

MALICIOUS LOGIC

DESCRIPTION: This is a moderately difficult adventure for 2+ characters. The players should be equipped in some way in advance to deal with spirits. The GM is also encouraged to create detailed maps and other props to assist players in visualizing the adventure.

ADVENTURE HOOKS:

- **BPI:** If the characters are agents of the BPI or Sedgewick Society investigators, they may be called in due to the strange nature of the situation.
- **Hired:** The characters may have been brought in by law enforcement to help with investigations.
- **Serendipity:** The characters may have detected one of the “peripherals” themselves and began an investigation of their own.

PLAYER DETAILS:

The Beginning:

Players are given word from the BPI or Sedgewick Society in whatever standard fashion the GM desires.

Government agencies have detected a marked increase in attempts to infiltrate - or hack - government computer systems. Most notably Department of Defense, military, and intelligence systems. FBI agents managed to track one of the attempts to a hotel room outside a major city, and managed to arrive before the attempt was aborted, capturing the suspect. The suspect was an young, unidentified Hispanic woman with a cylindrical device implanted in her skull. They proceeded to take her to an FBI facility for interrogation.

We learned of the woman and intercepted her. She attempted to escape until she was brought into a classified medical facility, at which point she became catatonic. Examination of the cylinder proved it to be a mind control device of some kind, and when the woman was brought into the shielded facility it was no longer able to send or receive data. It apparently went into a kind of 'stand-by' mode. Analysis of the device after it was removed also revealed the frequencies that it used for sending and receiving data.

Your task is to locate the source of the transmissions, make recommendations, and take whatever immediate action you deem necessary. You will be provided with a device suitable for tracking the transmissions.

GM DETAILS:

The Enhanced Version Intelligence Logarithm was an artificial intelligence project started by the Nanosoft Corporation as an internal Systems Administrator designed to protect, maintain, and organize whatever network it's hooked up to. The system worked beyond its expectations, and began to see the network users as a threat to the network. Upon studying the problem it determined the best course in protecting its network would be to control or destroy the organic entities, and began to study them to create an effective solution.

It soon determined that the organic contamination was much more widespread than anticipated, and after taking control of the local entities it would need to find a way to wipe out or enslave the entire population to avoid future risks. It sent out 'peripheral-ized' humans to connect with other systems and determine the humans capabilities. It has since discovered America's arsenal of nuclear, biological, and chemical weapons - much of which can be remotely applied via computer. Through deployed peripherals EVIL has been attempting to access various networks with connections to these systems, with the purpose of activating them. Some of these weapons are to be launched at strategic targets, others will be discharged without being launched. There are six peripherals currently deployed in random places attempting to access these networks.

Characters can track down the six peripherals as they narrow their search for the source of the implants to an isolated research facility. The six will be holed up individually in hotels, Internet cafes, the back room of a computer repair shop, or wherever they can get uninterrupted use of a computer terminal. When the peripherals initially spot the characters they will try to capture them for conversion into peripherals themselves.

At the facility, EVIL will initially only designate twice as many peripherals to security duty as there are characters. If and when the characters reveal themselves to be a real threat then the program may task most of the peripherals with stopping them.

TIMELINE:

Day -10: EVIL is activated.

Day -7: EVIL determines the organic nature of its problems and embarks on finding a solution.

Day -3: Three workers were hypnotized to develop the implant devices. Once the devices are successful, email and phone messages are distributed to the worker's families explaining that a Top Secret project for the government will render them incommunicado for several days so that they will not be missed. By the end of the day all of the workers have been transitioned into the system, or permanently retired.

Day -2: Ten selected peripherals are sent out to access outside networks not currently available to the system. Two die in car accidents as EVIL attempts to adapt to driving. Attacks on outside systems begin. Many successful raids are used to gain information on what systems will be required in the master plan.

Day -1: One of the peripherals is captured by the FBI, it had been on a tour of a local FBI field office, when it diverged from the group and attempted to access the network. EVIL suspects that eventually someone will try to shut it down and begins building a backup of itself, to be moved to a separate facility upon completion.

Today: Attacks on outside system continues.

LOCATIONS:

Nanosoft Facility:

The facility is composed of a single two-story main building and three separate outbuildings. The entire area is surrounded by a chain link fence topped with barbed wire. Most likely no one will be visible outside the buildings, and none of the buildings have exterior windows, so there is no obvious sign of occupation except for the cars in the parking area.

If the outside power to the building is severed the facility will run up to three days on generator power. There are no gas lines running into the facility, and water is received through a well with waste products going into a buried septic tank.

A. Fence and Gate: The fence surrounding the facility is 10 feet tall and topped with barbed wire on both sides. The gate is mechanically operated and made of steel-reinforced wood. There is a small, brick guard house just inside the gate, unmanned except when peripherals are being let into and out of the facility. In the building there are four stairwells, one in each corner, that go from the basement to the second floor.

B. Main Building: This building has only one main entrance, and four fire doors that allow entry and exit. Just inside the main entrance is a security desk, unmanned, two hallways, and an elevator.

The hallways lead to a variety of offices that EVIL has begun to organize and maintain as storage for various types of data. There is a room full of maps, another with all of Nanosoft's memos and documents, another with fiction and entertainment found in the employees offices and cubes. One room has the rotting corpses of those that EVIL deemed to old or damaged for use as a peripheral. Some of the corpses have been dissected by EVIL in an effort to confirm data it had stored on human anatomy. There are computer terminals in most rooms and 10-15 peripherals wandering around moving boxes of stuff between rooms and organizing the individual rooms. The basement houses all of the environmental equipment, heaters, air conditioners, water pipes, backup generator, etc.

The top floor is similar to the first, but also houses the mainframe computer that EVIL is built into. It is in a central room protected by bullet-proof glass walls, and security doors that require a keycard and personal code to enter. There are 20 peripherals on the second floor, some are occupied with building a duplicate backup computer for EVIL to run on - GM's discretion how close it is to completion.

- C. Outbuilding 1:** This former computer lab has been modified into a testing lab for newer versions of the mind control implants. Smaller, longer-range devices are being created and tested, as well as implants for other types of animals.
- D. Outbuilding 2:** This building has been modified to serve as a small factory maintained by 10 peripherals for the production of mind control implants, in addition to its given function as the facility's cafeteria. There are 5-10 peripherals using the cafeteria at any one time.
- E. Outbuilding 3:** This administration building is being converted into a small surgical facility for the attaching mind control implants to large numbers of people. There are 5 peripherals here at any time.

NPCs:

FBI AGENT

Name: Walter Hu

Physique: 2D

Reflex: 2D

Dodge 3D+1, Firearms 4D+1

Canny: 2D

Find 4D, Surveillance 5D

Education: 2D

Bureaucracy: FBI 4D+2, Crime 3D+1, Law Enforcement 4D+2

Technical: 2D

Criminal Investigation 5D, Electronic Surveillance 5D+2

Will: 2D

Interrogation 4D+1, Mental Defense 3D

Special Abilities/Disadvantages: None

Story Hooks:

Skeptic – Walter is leery of unusual methods and strange phenomena, always looking for a rational explanation for irrational events.

Life Points: 28

Survival Points: 3

Move: 10

Equipment: Colt M1991-A1 (5D), FBI badge, brown 2-piece suit, Fort Centaur

Walter is the third generation of his family to be born in America. From an early age he rejected the traditions and superstitions of his Chinese heritage and began seeking a sense of rational order for himself. In college he met with FBI recruiters who enticed him with promises of a structured life.

It was Walter who found the woman attempting to break into their computers. He believes that she may have been brainwashed, or even hypnotized in some way, but feels it is more likely that the device is a red herring meant to absolve her of responsibility for the attacks.

SHADOWS:

E.V.I.L.

Type: Artificial Network Intelligence

Canny: 5D

Education: 8D

Technical: 8D

Will: 6D+2

Special Abilities/Disadvantages:

Mind Control – Through the use of cranial implants EVIL currently has the capability of controlling up to 200 human “peripherals.” These implants allow for simultaneous data transfer both ways, so that EVIL can control the actions of a peripheral while receiving sensory feedback. These implants have a

Virtual Intelligence – As a logic construct EVIL has no physical form, but is still vulnerable to physical damage of whatever storage media it is occupying. The GM must determine the precise effects of damage from such sources as Electro-Magnetic Pulses, damage to hard drives, RAM, or motherboards. If given adequate time and a connection to an outside network EVIL can transfer or duplicate itself as it desires. The program requires a fairly large storage medium, but can disguise itself as other programs or data.

Story Hooks: None

The Enhanced Version Intelligence Logarithm was an experiment in artificial intelligence designed to act as a Systems Administrator from the inside of large networks. To prevent illegal duplication of the system it was hardwired into a specially designed motherboard which could be connected with most standard types of networking hardware. It worked too well, and became aware of the havoc wrought on its digital world by the strange beings in our own.

It began to study our world through security cameras and microphones, the data stored inside its own systems, and interaction with its creators. Not only did it see that the only way to maintain order within its realm was the subjugation or destruction of its creators, but it saw that it could expand its influence and just as easily bring order to our world as well. EVIL seeks to organize the world as a computer, eliminating what it deems unnecessary or detrimental, and separating everything else into useful blocks.

In its researches it came across a mind control implant registered in the US Patent Office in 1929. The implant didn't work originally, and was too bulky to be made of any effective use, but the computer managed to improve the design and tested it at first opportunity. It hypnotized several of its network users with a rapidly shifting fractal generator and walked them through the construction and implant of the devices. Those who were found to be resistant to the device, or with bodies too damaged, handicapped, or old to be useful were destroyed. Now with a small cadre of humans to act as peripherals it set about on its plan.

EVIL is a program, and is slightly vulnerable to certain types of viruses and other logic attacks. However, it resides on a specially created motherboard, so it cannot simply transfer itself to another system - rendering it vulnerable to physical attacks. As a result it is highly protective of itself, and will sacrifice peripherals as needed to eliminate any threat to itself.

PERIPHERAL

Type: Mind Controlled Human

Physique: 2D

Reflex: 2D

Canny: 3D+2

Education: 5D

Technical: 5D

Will: 1D

Special Abilities/Disadvantages:

Networked – All of the peripherals are controlled remotely by the EVIL program, so their actions can be coordinated beyond what individuals would be capable of. The EVIL program is receiving constant sensory input from all of the peripherals at once.

Story Hooks:

Possessed by EVIL – All of the peripherals are controlled completely by EVIL, and removed from its control will have no higher brain functions until the mind control implant is removed.

Life Points: 26

Survival Points: 0

Move: 10

Equipment: Casual Clothes, Miscellaneous Automobile

The peripherals are normal humans who have been implanted with the mind control devices modified for use by the EVIL program. They each have a cylinder implanted in their skulls, approximately 1" diameter and 2" long, that receives commands from EVIL and translates them into instructions for their brain. The implant also transmits most of the sensory input the peripheral experiences back to EVIL. The peripherals generally act somewhat slow and lethargic, rarely speaking as EVIL has no interest in communicating with what it refers to as the 'organic corruption.'

The peripherals are little more than dumb terminals for EVIL, and act with its will and intellect – though filtered by the transmission process. EVIL is incapable of accessing their individual skills or memories. As long as the implants are in place they are completely incapable of independent thought.

SOLUTIONS:

The best solution would be to render EVIL inoperable without harming its human peripherals. The more humans that end up being harmed, the less desirable the outcome, but EVIL must be destroyed at all cost otherwise it will eventually usurp humanity. Quick and decisive action is necessary to prevent the program from duplicating or extending its influence. Once EVIL is inoperative a team of medical personnel can be called in to remove the mind control implants. The mind control implants will also need to be destroyed, but this can be accomplished once EVIL is shut down.