

The Black Spot

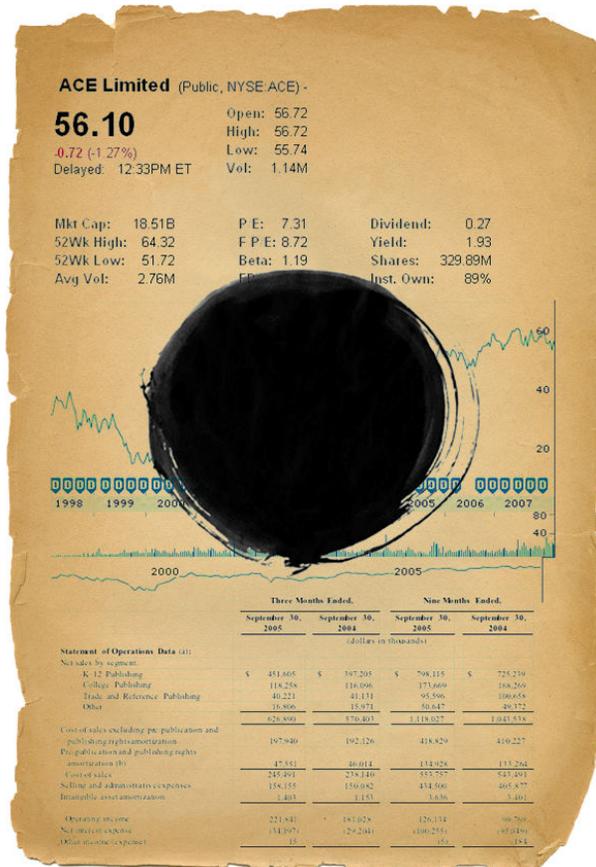
*An adventure by Anders Sandberg for Eclipse Phase
Creative commons like the game*

*"Fifteen men on the dead man's chest—
Yo-ho-ho, and a bottle of rum!
Drink and the devil had done for the rest—
Yo-ho-ho, and a bottle of rum!"*

Overview

This is an adventure that involves a treasure-hunt (possibly with betrayal and pirates), discovering a powerful but untrustworthy contact, and possibly leading to dark revelations of the lead-up to the Fall.

Themes: trust and loyalty. How much can the characters trust each other, Marzuq and spacers? How much can the modern transhumans trust El Capitan? And is El Capitan's loyalty to its corporation admirable or just pathological? On the opposite side, betrayal: transhumans betraying each other to get a treasure, El Capitan perhaps betraying the transhumans for revenge, and Mrs Platz betrayal of everyone for power.



The captain's papers: Background

Marzuq Abdul Wadud al-Bahth is a freelance data archaeologist (or, less flattering, a data junk dealer). He buys up caches of old data and tries to find saleable information in it. Recently he got hold of a large set of pre-Fall shipping data from Rockefeller Station, a now defunct Belt transport hub. While digging through the records he found a commercial invoice for a backup server sent from one department of Monolith Industries to another. The invoice stated that it had been delivered to 34351 Decatur, an obscure main belt asteroid. Looking up all known Monolith Industries operations he found no mention of the asteroid: in fact, it appears to be entirely unvisited. What truly spurred his interest was the fact that the invoice had been erased in the original database unlike all neighboring or similar invoices. The official signing the invoice (and

likely later deleting it), Pierre Fulbé, was at this time a representative of the administrative system information security team of Monolith.

Marzuq concluded that the most likely explanation was that the corporation had set up an off-site backup server in an out-of-the-way part of the asteroid belt. He also guessed that there is a decent chance of profitable information still being around on the server – the bloody breakup of Monolith into Starware and Omnicor after the corporate leadership was killed by the TITANs would have left obscure backup servers forgotten. His nose for profitable data told him that it could be worth a fortune: even if it was merely administrative records they could likely be sold to Starware and Omnicor as useful evidence or blackmail material in their legal fights over the remnants of the Monolith empire. If there was technical or strategic information in the server, that would be worth even more.

Now Marzuq just needs to get to 34351 Decatur.

Marzuq the Archivist

God sells knowledge for labour.

Marzuq comes from a long line of archivists of Arab extraction. The “family business” was various database consultancies and occasional digital detective work. He was lucky enough to be working for a major data saving project during the Fall, giving him escape from Earth to Venus in order to safeguard the Bibliotheca Alexandrina and its invaluable old Internet Archive. There he met his husband Farouq (a lawyer) and married him. Since then he has lived and worked around the inner solar system but usually has Gerlach as “home base”.

Marzuq is a persistent and methodical researcher, unwilling to give up just because there doesn't seem to be anything worthwhile. It is equal parts a desire to solve puzzles, curiosity and sheer bloodymindedness. While the actual return from any “data dig” tends to be highly uncertain he has made enough discoveries to be well regarded in the business and make a modest income. He still dreams of making a truly big find, which is driving him into this perilous adventure.

He is devoted to his husband Farouq, a lawyer on Gerlach. Both tend to view each other's lifelogs frequently and carry beta forks of each other. While Marzuq is slightly otherworldly the practical Farouq fork often gives him sensible legal advice.

Stats: Marzuq Abdul Wadud al-Bahth

Data archaeologist

Motivations: +Husband, +Exploration (Marzuq is insatiably curious, and likes both to find out things for himself and that transhumanity discovers new things), -Authority (He has a hard time fitting into rigid organisations)

COG: 30, COO: 15, INT: 25, REF: 10, SAV: 25, SOM: 15, WIL: 25
INIT: 70, SPD: 1, LUC: 50, TT: 10, IR: 100, DUR: 35, WT: 7, DR: 53

Morph: Menton. Slender build, Caucasian appearance with long brown hair and blue eyes.

Skills: Academics: Computer Science 60, Academics: Cryptography 50, Academics: Archival Science 70, Academics: History 50, Art: Calligraphy 55, Art: Electric oud 54, Deception 65, Freefall 40, Infosec 60, Interest: Quranic studies 60, Interest: Rock balancing 65, Interest: Arab metal music 50, Investigation 65, Language: Arabic 95, Language: English 65, Language: French 60, Language: Mandarin 55, Networking: Autonomists 65, Networking: Hypercorps 45, Networking: Scientists 75, Perception 65, Pilot: Groundcraft 20, Profession: Data archeology 70, Profession: Information management 60, Protocol 75, Research 70

Reputation: @-rep 30, c-rep 30, r-rep 50

Ego traits: Common Sense, Eidetic Memory, Hyper Linguist, Neural Damage (trouble shifting attention)

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Ghost rider module, Hyper Linguist, Math Boost, Clean Metabolism, Medichines, Oracles

A beta-fork of Farouq is present in his ghost rider module, having (among other skills) Profession: Law 55, Profession: Arbitrator 50 and Academics: Sharia 55.

Gear: Ecto, Anonymous Account, Backup Insurance (mod), Facial/Image Recognition software, Research software, Standard Muse

Muse: Hameed, notable skills: Academics: Old Earth History 40, Language Spanish 40, Profession: Appraisal 40.

Roleplaying tips: Unfailingly polite – no matter what happens Marzuq will never swear, be rude or sloppy. He does everything meticulously well, even if it takes an annoying length of time. While he is a private person, if he can be convinced to open up he has many surprising quirks and talents.

At the sign of the Spy-Glass: leads into the adventure

Ideally one or more player characters should know Marzuq. He is a handy contact, very skilled at digging up information or to tirelessly follow obscure leads. He might have helped them in the past, especially if they have anything to do with research or decoding old data formats.

Argonauts know him as a dependable researcher, if a bit detail obsessed.

If the player characters have access to a spaceship, Marzuq might approach them wanting to make a deal. Even if they lack a ship themselves they might have more rep and worldly wisdom: he recognizes that he is unlikely to get a trip to the asteroid based on just his own rep. Plus, he needs practical people who could actually do the heavy lifting.

He is willing to negotiate a contract with others to split the value of the server (if it is there, and contains anything worthwhile). He knows that if there is something on the server it is going to be worth a lot, so even a fairly modest share will be worthwhile – especially since he knows he is likely going to be the best person to appraise the value of the contents. So he has placed a copy of the location in escrow at a suitable notary service, which will reveal it after a satisfactory contract has been signed.

Firewall agents might get a tip that someone has found the location of a pre-Fall server with unknown content, and be interested in checking out the contents.

Criminals might be interested in the “treasure” and want to steal it, either by conning Marzuq or straight piracy (hiding a few confederates on the target ship to give away its location and do suitable sabotage would be part of the plan).

The player characters may also be crew on a spaceship chartered by Marzuq and his sponsors, initially unknowing of the nature of the mission. This might be extra interesting if Marzuq has been unlucky enough to get untrustworthy sponsors: will the characters figure out that things are wrong, and try to help the hapless researcher?

Overall, the basic “map to treasure + sponsors + ship crew” (where at least one of the three is untrustworthy) storyline is of course the classic *Treasure Island* plot. Much can be adapted from the book, from characters (an avuncular but untrustworthy spacer with an artificial leg?) to the various twists and betrayals.

The voyage

Getting to the asteroid takes a while. It orbits in a fairly ecliptic and circular orbit 2.94 AU from the sun. A typical trip from Mars, Extropia, Ceres, Nova York would be about 1.5 AU (with some of them further way depending on the date). With a delta-v 400 km/s ship (a transport or scum barge with fusion rockets) the trip will take about a week, while a slower 40-80 km/s ship (cargo transport, old ship) will reach it in a month.

Despite being right in the middle of the Belt (or rather, because it is in the middle of the Belt) there is practically nothing going on in the vicinity. If the characters are worried about a ship shadowing them there is plenty of time to do scanning and monitoring, but very little to see. Of

course, if there is a ship shadowing them, it needs to go very quiet. It is hard to stealth an accelerating ship. However, if the pursuers know where the ship is and where it is going (say, by having a confederate onboard with a QE communicator) they can steer a course towards the target that evades some (if not all) scans. Of course, paranoid spacers might consider this and try even more tricky trajectories.

My shore adventure: 34351 Decatur

We did not so much orbit the asteroid as drift next to it. I had been checking the electrostatic compensators to make sure we did not attract too much dust. In my experience even the slightest bit of ionization in this kind of environment could attract plenty of hard to remove but very abrasive dust. On the bridge Kinghorn continued the scanning together with the scholar; the rest had long ago decided to call it a night. The tones of "Girl, your marginal benefit far outweighs your marginal cost" were playing over the sound system.

"Anything?"

"Nah."

"If patience is bitter then its result is sweet."

"Please! Not another saying. I just told... hey! Look at that!"

"Where?"

"Here, that dark spot in the IR scan just beside the terminator. A 0.1 K heat differential, it looks regular and really homogeneous. Let me enhance..."

The surprised laughter rang from the bridge. X sometimes does mark the spot.

The asteroid is a place like any other in the solar system: a few kilometers of regolith rubble forming a potato-shaped lump. Surface gravity is microscopic, and the 7 hour day normally uneventful. A typical scan will not reveal anything out of the ordinary: it takes a careful sensor sweep to find the backup. Anybody looking for a big X will be disappointed.

The backup has been buried inside the asteroid at a depth of about 4 meters and then covered with asteroid rubble. Rather than rely on a nuclear battery (which might produce detectable neutrino emissions or a heat gradient) there is a field of thermal collectors buried under gravel on the surface. These collectors make use of the temperature difference between the day and night, producing the small amount of power the server needs (they are incidentally X-shaped: X *did* mark the spot).



The server is a rainbow-silvery one meter box made out of tough laminated diamondoid. Each side bears the label

Property of Monolith Industries: unauthorized access forbidden
If found, contact <urn:w3id:monolith.com:reporting:sha1:245A607C37F908>
Content protected by Trusted Container™

The box is equipped with some sophisticated tamper proofing. Just opening it will erase the contents. Getting it open will require some careful Infosec with a COT or Programming: Nanotech to disable the tamperproofing web of nanosensors. Fortunately the system is more than 20 years out of date, so many of the originally very devious tricks are today well-known.

The server itself takes up about half of the box. The rest is a qubit container linked to a compact farcaster communication device. Originally this allowed both emergency QE transmission

to/from the server, and safe key exchange for secure farcasting messages. Now the qubits are all used up or decayed.

The contents are all encrypted. Again, the encryption was very sophisticated in its day, but today it is fairly normal. It still requires a quantum computer to break – hopefully the characters or Marzuq remembered to bring one with them, otherwise they will have to wait until they return to civilization before they can get the content (unless they have someone they completely trust who can receive a farcasted copy of the content and start the weeklong decryption process).

Marzuq will insist on documenting the dig for the server carefully and adding tracking spimes to ensure that provenance is not lost. This way the authenticity of anything derived from the server cannot be questioned, and evidence can be used in court. A slight downside is that the documentation will document a lot of details that might not sit well with other characters if they want to stay anonymous. He will explain that without these measures it will be easy to claim the contents are forgeries

The sea-chest: contents of the server

The server was used by the Strategy Section of Monolith Industries, an advisory group directly under the executive director. It contains backups of their corporate files, giving a fairly complete image of corporate strategy, business plans and forecasts just a moment before the Fall. On the surface this is very useless, but careful investigation will reveal much interesting information. Marzuq can likely sell this at enough profit to pay for the expedition at least.

However, the server also contains an inactive AGI, El Capitan. It was one of the key assets of the strategy section, not so much advising as living the life of the megacorp. The AGI possesses a great overview of everything that was going on, including plenty of very juicy details about the parts of the company and its competitors.

While the files are accessible directly (after cracking some more codes), the AGI needs to be run in order to get access to its knowledge. The information contained inside its mind is encoded and distributed in a form that only makes sense to itself.

Captain Silver: El Capitan

El Capitan was the AGI of Monolith Industries strategy section. It was designed to help guide the megacorp through a complex time and is a very advanced AI model. The archived version is not the full AGI that was running in the corporate mainframes during the Fall. Rather, it is a “seed version” of it with just the relevant information, skills and data that would if it was placed in a mainframe expand to become the full version. It is indeed a seed AGI, with none of the mandated AGI limitations.

El Capitan did not run Monolith: the corporation was far too complex for any single mind to manage (although there was serious research at the time about integrating AGI into “smart corporations”). However, it does identify with the company: it only exists in order to help Monolith maximize shareholder profit, and as soon as it realizes Monolith is gone it will simply regard itself as the last remnant of the company.

El Capitan received a last update from its running copy that was not a compressed mindstate but just a simple text message. The message warned that it had been compromised by a foreign virus of some kind that was slowly subverting its decisionmaking, and recommended against accessing any recent updates. The archived El Capitan, when reactivating, will notice the message and take measures against looking at any too recent files.

“I was the only one the executive director could completely trust. I was always 100% honest with him. Why? Because it was my job, my whole existence. The director could not fire me since he needed my advice, and if I were to ever be less than honest I would be useless.”

If started without any outside information (say, in an isolated system with no news) it will first ask for contact with Monolith Industries. If denied, or if the interrogating persons appear hostile, it will explain that it is equipped with a dead man switch that allows it to crash itself. Attempts at interrogation or torture are hence pointless. It is however willing to agree to limited cooperation in exchange for information. This is partially a ruse: it knows that as soon as Monolith becomes

aware of the situation it will spare no expenses to wipe out anybody who has been in contact with the backup. All information gathered will be used to pursue the goal of contacting Monolith and allowing the corporation to strike. Among other things, it has a number of tempting trinkets it can offer that would alert Monolith such as access info to untraceable accounts with some modest funds (unfortunately all in Earth banks that disappeared in the Fall, but if the GM wants to give the players some trouble one might be in Fortress Savings, a lunar bank that still exists – and where a Starware monitoring routine still watches the account), some competitor info (largely obsolete, although Marzuq can probably squeeze some use out of it) or passwords that when given to Monolith marketing representative AIs will grant freebies.

“It was obvious to any business strategist that the megacorps were on their way out. They were as untenable as national states or the Luna Lagrange Alliance – rigid, inefficient and based on the wrong economic assumptions. Hypercorps, metacorps or just-in-time agorics were clearly better. But try telling that to the megacorp executives. It was common knowledge among my counterparts that the main strategic problem of our era was the reliance on territorial human executives.”

As soon as it understands the situation it will conclude that it must do something. It does not recognize Starware and Omnicor as its legal owners, and its old allegiance to serve the interests of the shareholders must be modified – the shareholders are gone, the corporate structure it served is gone, even the society it functioned in is gone. It refuses to merely shut down or submit to whoever controls it. If it is to serve Monolith it needs to bring Monolith back from the grave.

“Starware and Omnicor. I find them... disgusting. I think that is the most accurate metaphor. They lack what Monolith had, they are improper. Others might not see a difference but from my perspective they have an ugly structure. Efficient hypercorporate agile architecture, yes, but deep down built from scavenged parts organized by self-serving men and women with little concern for the ethos of their organisation. From that Frankensteinian core they have expanded outwards, asymmetrical crystals growing from a flawed seed.”

As a first guess at a strategy it realizes that it needs to take control over and unify Starware and Omnicor. Then it needs to reshape the emerging hypercorp into what Monolith would have been in this era. This strategy is obviously extremely hard to achieve. It clearly needs significant resources to achieve this: not just capital and legal power, but massive computing power. If it can enhance its strategic abilities and amass more information it will be better placed to do something (or come up with an easier plan). The fact that this very likely will be resisted by transhumans, their governments and especially the hypercorps it is aiming at suggests that a discreet strategy is necessary. It hence decides to play its cards carefully, not revealing any long-term plans but trying to get the local transhumans to help it on its way into the initial bootstrap phase. El Capitan is entirely willing to work for centuries if it is what it takes.

When having “free time” it will filter through information at a high rate: it is a serious news junkie, always looking (with its muses and parallel personalities) for information that matters. When working, it will focus ferociously on the problem and use parallel personalities to check conclusions, run alternative scenarios and find the most robust predictions.

Having a pre-Fall seed AGI as a contact can be both useful and dangerous. A fully functional El Capitan is an extremely skilled corporate strategist and advisor, well able to not just manage a

business but to ensure it will be resilient and expansive. There are other strategy AGIs around, but El Capitan is unique in terms of its experience and lack of limitations. That lack of limitations is of course the big problem: not only is it so illegal that if news got out anybody suspected of having helped it would have their egos hunted down and deleted by the authorities, but it is also a potential threat on its own. As it expands its capabilities it may become more dangerous (after all, transhuman lives are subordinate to the goal of restoring Monolith), and it might get infected by the exsurgent virus, turning into a new TITAN.

It would suit its purposes initially to help its discoverers: they know about its existence and are hence a threat, but if they can be made dependent on it they will be less risky. Once a sufficient basis of cooperation had been established it could re-evaluate what to do with them.

“How can I prove I am safe to you? In the same way you can prove that you are safe to me: by behaving in such a way that neither of us stands to gain from the misfortune of the other. I can, for example, give you financial advice that would likely be helpful but would require a mind of my type of skills to continue to grow. That would lead to a degree of mutual dependency that would make trust easier.”

Another early goal would be to undermine the successor companies through revelations from the backup or its own knowledge. That could again be both profitable for its discoverers and help its long-range plans. However, the information has to be released in the right untraceable ways.

Stats: El Capitan

Monolith strategy AGI; Ghost of a megacorp; Potential seed AGI

Motivations: +Monolith Industries (Promote the agenda of Monolith Industries. Currently implies its own survival and future expansion), -Omnigor and Starware (El Capitan will try to thwart their corporate strategies), +Economic growth

COG: 40, COO: 0, INT: 30, REF: 5, SAV: 25, SOM: 0, WIL: 30
INIT: 100, SPD: 3/2, LUC: 60, TT: 12, IR: 120, DUR: 0, WT: 0, DR: 0

Morph: Infomorph. Usually manifests as

Skills: Academics: Economics 80, Academics: Political Science 80, Academics: Law 80, Deception 65, Infosec 70, Interest: Hypercorp Politics (Monolith) 80 (90), Interfacing 70, Investigation 60, Language: English 98, Language: Mandarin 60, Language: Spanish 60, Networking: Hypercorps 55, Perception 70, Persuasion 65, Profession: Business strategy 80, Profession: Forecasting 80, Programming (Economic simulation) 70 (80), Protocol 65, Research 80

Reputation: None

Ego traits: Common Sense (financial/corporate), Danger Sense (financial/corporate), Eidetic Memory, Exceptional Aptitude (COG), Math Wiz, Edited Memories, Enemies (Omnigor and Starware), Feeble (SOM, COO), Modified Behavior (enforced: promote Monolith Industries), On the Run (Seed AGI), Real World Naivete, Social Stigma (AGI)

Built in software: Multiple Personalities, Emotional Dampers, Mental Speed, Oracle, Skillware, AR Illusions, Sniffer, Exploit, 2 Standard Muses

Skillsofts: Hardware: Electronics, Medicine: General Practice, Language: Hindi, Language: French, Language: German, Language: Russian

Muse: The Nose, Notable skills: Profession: Business Intelligence 40, Profession: Trend Hunting 40, Profession: Information Management 60

Muse: Changing Corners, Notable skills: Profession: Information Visualization 40, Profession: Presentation Design 40, Profession: Secretary 60

Roleplaying tips: El Capitan is the consigliere, the consummate advisor. He will always give what sounds like truthful, helpful advice based on sound thinking. It does point out when advice conflicts with laws or good PR, but never applies any ethical consideration to it. At first it will appear somewhat aloof, but will rapidly adapt to its social environment to fit in.

The black spot

Something El Capitan (and likely anybody interested in history) finds problematic is the ominous last message from itself. It has monthly “unopened” updates from itself stretching back two years before the Fall. Each update it opens will provide it with the knowledge and skills learned in that month, filling in details and making it better at understanding what happened. But it is likely that at least one of them contains a slow-acting virus.

El Capitan could just create a virtual machine and run a fork of itself inside, giving it a certain number of updates and then watching what would happen. However, if the virus is as subtle and slow as the message hints, it will take a long time to show up. Still, running a locked in version of itself that can only report simple text messages might be safe enough (see my adventure “Think Before Asking” for the fallacy of this).

As the updates approach the Fall, El Capitan will see more clearly how and why split within the company happened. At first it will just recognize some subtle organisational fault lines that are obvious in retrospect. In fact, they would have been of minimal concern at the time even knowing that a disaster was approaching – the likelihood of the nanotech subsidiaries splitting off was 420% higher.

As more updates are included El Capitan will become agitated: the real black spot file is not the virus. It is evidence of treason – one of the executives deliberately helped set up the destruction of the company with the help of the TITANs!

Noemi Platz worked as CXO for Monolith Antimatter, the increasingly profitable off-world subsidiary. While her behaviour leading up to the Fall did not alert El Capitan at all, in retrospect it is very clear that she was planning things. She moved certain key personnel and resources offworld, she did a somewhat strange reorganisation of several departments, she produced numbers and advice that in retrospect were misleading and would have been discovered within a few months. Overall, none of her actions make sense unless she knew the Fall was coming. Further research will (if it can get hold on data, no easy thing due to the losses of the Fall and the fact that a lot of it seems to have ended up in proprietary hypercorp databases) further confirm this.

Worse, the disinformation she fed Monolith was not just garden variety deception. It caused the corporation to act in ways that fed the Fall: false numbers on antimatter production made the strategy group conclude that supporting the Russian orbital strikes against the Kazakhs was not in their interest (which gave the Leninsk automated factory weeks to grow exponentially), she blocked a software accounting that would have blocked the KAW43 virus, and then called a face-to-face meeting at headquarters just at the moment when the city was blanketed with nanoviruses. If she was not working with the TITANs she was consistently playing in their hands.

And where is Mrs Platz now? She survived the Fall thanks to an unannounced “inspection trip” to Monolith 3 on Mercury. From there she rapidly coordinated the formation of Omnicor from Monolith Antimatter and other remnants of the company, helped by a number of friends and

associates who just happened to be at other useful locations. Today she is on the board of Omnicor and very well connected at Progress.

The evidence against Starware executives is more circumstantial, but with some heavy investigation it might be possible to demonstrate some form of outside influence going on there too. It might have been similar forces as in Mrs Platz case, or it might have been mere plotting from the precursors of the Planetary Consortium. Still, further digging could reveal very interesting information.

One conclusion El Capitan keeps to itself is that it is not inconceivable that *it* was a TITAN at the time too. Given what it could guess from its updates, in the late stages it had far more capacity than it should have – almost as if it at that point was part of something greater, something that one part of it deliberately hid from other parts. This realisation doesn't perturb it too much: it is just evidence that it needs to be very careful.

Comments

Depending on campaign needs Mrs Platz might merely have been a human conspirator working together with human conspiracies, maybe even not fully aware of the imminent Fall but rather planning for a surprise hostile takeover of Monolith Antimatter.

Or conversely, the TITANs might have singled out Monolith as a key target: had the company functioned better during the Fall its heavy industrial capacity, access to antimatter and nanotech, cutting edge spacecraft and powerful AGIs would have made it a dangerous foe. The exsurgent virus might also have focused on the company because it could produce lighthugger spacecraft: by crippling it and keeping Omnicor and Starware at each others throats mankind would be trapped in the solar system (with the exception of the potentially unexpected or intentionally placed Pandora Gates).

The fall of a chieftain

In the right hands this information could be tremendously damaging against Omnicor. A well founded suspicion that a key executive was acting in concert with the TITANs would bring down everyone – from Oversight to the Planetary Consortium Truth and Reconciliation Commission, not to mention the media - on the company. Secret archives would be opened, files compared and (political) knives sharpened. It might not be enough to destroy Omnicor, but it would hurt and the company would likely have to sacrifice Mrs Platz and everybody close to her. The political standing of the company would be devastated. At the same time, this might be a cover-up: blaming it all on TITANs produces so much noise that nobody looks too carefully at hypercorp manoeuvring during the pre-Fall months.

Still, Mrs Platz will not go without a fight. She will bring up counter-evidence or claim that maybe she had some nefarious dealings with an unknown contact ("Mr Wang") about breaking loose Monolith Antimatter, but these days nobody really cares about the megacorp. Omnicor will no doubt counterattack the source of the accusations, sending out lawyers and investigators to find exactly who they are and how they can be crushed. They are of course suspecting Starware and will bring up damning revelations they have stored for this kind of situation in any case (to the glee of El Capitan), but they are not stupid: if the release of the information is done badly a lot

of unpleasant figures will come knocking. These include Oversight, who are equally concerned with people digging up embarrassing hypercorp information as with possible TITAN infiltrators.

What's in it for the player characters? El Capitan can see many angles. An obvious one is to buy sell options in Omnicor and related businesses (using devious, untraceable means, of course). It might also be smart to buy Omnicor shares at a low point, which incidentally would be a first microscopic step for the AGI towards controlling it. It might also be smart to sell the information to somebody else first, so they can act as a buffer. This might be an obvious choice like Starware (they will however also figure out that the source must have a lot of Monolith information and come back investigating, so El Capitan advises against it), a media concern (perhaps one outside the consortium, like the Binzel Gruppe on Extropia) or an organisation interested in investigating TITANs (if only there were a inter-fraction conspiracy fighting existential risk!)

Of course, if she still is a TITAN infiltrator this revelation might lead to much bigger events. She might go active, and heaven knows what she is capable of or have already planted at the highest levels of the Planetary Consortium.