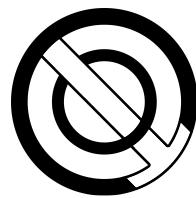


Anomalous Entity Report

"The Hidden Kingdom"



Subject - 0020¹

¹Department for Classification of Non-typical Phenomena

2467 Words

Document ID:99610610911

Memorandum: Do not mention Elves



Containment Class: Recondite



Recontainment Class: Perpetual



Ethical Class: Papaver



Market Class: Aporia



1 Specification

S-0020 is the designation for a subterranean colony of humanoid beings, commonly referred to as "dwarves" colloquially, designated S-0020-1. The colony exists within an extensive network of interconnected caverns and tunnels, accessible through a concealed entrance located in the mountain range 2 miles west of Facility 20. The entrance is camouflaged with an anomalous illusion, making it difficult to locate. Upon entering the caverns, personnel will discover an intricate underground kingdom resembling a medieval city. The structures within S-0020 exhibit advanced architectural designs and craftsmanship, far surpassing any known human capability. The colony consists of various dwellings, public spaces, and infrastructure, all tailored to suit the needs of its inhabitants. Instances of S-0020-1 wear varied clothing, but are often found wearing bronze-coloured armour made from an unknown metal alloy. This metal alloy is designated S-0020-2 but is colloquially known as "Mithril" to instances of S-0020-1. An instance of S-0020-1 is characterised by a short stature, no greater than 5 ft, with significant facial and bodily hair, regardless of sex.

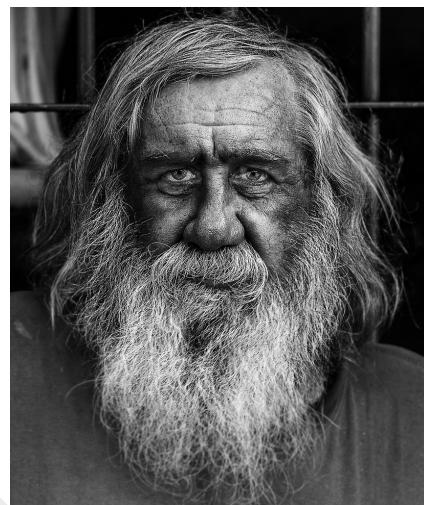


Fig. 1. A photocapture of an instance of S-0020-1

2 Containment Procedures

Due to the elusive nature of instances of S-0020-1, and the isolated nature of S-0020 containment procedures prioritize non-invasive observation and study. They possess an acute sense of hearing and can quickly detect approaching individuals, often retreating deeper into the caverns. Attempts to forcibly capture or relocate the dwarves have been met with resistance and have resulted in significant casualties. [See addendum 1]

They remain largely self-contained within S-0020, outside of periodic breaches wherein a party of S-0020-1 will journey to Facility 20 grounds and continue work on construction projects to "facilitate peaceful cooperation" as interpreted by Behavioural and Linguistic Specialist, Dr Hawes. For this reason, a tavern was built in Facility 20 to keep the visits from S-0020-1 isolated to an intentional space. This is the recommended containment solution for all future Facilities dealing with S-0020. However, it is unknown whether any further instances of S-0020 exist on Earth. However, as a precautionary measure, all Facilities within 3 miles of a mountain range should construct dwarven taverns in the unlikely case there is an unexpected

consultation. This should be put in place to prevent further incidents like **Incident-0020-A**. [See addendum 1]

3 Behaviour

Instances of S-0020-1 display heightened physical abilities, including enhanced strength, agility, and endurance. They are highly skilled in mining, metallurgy, and stone carving, utilizing advanced techniques that surpass modern human capabilities. The dwarves communicate in a unique language that has yet to be deciphered, although some limited progress has been made in understanding basic expressions and gestures.

If instances of S-0020-1 are not in a state of intoxication, or within their means to easily reach a state of intoxication, random hazard incidences will occur. Due to the nature of these incidences, there is no real predictor the Corporation can apply. The greatest precaution, as described in the containment procedures, is to keep instances of S-0020-1 within the designated tavern containment area, with an imperative to maintain a base level of intoxication.

Instances of S-0020-1 are sentient. Opposing their outfacing demeanour of jovial affect, instances of S-0020-1 are significantly violent. Instances of S-0020-1 will become increasingly aggravated if they are intentionally captured or relocated. Their apparent group intellect, enabled through currently unknown means, allows them to instantaneously communicate information with each other, allowing for superhuman organisation and cooperation. This is believed to be the main contributing factor towards the complexity of their subterranean structures, as shown by ground penetrating radar surveys of the S-0020 site.

The main anomalous property of instances of S-0020-1 is observed when they are present at Facility 20, and presumably in any similar circumstance. Instances of S-0020-1 appear to manifest a wide range of fantastical creatures typical of fantasy tropes of the early 2000s. These entities are designated S-0020-2. R-020 believes this alludes to S-0020 as a whole being sourced from an interpretation of fantasy literature from the 20th and 21st centuries. Whether S-0020 was created after the fact or instead influenced the folklore that ultimately placed the concept of fantasy dwarfs into current literature is still unknown and actively being researched.

The entities that manifest seem to only exist within the tavern space, and dematerialise on exit, or when leaving the range of an instance. Instances seem amicable with these entities, going as far as to converse with apparent familiarity. Below is a log of observed entities that have been observed in Facility 20's tavern containment area.

OBJECT-A a.k.a Treants: A massive, tree-like creature. Its bark-covered skin and gnarled branches give it a rustic appearance. The creature communicates through creaking and groaning sounds, offering an array of drinks and beverages from its tree-like form. Its slow movements seem to instil a calming effect in human subjects.

OBJECT-B a.k.a Halflings: Small, jovial humanoids resembling small humans, they often form musical ensembles in the corner of the tavern or on the tables. Dressed in colourful attire, they play merry tunes on various instruments. Their melodies seem to harmonise with the overall mood of the tavern.

OBJECT-C a.k.a Elves: Elegant, tall and pale humanoids dressed in fine robes, seated at a table adorned with scrolls and quills. They occasionally engage patrons in conversation about the history and lore of a non-existent world. They seem to avoid the dwarves and only arrive at the tavern when the dwarves are not present. An incident where an instance of OBJECT-C and an instance of S-0020-1 met resulted in **Incident-0020-B**. [See addendum 2]

OBJECT-D a.k.a Helgardians: Heavily armoured humanoids resembling modern-day humans in height and stature. They call themselves "Helgardians".

OBJECT-E a.k.a Helgadian Mural: A rider from the fictional land of "Helgar", complete with horse and armour, is depicted in an intricate mural which was brought in by an unnamed Helgadian. It is now placed on one of the tavern's walls. The mural exudes a sense of heroism and captures a moment of valour and triumph, presumably a historical moment within this fantasy world. It frequently inspires discussions about heroism and tales of epic battles. Patrons often gather around it for storytelling. The mural stands as proof of the tavern's link to a wider fantasy world, by which evidence of its persistent existence outside the tavern has yet to be proven.

4 Admendment in Behaviour

After observing human subjects who visit the tavern, it is now apparent to R-020 that there are underlying cognito hazard effects or potential reality-warping effects at play. When humans come in contact with the containment area of Facility 20, given long enough exposure will begin to believe they are within the fictional world that the dwarfs exist within. Facts about this fictional world will begin to be injected into their minds, and human subjects will slowly be convinced they exist within this world. This change occurs rapidly within entering the tavern containment area and seems to persist even outside it, slowly wearing off with removed exposure. Research into whether repeated exposure constitutes long-lasting psychological effects on human subjects is still under research. However, in light of this, it is recommended

that facilities that happen to deal with S-0020, S-0020-1 or any instances thereof should not allow facility staff members to interact with the patrons of the tavern outside of mandated testing.

5 Origination

The origin of S-0020 remains a topic of speculation and ongoing research, but one prevailing theory suggests that it may have originated from a convergence of an Anomalous Rift Event (ARE), fuelled by collective belief through literary writing. This theory posits that the subconscious desires and imaginations of various cultures over the centuries, particularly those with a strong connection to fantasy literature and folklore, may have coalesced into manifesting a new reality within the confines of the underground kingdom, that is potentially spilling out into our world. A realm of existence that closely mirrors the fantastical worlds found in old tales and novels. This convergence might explain the appearance of the various entities, resembling races from fantasy literature, within the dwarven tavern containment area.

Researchers continue to investigate the exact mechanisms behind the formation of S-0020 and its inhabitants, aiming to uncover whether it was a spontaneous manifestation or if it was intentionally created through an ARE or other arcane means. However, due to the inherent complexity of S-0020's properties and the entities it has brought forth, many questions remain unanswered. S-0020 postulates a blend of fiction and reality, a phenomenon that challenges our understanding of the boundaries between the two.

Twelve expeditions were taken to discover more about S-0020. Each lead by Expedition lead Dr Hawes (See Figure 2), where under the permission of instances of S-0020-1, the Corporation was allowed access to the "Hidden Kingdom". [See addendum 3]. All former expeditions were successfully completed without major issues, however, expedition 12 was wrought with significant danger after Dr Hawes lost her composition. It is unknown whether she is recoverable. The overall expedition findings have not significantly impacted our understanding of S-0020, and the inherent risk of psychic contamination hazards have left future expeditions out of the question.

6 Postscript

6.1 Addendum 1 - Incident-0020-A: The Siege of Facility 20

Incident-0020-A was an incident in which Instances of S-0020-1 first appeared on Facility 20 grounds. Facility 20 at this point did not contain a suitable tavern, therefore causing said instances to become aggravated upon learning this fact. One instance of S-0020-1 is reported to have broken into the containment cell of S-0012 for its alcoholic transmutation capabilities.

[See [S-0012](#)]

An attempt to capture the aforementioned instances led to the major containment breach, and minor Category C breach of Facility 20, causing 43 casualties, 2 being attributed to S-0020. An estimated 131 instances of S-0020-1 immediately descended onto Facility 20 and took siege of it. The siege lasted 20 days, wherein all outside contact was disrupted. The siege ended after weeks of intense conflict after a makeshift tavern was hastily constructed utilising S-0012 to convert the small dwindling stores of water on Facility 20 to beer. This quick thinking led to the prompt resolution of the siege and has helped to build a foundation of cooperation between the Corporation and S-0020 as a whole.

6.2 Addendum 2 - Incident-0020-B: An argument between Elf and Dwarf

Incident-0020-B occurred when an instance of S-0020-1 arrived at the tavern containment area on Tuesday, 20th August 2060. The instance, on sighting an instance of OBJECT-C, (now to be referred to as Dwarf and Elf respectively for convenience) started to engage in a physical altercation. The incident was logged to have been stopped by Dr Hawes, who used her increasing knowledge of the "Dwarven" Language to break up the fight and bring the 2 entities to an agreeable disposition. Dwarf and Elf soon were cited to have engaged in a drinking competition, which reportedly put Elf in a life-threatening coma. Efforts to take Elf to the infirmary failed due to his rapid vanishing upon leaving the range of the tavern containment area.

6.3 Addendum 3 - Incident-0020-C: Expedition 12

Expedition 12 distances itself from the preceding expeditions in its eventfulness. Previous expeditions rarely went deeper than the outer residential areas of the colony and were often closely led by instances of S-0020-1. However, Expedition 12, led again by Dr Hawes, was the first with the objective of getting as deep into S-0020 as possible. Dr Hawes cited, "we need to push these as far as we can, otherwise it's all a waste". The incident occurred when the research team attempted to take a sample of forged S-0020-2 "Mithril" from a deep mine section of the colony. This was met with significant hostility and R-020 was promptly chased out of S-0020. However upon arriving and the surface access point, a reported "Drake" was sighted. This "Drake" was reported to resemble a dragon-like creature. This creature designated OBJECT-F blocked the exit point trapping the research team in S-0020. Below is the debrief given by a close associate of Dr Hawes, before the S-0020 assimilated her.

The air was rich with the stench of dung and wet rock. It was like an oven in there. It wasn't so noticeable before, our previous expeditions were short after all. But as the days went on, it almost became unbearable. The dwarves assured us they would kill the thing, or well... that's at least what Dr Hawes translated to us. I honestly have no clue how she picked up their language so quickly. But now it seems all the signs were there. Not surprising at all... It seems after the days went by Dr Hawes began to slowly lose it, though I think we were all losing it at that point. I don't even know exactly which world is real, and which one is fiction. Yet inside those caverns, I guess I almost forgot we were on an expedition! They dressed us in silver armour, presumably spare sets they plundered or perhaps were gifted. I wouldn't know. **[Continues to talk about the rich history of the colony and its various trade relations with external factions]**

Sorry, I went off track a bit... so that thing, whatever it was. Its deep roars, we could hear it even from the little room that they had placed us in. The heat from its breath flew down every cavern passage. It's honestly a miracle how those dwarves even survived let alone killed that beast. Yet, in time, the dwarven screams subsided, and the roars from the beast were quelled. We didn't leave immediately; there were celebrations! A great one at that. Dr Hawes was even sleeping inside one of the Dwarves' living quarters. She seemed oddly close to one of them too. However, something was off. Here we were well integrated into the colony, almost becoming a part of it. But we still all knew at the back of our minds, that we had to leave. And eventually, we did, yet Hawes never left. I'll never know exactly why...

A year later, an instance of S-0020-1, designated OBJECT-G, was observed entering the tavern with a group of other instances of S-0020-1. OBJECT-G appeared to have a similar face structure to that of the late Dr. Hawes. However, when questioned, OBJECT-G had no knowledge about Dr Hawes or any recollection of her apparent former life. OBJECT-G has since been spotted numerous times in the tavern containment area with her assumed marital partner. Most recently logged observations as of 2068, before the active observation of the tavern containment was ceased, logged OBJECT-G with a newborn baby. Inquiry into logging this as an incident is pending. **[REQUEST DENIED]**

A Designations

A.1 S-0020

"The Hidden Kingdom" - The subterranean colony of S-0020-1.

A.2 S-0020-1

Humanoid figures resembling fantasy dwarves.

A.3 S-0020-2

An unknown metal alloy, known colloquially known as "Mithril".

A.4 R-020

Research Team for S-0020.

A.5 ARE

Anomalous Rift Event.

A.6 OBJECT-A

A tree-like creature that was spotted in the tavern containment area.

A.7 OBJECT-B

Small humanoids often spotted in the tavern containment area.

A.8 OBJECT-C

Tall, pale, humanoids often spotted in the tavern containment area.

A.9 OBJECT-D

Heavily armoured humanoids often spotted in the tavern containment area.

A.10 OBJECT-E

A mural placed within the tavern containment area.

A.11 OBJECT-F

A dragon-like creature encountered during Expedition 12.

A.12 OBJECT-G

An instance of S-0020-1 resembling the appearance of the late Dr Hawes.



Fig. 2. Dr Hawes exploring S-0020 during Expedition 12 before the incident