# Anomalous Entity Report "Viral Necromancy"

# **Subject - 0141**<sup>1</sup>

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

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Memorandum: Social distancing advised





Containment Class: Omega



Recontaiment Class: Extensive



Ethical Class: Oxalis



Market Class: Aporia









# 1 Specification

S-0141 is a microscopic strand of a virus similar to a Covid-19 Virus in structure. The virus itself spreads like a similar non-anomalous virus would, mainly through airborne and waterborne transmission. It needs to be noted that despite being spread similarly, it is extremely more infectious than a standard virus, and any living creature exposed to it will catch the disease. S-0141-1 is considered patient zero of the virus, and based on clothing and



**Fig. 1**. Image of S-0141 under a microscope.

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the type of gas mask S-0141-1 was wearing, it has been established that they were a member of the "Anarchy Insurrectionists" [See GOSI-AI]. It is unclear whether S-0141-1 is mute, simply refuses to talk to staff, or if the subject is unable to speak because of extended S-0141 infection.

S-0141-1 has a humanoid build formed of random dead matter that is constantly changing in colour and texture, having no pattern to its formation.

## 2 Containment Procedures

S-0141-1 and in turn, S-0141 are contained in an air-tight humanoid containment chamber and are to be tended exclusively by Cybernetic staff. No organic matter, living or dead is to enter S-0141-1's chamber.

## 3 Recontainment Procedures

Any breach that causes a break in the cell is to be immediately considered an S-0141 breach, and a vaccine and quarantine are to be enforced. Staff found to be infected are to undergo quarantine until found to be clear of disease. All anomalies created by the infection are to be terminated by use of fire by OSTF lota-22, "Hail Mary". In the event that a vaccine cannot be discovered in time, it has been authorised that Operation Daffodil can be used at the place of the breach to ensure that there is no chance of escape for the virus or any other anomalies it may have created. Should the facility not have a ZERO device, then orbital bombardment is to be used to destroy the facility instead.

## 4 Behaviour

Infection with S-0141 will result in side effects similar to that of the flu, causing fevers, snot build up, and a loss of taste, but also will have the unintentional side effect of uncontrollable environmental necromancy whereby the infected person begins to involuntarily reanimate dead creatures around them, which becomes increasingly more severe at higher stages of infection.

#### STAGE-1

At STAGE-1 of infection, when the infected are around an organic substance of 90% or more dead matter, the matter in question will begin making random movements.

#### STAGE-2

The second stage of infection begins a trend of minor level resurrections, causing large masses of dead matter to reanimate into humanoid forms (whether or not the infected organism is humanoid is irrelevant). At this stage S-0141-2 instances are created which

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are mindless and have random behaviour, usually simply walking aimlessly with no signs of sapience.

#### STAGE-3

At stage-3, instances of S-0141-2 begin showing violent tendencies, actively trying to terminate life around them, including the infected. Should the infected get killed by creatures they have reanimated, the virus can persist on their corpse reanimating them as well. While alone S-0141-2 are harmless, but a large group has shown a system of collective intelligence, becoming smarter when in groups and exponentially more dangerous.

#### STAGE-4

At this stage the virus becomes extremely dangerous, affecting increasingly even smaller amounts of dead matter and generating mass to form them into a large humanoid shape. Field testing has shown a dead skin cell being sufficient for resurrections, resulting in a staggering S-0141-2 instances per human. At this stage, the subject infected also begins recovering. If they haven't already been killed, they can have their recovery sped up with soup products such as Granny Carmble and S-

## [TESTING CONCLUDED]

# 5 Origination

S-0141 was discovered when S-0141-1 was airdropped into facility 44 by what was assumed to be GOSI-AI. The incident led to a large S-0141-2 horde that attacked and killed 2 nearby cities before being quelled. Sightings of S-0141-2 instances are still being frequently sighted in the area and being attributed to several cryptids [See Figure ??]. The area is now being used as a tourist trap for corporation funding.

Attempts to communicate with S-0141-1 have been unsuccessful, leading researchers to believe either the subject is brain dead due to an extreme S-0141 infection, or simply in a vow of silence as recorded in other GOSI-AI Inmates. DNA scans have found S-0141-1 is a Russian citizen H G who had died in 2087 according to the Russian government.

# 6 Postscript

#### 6.1 Addendum 1

Interrogation of a captured GOSA-AI member by interrogator Alexios Drakos about the origination of S-0141:

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#### [START OF TRANSCRIPT]

[07/06, 12:32] Drakos: So, what is S-0141?

The subject refuses to respond, so the use of tooth drills is initiated by Drakos.

[07/06, 12:37] Drakos: Are you going to tell me, or am I going to need to destroy some more of your beautiful pearly whites?

The Subject still refuses to respond, Drakos is permitted to use more draconian techniques. Drakos begins injecting boiling water just under the epidermis layer of the subject's skin.

[07/06, 12:41] GOSA-AI Subject: It was a bioweapon, designed to destroy the facility and liberate its prisoners.

[07/06, 12:43] Drakos: Who made S-0141?

[07/06, 12:43] GOSA-AI Subject: Someone you'll never get your hands on, and they have more than that planned for you Corporate bastards.

Before Drakos could continue, an implanted IED on the GOSA-AI subject detonated after detecting him divulging information. The blast killed the GOSA-AI subject and injured Drakos.

## [END OF TRANSCRIPT]

## 6.2 Addendum 2

Incident-0141-A: Incident description: Due to mismanagement by site director B Burner at Facility, an error led to the breach of 4 STAGE-4 infected individuals. The entire site is believed to be lost and all within are assumed dead. A Horde of estimated or more was reported approaching the nearest site. All 15 of the Corporation League of Armament members have provided a substantial defence budget due to the enormity of the threat and the importance of Site-B. Corporation leaders are on standby in case a nuclear response is necessary. S-0141-1 has yet to be located as of // 21 ...

# **A** Designations

#### A.1 S-0141-1

Patient Zero.

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# A.2 S-0141-2

Reanimated Dead.

# A.3 GOSA-AI

 $\label{thm:continuous} \mbox{Group of Special Interest Anarchy Insurrectionists}.$