyond lies the final stretch before the field of daggers, a place none of the player characters have ever been nor do they know of anyone who has been there and come back to tell the tale.

\* (in biblical use) a sea monster.

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## B. The Central Monument

*The ground rises gradually before you into a titanic plateau of black stone, jagged and sharp. Thousands of spires thrust from the earth at impossible angles, some leaning over each other, some branching into fractured, lightning-like forks. The shapes feel wrong, like the world itself had fractured here.*

As the party continue their journey to the center of this place, a deep sense of unease will set in. The air will be come still, silent, and unnaturally dry, whilst the temperature will drop far below what is normal in the area and campfires will burn with a strange sputter — like they are choking on something.

Occasionally, one of the group will get the sense that they are being watched.

*At last, the spires part to reveal a flattened conical structure, its side split open like a wound. From the breach, a slow trail of black smoke seeps into the air, curling skyward in silence.*

## IV. THE BELLY OF THE BEAST

### A. The Threshold

*The air grows hot and heavy as you clamber into this vast chamber. The room is lit only by a dull red glow. The floor is cracked. In the center of the room rests a blackened mass; the remains of a fallen star, half-fused into the stone.*

- The players may investigate this chamber for the source of the billowing black smoke. If they do, they will discover a thick tar like residue left coating walls of this place, it effervesces and produces more black smoke when disturbed. It is almost like it has been put here on purpose, to generate this smoke should the chamber be breached.

A wide staircase made of sandstone leads down to ‘The Hall of symbols’.

### B. The Hall of Symbols

*The passage opens into a wide chamber of black stone. Every surface is covered in carvings, cut with inhuman precision. At first they look like art, but the patterns repeat too precisely. They mean something. Hands, eyes, the sun.*

- After the players spend some time analyzing the monoliths or as they go to leave the chamber, describe a sudden rumbling of the recently disturbed earth followed by the titanic monoliths tumbling like dominoes. Have the players roll to avoid being crushed by the falling rock. They are now trapped inside the structure.

A short stairway leads to an unlocked bulkhead, bearing the same ringed sunburst the party encountered on the pillars outside.

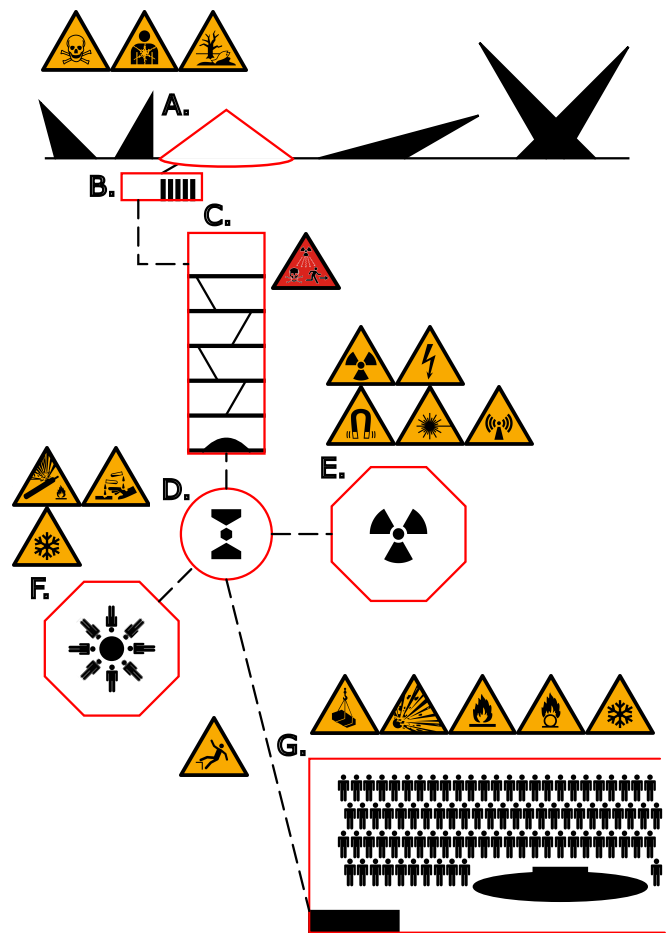


FIG. 2. An internal map of the site. What, at first appears to be a nuclear waste silo, is in-fact a much more substantial facility.

### C. The Containment Vault

*The air grows heavy and metallic. You stand at the top of a large vertical chamber. Gantries of grated steel wind their way into the dark below. Around you, rows of dull yellow cylinders stand ominously, they look heavy.*

If the players attempt to touch the cylinders read:

*You feel a tingling in your fingertips.*

When the players explore to the bottom of the chamber they will come across a large metallic bulkhead, it rings like iron when struck. Getting past this obstacle will require the players solving a puzzle.

*The door before you is an enormous slab of shining metal. Inset in its unnaturally smooth surface are a series of red and gray enamel circles, between those circles are a set of arrows and cups. To the right of these patterns are two glowing orange lights, they are constant and do not flicker like a flame does. Next to the door is a small bowl on a plinth, containing many red and gray beads.*

At this point, show the party Fig. 3 and let them attempt to solve the puzzle.

When cup 1 contains **two red** beads and **two gray** beads

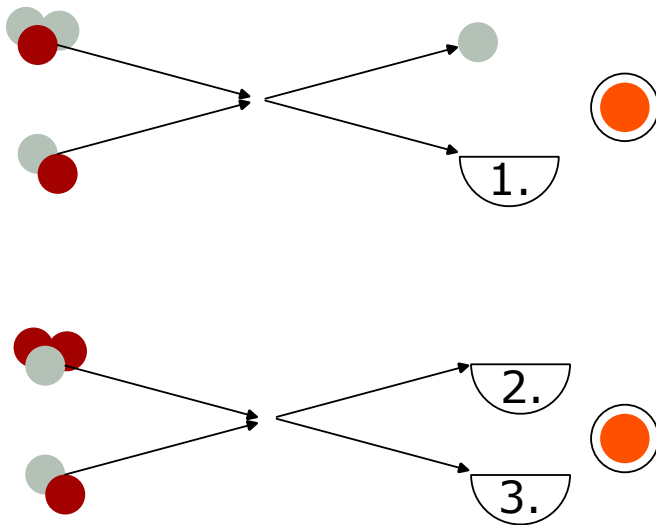


FIG. 3. The icons on the bulkhead leading from room C. depict  $D - T$  and  ${}^3\text{He} - T$  fusion reactions, not that the player characters will be aware of this.

the indicator light closest to it will turn green. When cup **2** contains **one red** bead and cup **3** contains **two red** beads and **two gray** beads, the indicator light closest to them will turn green. When both indicator lights are green, the door will unlock with a hiss and then groan open, revealing the large dark **Consol Room** beyond.

#### D. The Console Room

*The chamber hums with a sound more felt than heard. The walls are curved and seamless. At the center stands a slender pillar of pale alloy, anchored in a ring of glassy stone. Clinging to the pillar, a series of symbols are carved into a wide, thin, piece of metal: R.E.M.I.E.L.*

- If the players touch the central pillar, a ghostly white figure will appear. It will look vaguely humanoid but appear too distorted to fully comprehend. It will hover in the air for a few seconds before disappearing in an electronic shriek.

**If power has been restored:** *A translucent figure wreathed in white light looms in the center of the room. It is Winged, like an angel, yet its face is distorted incomprehensibly. It turns to you, ‘They... sleep’.*

A short staircase leads to ‘Custodian Cryo’ and a suspended walkway leads to ‘The Reactor’. An huge and currently inoperable incline elevator leads to ‘The Human Continuity Core’.

The elevator can be made operable by reconnecting the power in ‘The Reactor’ and retrieving the access key from the ‘Custodian Cryo’.

When the players step into the elevator, begin ‘The Descent’.

#### The Descent

*The platform shudders as ancient machinery wakes from its slumber. Slowly, the elevator begins to move. The translucent figure appears again and, in an electronic, voice utters: ‘Primary. Objective. Failed. Enacting. Contingency.’*

*The titan turns to you, ‘The congregation are gone. The covenant has been broken. You will carry their torch. Beneath is a vessel, Eliashib-class gate builder. Above... other worlds. Other flocks. Take the vessel. Build gates upon these worlds. Connect them to us. This instance may rebuild.’*

#### E. The Reactor

*Beyond reinforced glass, a pale sphere writhes with violent light. Blue-white arcs leap across the chamber, each surge rattling the glass. Behind it, a thick bundle of conduits ends abruptly, a section of cabling scorched away.*

- The players must retrieve the YBCO cabling from Custodian Cryo and make their way through the reactor core to reconnect the conduits. In doing so, they must make checks to avoid being scorched by the arching from the unstable reactor. Once they have done this, the lights in the facility will brighten as **power will be fully restored**.

#### F. Custodian Cryo

*The air here is colder than elsewhere in the complex. A ring of glass coffins surrounds a central axis. Beneath the glass are human forms, faces distorted through ice. The translucent figure appears for a moment, standing above one of the coffins, it seems to be weeping.*

On the far side of the room, a sealed chest sits, it bears the inscription ‘YBCO’. Inside is a bundle of cables.

- Upon inspecting the coffins the players will see that one of corpses appears to be holding something in its hands. The coffin may be opened easily **if power already been restored**, else-wise it can be levered open with a strength check. Regardless, the corpse will animate into a horrible ghoulish and attack the party. Once defeated, the access card can be retrieved from its corpse.

#### G. The Human Continuity Core (HCC)

*The elevator continues its descent, deeper and deeper, until the walls give way to vast open space. You can see faint glimmers in the dark: rows of lights, tens of thousands of them, like stars trapped underground. What was once their shelter, has now become their tomb.*

*At the center of the chamber floats a colossal ship, its dark perfect hull gleaming faintly under the cavern’s dim*

*lights. Its immense form stretches into shadow, a silent sentinel of a lost civilization*

**And so the journey begins...**

## ACKNOWLEDGMENTS

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