

THE VANISHED

A corporate horror dungeon
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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.
2. Interns, sent to "solve the problem" and fetch the key.
3. Stumbled in, unaware of the potential dangers.
4. 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 discent.

▶! If provoked, the Echos attack, flooding their victims with harsh memories.

HOST: 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 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-in-One" printer.

- ▶ A harsh, grinding sound emanates from the printer, as it tries to force out a jammed sheet of paper.

CONFERENCE ROOM: Light cast from a projector reveals a dozen uncomfortable office chairs set around a oval wooden table.

- ▶ 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.

SERVER ROOM: Towers filled with rapidly blinking lights.

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

VR ROOM: 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 bombard the user with vivid flashes of memories as Echos try and inhabit their body.

ARCHIVE: Neat rows of shelves, filled with all manner of analogue media.

- ▶ Door is locked.
- ▶ Shelves contain VHS tapes, film reels, CDs, vinyl records, books, cassette tapes, etc.
- ▶ In the back lies a large desk covered in an array of tech, some dating back decades.
- > Includes various methods of converting analogue media to digital.

▶! If the room is explored, the magnetic tape of the physical media that line the shelves unspools into a tangle, intent on strangling the PCs.

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.

MOMENTS:

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.

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