THE WANTSHEEP A corporate horror dungeon Writing & Design: Josh Domanski

The Digital Transformation department is typically a hive of activity. But something is different. Its occupants are gone, vanished into thin air. The only clue to their disappearance lies in a power surge that cascaded through the building, shorting out critical systems.

A hardlock key is needed to reboot the building's systems. It is reportedly in the hands of Lance Gridlock, who was last seen somewhere within these offices.

WHAT'S REALLY GOING ON?

Through a clever phishing scheme, a sentient computer virus wormed it's way into the department's servers. In a bid to increase its processing abilities, the virus lashed out from infected hardware, digitizing and assimilating the entire department and disrupting services throughout the building.

WHY ARE YOU HERE?

- 1. Investigators on the case.
- Interns, sent to "solve the problem" and fetch the key.
- 3. Stumbled in, unaware of the potential dangers.
- Corporate espionage, sent to steal the department's secrets.
- 5. Recovering the computer virus.
- 6. Technical support, third party contractors.

WHAT'S HERE WITH YOU?

ECHOS: Garbled manifestations of those assimilated by the virus. Humanoid shaped holographic forms lashing out with the pain felt during their last moments.

- ▶ A faded facsimile of their former selves, Echos will attempt to continue their previous task, but with vocal discontent.
- ▶! If provoked, the Echos attack, flooding their victims with harsh memories.

<u>HOST:</u> The body of Lance Gridlock, infected by the computer virus. An amalgamation of man and technology.

Goal: Manually spread the virus to mainframes and data centers protected by firewalls.

Abilities:

- ▶ Denial of Service: disrupts the action of a target.
- ► Evolutionary Algorithm: predicts PC's next move by analyzing their previous.

AS YOU ENTER

Sulfur colored emergency lights cast long shadows in the lifeless space. A draft of uncomfortably cold air rustles a scattering of loose papers against the backdrop of a faint hum. A palpable static electricity in the air raises hair from skin, discharging on any contact with metal. Despite the emptiness. the feeling of occupation

persists.

RECEPTION: Cream colored walls and a tacky carpet that muffles footsteps.

- Large wooden desk, unoccupied.
 - > Computer monitor
 that flickers at
 uneven intervals.
 > A key. Opens the
 - A key. Opens the supply closet, Archive, and Executive Office.
 - Three uncomfortably squishy chairs form a small waiting area.
 - > Flanked by short
 stacks of
 outdated trade
 magazines.
- Locked closet door.
 - > Contains a small hoard of office supplies.

COPY ROOM: Boxes filled
with reams of paper
surround a bulky "All-inOne" printer.

▶ A harsh, grinding sound emanates from the printer, as it tries to force out a jammed sheet of paper. **SERVER ROOM:** Towers filled with rapidly blinking lights.

Uncomfortably warm.

ARCHIVE: Neat rows

of shelves, filled

with all manner of

reels, CDs,

tapes, etc.

decades.

a **large desk**

covered in an

array of tech,

> Includes

various

Door is locked.

Shelves contain

VHS tapes, film

books, cassette

In the back lies

some dating back

methods of

converting

analoque

media to

digital.

magnetic tape of

media that line

unspools into a

tangle, intent

on strangling

! If the room is

the physical

the shelves

the PCs.

explored, the

vinyl records,

analogue media.

- •! Houses the source code of the Host.
 - > If the Host's physical form
 is destroyed, it will reform
 here after 1d6 turns.

<u>VR ROOM</u>: LED video walls, missing panels reveal clusters of wire.

- ► Thick cords hang from the ceiling, ending in goggle-like headsets.
- ▶! Putting a headset on will bombarded the user with vivid flashes of memories as Echos try and inhabit their body.

CUBE FARM: Several sets of cubicles, neatly aligned in regular rows.

- Desks filled with precarious towers of paperwork, hard drives, and physical media.
 - > Vinyl records, VHS tapes, books, film reels, paintings.
- Several computer monitors strobe in irregular patterns.
- ▶! 3 Echos sit at their former desks.

<u>MOMENTS</u>:

- 1. A crackle of electricity.
- 2. An Echo forms, rapidly rushing to complete a task.
- 3. The Host bursts from the Executive Office and circles the Cube Farm.
- 4. A stack of previously stable items collapses.

EXECUTIVE OFFICE: A large, expensive hardwood desk juxtaposed against cheap, gaudy carpeting.

- Door is locked.
- Room is utilitarian.
- > Frames with stock images.
- On the desk is a small laptop computer.
- > The hardlock key is in a drawer of the desk.
- Several file cabinets in the corner.
 - > Contain little to nothing. Seemingly there for show.
- ! The Host is here, directly interfacing with the computer on the desk.

ENCLAVE: A tightly knit space, big enough for only a few people.

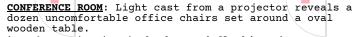
- A small table, a few chairs, and video conference equipment.
- The room is sound-proof, silent enough to hear a heartbeat.
- ! Upon entry, the door shuts, locking from the outside.

BREAK ROOM: A
lone round table
surrounded by
uncomfortable
plastic chairs.
Two flickering

- vending machines.

 Items clunk into
- the pick-up box with every flicker.
- ▶ A dated refrigerator.
 - > Contents are still cold.
- Cheap wooden cabinetry.
 - > Filled with disposable plates, utensils, cups, and various condiments.
- ! An Echo sits at the table, staring longingly at a spilled lunch.

EMERGENCY ROUTE



- ▶ The projection is **broken** and **flashing**, but muffled, **droning whispers** can be heard from blown out speakers.
 - "New and exciting" techniques about cleaning film reels to maintain quality when scanning to digital formats.