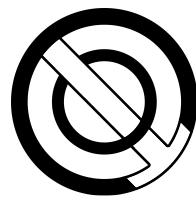


# Anomalous Entity Report

## "The Broken Being"



**Subject - 0042<sup>1</sup>**

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

1433 Words

Document ID:8117979910

**Memorandum:** Statua mortis



Containment Class: Omega



Recontainment Class: Extensive



Ethical Class: Oxalis



Market Class: Aporia



Violent



Solid Chemicals with Unknown Properties



Perceptual Hazard

## 1 Specification

This entity presents itself as statue of a gargoyle. The appearance of the stone it is made from resembles granite, despite having differing physical properties. Usually, S-0042 remains static much like a standard statue. However, if provoked it can move. The gargoyle itself is similar in appearance to a manticore, it stands on all fours and is about 1.5 metres tall and 2 metres long. It wields long black claws capable of slashing through even the most resistant materials and teeth capable of sundering diamonds. Its eyes are rubies encrusted deep within its angular stone face.

## 2 Containment Procedures

When provoked, S-0042 is capable of breaching any containment cell the Corporation has attempted to hold it within. For this reason, it is key to keep it docile to contain it. When it is kept docile it does not attempt to escape or compromise its containment cell. S-0042 is kept within a standard containment cell that must be shut at all times unless access is needed for maintenance or research to keep provocation chances at a minimum. When engaging in maintenance or research, personnel must not interact with S-0042 in any way, and they must make as little disruption as possible to its docile environment. If these rules are not followed a catastrophic containment breach can occur.



**Fig. 1.** 17th century drawing of S-0042 as a gargoyle.

## 3 Recontainment Procedures

In the event that S-0042 is provoked and a containment breach occurs, the protocol is to stand still and allow S-0042 to kill the individual who provoked it. After the source of the provocation is killed, S-0042 should become docile again. If S-0042 has left or destroyed its previous containment cell in a breach it must be placed in a new one. Since transporting it in its docile state is impossible since it will become provoked, a category-C personnel will be sacrificed to provoke S-0042 before baiting it into a new containment cell, where the category-C class personnel will be killed and S-0042 will become docile and safe to contain again.

## 4 Behaviour

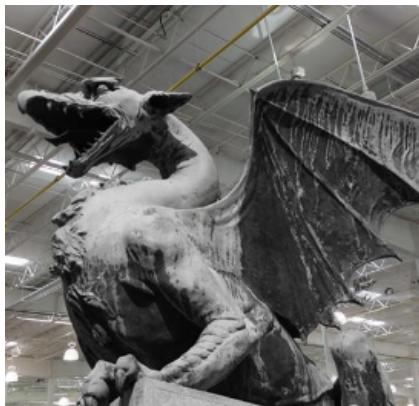
This entity has two major behavioural patterns. First, when it is docile and undisturbed it will remain as a statue behaving exactly how a statue would, that is, not moving, not interacting and being completely unaware of its surroundings. Second, if it is provoked it will become extremely hostile towards the thing that provoked it and will ceaselessly attempt to destroy it. Although the time to destroy/kill the thing that provoked S-0042 varies, it will always succeed. There have been some extreme situations where S-0042 has not been able to destroy its provoker. A notable case of this was S-0042 vs S-0047 [See [S-0047](#)] [See addendum 1]. The exact criteria of what provokes it is uncertain, it can range from mild audio disturbances to small fluctuations in ambient radiation levels, the best precaution is just not to attempt to interact with it if you value your life.

Attempts to communicate with it have been unsuccessful and fatal. Trying to commun-

cate with it in its docile state often provokes it and ends up with the death of the person or thing trying to communicate. Communication in its hostile state has been just as impossible. It doesn't seem to interact with any stimuli or communication attempt unless it is obstructing it from destroying its provoker, in which case it will destroy the stimuli. It can also lead to dangerous chain reactions of it being disturbed by more and more stimuli. Its aggressive nature has proved useful as a weapon fighting agents working against the Corporation. [See addendum 2]

[FURTHER TESTING DENIED]

## 5 Origination



**Fig. 2.** S-0042 in a Corporate warehouse shortly after its rediscovery.

S-0042 was originally a gargoyle built upon Ulm Minster. The gargoyle was reportedly built during the earlier stages of the church's construction, during the 15th century. According to historical records, a great thunderstorm beset the area in 1629 where lightning struck the cathedral, causing major damage. Part of this damage was S-0042 being blasted from the spire it was attached to. S-0042 was then collected by a traveling merchant who ended up selling the gargoyle to a local apothecary in the Prince-Bishopric of Würzburg. This apothecary was then tried and executed during the Würzburg witch trials, where it is believed she bestowed the gargoyle with magic and the duty to protect her grave, killing anyone who would disturb it, no matter the cost. Alas this appeared to be a myth as no anomalous activity had ever been recorded this early in history, although there have been speculations that the apothecary might be a time traveler from our current time, we have been unable to test this theory.

The gargoyle remained at her grave, an unmarked location in rural Germany, and was eventually lost to time. The location of the gargoyle became extremely overgrown by the time it was discovered again in the 21st century. It was discovered by some rural explorers creating an exploration video. Their disruption of the area led to their untimely demise and the attention of the Corporation, where it was then acquired and contained by corporate agents. The body of the apothecary was also exhumed and seized by the Corporation after an extensive search of the area was conducted. The body, now known as S-0042-1, has also exhibited strange properties. [See addendum 3]

## 6 Postscript

### 6.1 Addendum 1

The following is an extract from the post-incident review, detailing events that led to a confrontation between S-0042 and S-0047 [See [S-0047](#)]:

A denial of further testing order from the Site Manager of Facility 22 was ignored by Dr. Deers [See [S-0061](#)], who was interested in seeing the lengths to which S-0042 would try and terminate its provoker.

This resulted in a category-C personnel, C-7483, being given a Purple Clearance Level, and luring S-0047 to S-0042's holding chamber. C-7483, was then instructed to provoke S-0042, which resulted in S-0047 locking onto S-0042's movement. This resulted in an infinite feedback loop, between S-0042 moving, and S-0047 repeatedly provoking S-0042.

Miraculously, C-7483 survived the ensuing chaos, but there were multiple major containment breaches due to the ferociousness of S-0042's attacks, with eye witnesses observing it "breaking through concrete walls" to continue trying to kill S-0047, as S-0047 attempted to move towards other sources of movement.

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With hindsight, keeping such high risk anomalous entities at Facility 22, despite an inconsistent track record due to S-0061's experiments, seems to have been an unnecessary risk that should be learnt from. We recommend that S-0042 and S-0047 should be transferred to another facility that is more suitable, due to Facility 22's unique predicament.

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### 6.2 Addendum 2

During a raid, thought to be by GOSI-SF -"The Sator Foundation", defensive strategies employed by Facility 51 were unable to counteract a squad of bionically enhanced soldiers, tasked with recovering intel that the Corporation had obtained on the GOSI-SF's latest bionic technology.

Despite the initial success at breaching the Facility, CCTV footage shows S-0042 being mistakenly interacted with, resulting in the swift execution of all squad members. Each member of the squad was later found decapitated at different locations in Facility 51. More

CCTV footage shows S-0042 chasing after one of the members of the GOSI-SF squad with bionic legs, in a foot race that is estimated to have been in the range of 60-65mph. S-0042 was recontained in its usual manner.

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### 6.3 Addendum 3

An extract of a conversation between Facility 51's Wellbeing Champion, Dr. Reximor, and Junior Researcher Ms. Priya, regarding S-0042.

[START OF TRANSCRIPT]

[27/04, 13:00] Dr. Reximor: Obviously you wouldn't be here if something wasn't bothering you. Is there something you'd like to get off your chest?

[27/04, 13:00] Ms. Priya: This is going to sound super anticlimactic, but... I've been suffering from bad dreams.

[27/04, 13:00] Dr. Reximor: You wouldn't be the first person who's come to me with this in recent times! Bad dreams are just a necessary evil with the amount of stress people are subjected to, especially in a job like this.

[27/04, 13:01] Ms. Priya: Sure, I understand. Just these dreams feel... different. Like, hyper-specific, as if they're real and logical. And it only happens when I've been around S-0042-1. I've been shadowing Dr. Prossy who's been examining S-0042, and she's been speaking with me.

[27/04, 13:01] Dr. Reximor: Who's been speaking with you, Dr. Prossy?

[27/04, 13:01] Ms. Priya: No... S-0042-1 has.

[27/04, 13:01] Dr. Reximor: S-0042-1 as in the corpse?

[27/04, 13:02] Ms. Priya: Yeah, she prefers Samantha. I know it's odd, and I'm probably going crazy, but I've had a continued conversation with her for weeks, whenever I dream. She's told me about her life growing up in a small village, her demise in the Würzburg witch trials. And I've fact checked it all - it definitely adds up with our understanding of what happened. What is happening to me?

[END OF TRANSCRIPT]

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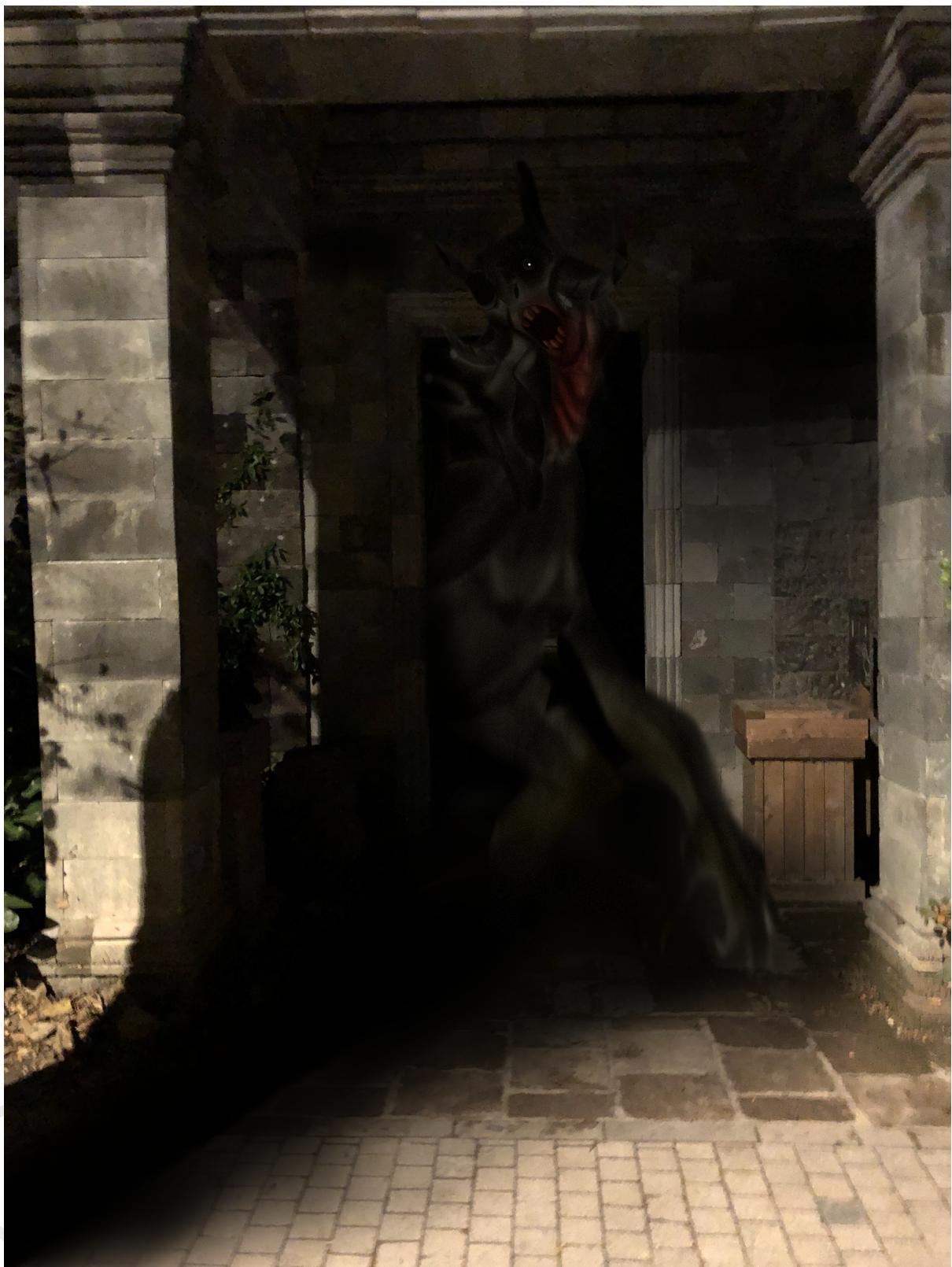


Fig. 3. S-0042 pictured in its provoked state.

## A Designations

### A.1 S-0042

"The Broken Being".

**A.2 S-0042-1**

The corpse of the apothecary that bestowed magic upon the gargoyle that became S-0042.

**A.3 S-0047**

"Don't Speak, Don't Move".

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