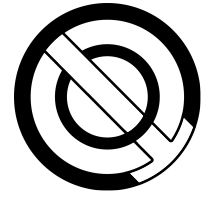


# Anomalous Entity Report

## "The Clock Man"



### Subject - 0025<sup>1</sup>

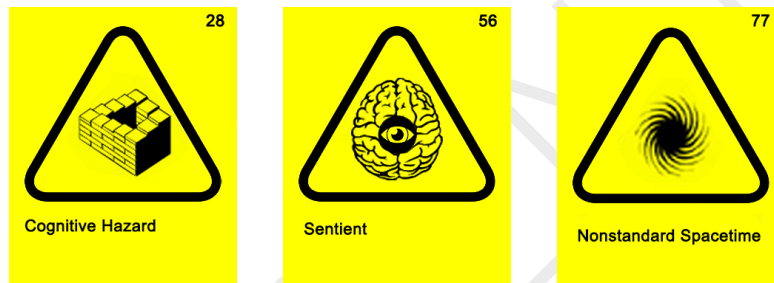
<sup>1</sup>Department for Classification of Non-typical Phenomena

650 Words

Document ID:9456034

**Memorandum:** Chronophobia

**Classification** ☒ Omega ☐ Daemon ☐ Safe ☐ Recondite ☐ Beneficial

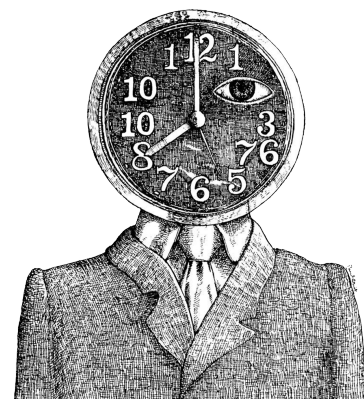


## 1 Specification

S-0025 is a man, roughly 7'2", wearing a brown tweed jacket with a red tie, and occasionally a bowler hat. S-0025 has what appears to be a clock, embedded in its face, or more accurately, a clock for a face, replacing all normal human features. S-0025 is also often seen holding a brown briefcase.

## 2 Containment Procedures

S-0025 cannot be contained, but it can be convinced that it is free and helping the corporation, which incidentally may be the only way to keep S-0025 in the corporation's grasp. S-0025 is allowed luxury amenities, as substandard amenities could cause him to become discontent and breach containment. It is vital that S-0025 feels welcome at the corporation and wants to remain in its "custody".



**Fig. 1.** The best illustration of the S-0025 ever produced by the research team.

### 3 Behaviour

S-0025 cannot be photographed, anytime S-0025 is photographed, the resulting picture shows an image, but a indiscernible time ahead in the future, where S-0025 is always absent from the frame. S-0025 always seems in a hurry, often looking at its wrist as if a clock was there, although its wrist remains absent of any clock. S-0025 can talk very intelligently, often making remarks about how it is very busy and has a lot of work to do. S-0025 can teleport which makes it hard to contain, every time S-0025 teleports, it is always when it walks around a corner or its body is fully obscured. S-0025's work seems to consist of making clockwork machines, which exhibit extremely anomalous behaviours. S-0025 becomes agitated when it is refused the tools it requests for, or when it is refused a fresh specimen to do its work on. S-0025 says it is its mission to create the perfect machine, and that since it started studying the human race, it has learnt a great deal. S-0025 provides no further details about the time before it started its experiments on humans or its origin. As for its origin, S-0025 simply says "well that would be spoiling too much wouldn't it, eh?" Those who look at S-0025 see different variations of the clock, often not resembling a real clock, and more similar to the clocks drawn by dementia patients.

### 4 Origination

Very little is known about S-0025's origination. S-0025 reportedly walked into facility 13 one day with an offer. S-0025 would help the corporation with their "admirable science". S-0025 was immediately apprehended and questioned. Half way during the interview S-0025 decided to leave due to its discomfort in the line of questioning, walking through the interview room wall. S-0025 was then found in the recreational room having a chat with Dr. Lakimshaw, where it was re-apprehended. The corp decided that due to its abilities to overcome containment procedures with ease, they would take up its offer and let it "help" the corporation with their research, and in return the corporation would provide S-0025 with the resources to build its clockwork machines.

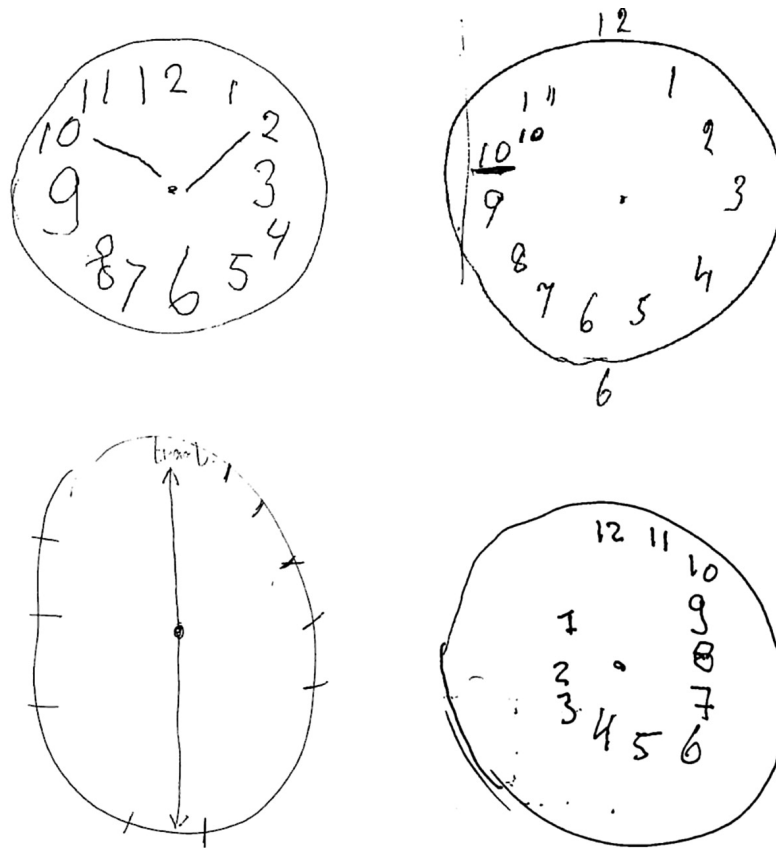


Fig. 2. Various illustrations of S-0025's face done by Category C's

## 5 Postscript

### 5.1 Addendum 1 - Clockwork machines

#### 5.1.1 Specification



Fig. 3. Instances of S-0025-1 sitting in the courtyard of facility 13.

Instances of S-0025-1 or more commonly know to the corporation as the "clockwork machines" are mechanical beings built by S-0025. They exhibit semi-sentient behaviour. They consist of an amalgamation of gears and rusted metal sheets, which make up the form of a humanoid being.

#### 5.1.2 Behaviour

The behaviour of instances of S-0025-1 are extremely bizarre. They do not appear to be hostile in any way under normal circumstances, but show complete loyalty to S-0025. S-0025 is able to control their actions willingly by speech alone. On command S-0025 is able to make them attack objects, in which instances of S-0025 will begin to advance to the target and

████████████████████. They will then become completely docile again once S-0025's wish is fulfilled. S-0025 is often disappointed in its creations and will often show distaste, sometimes going as far as to dismantle them by some unknown apparent psychic ability. It is believed that its briefcase contains the parts needed to build these machines, but this has not been confirmed.

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