

A.R.F Anomaly Family (ver. 1.0.101 - 1995)

Type: Object-based
Discovery Date: 1995
Primary Researcher: Dr. V. Valen

OVERVIEW

Remnants are a class of object-based anomalies that are unique due to their seemingly mundane and innocuous appearance, often resembling shabby, cast-off items that would be considered worthless by most people. Despite their appearance, these objects are imbued with strange and powerful properties due to the *Ophir Shard* event in 1995, which released a form of *Strange Energy* that altered ordinary objects scattered across the world.

Remnants have a distinct characteristic that sets them apart from other anomalies: they have the ability to bind themselves to individuals, creating an irresistible obsession that consumes the host's mind over time. The process begins with a subtle and innocent interest in the object—often taking the form of a hobby or collection—but quickly escalates into an all-consuming fixation. Victims are known to dedicate their entire lives to the care and study of these objects, often forsaking family, work, and personal well-being in the process.

ORIGINS

The first recorded instances of Remnants appeared shortly after the catastrophic *Ophir Shard* explosion in 1995. Though the objects themselves were mundane—such as old radios, rusted tools, or discarded books—they began to exhibit unusual and anomalous properties once individuals came into close contact with them. These objects were believed to have absorbed the *Strange Energy* released during the destabilization of the Shard, though the exact mechanism by which this energy transformed them remains unclear.

It was Dr. V. Valen who first coined the term "Remnants" in 1996, when he led the earliest research into the peculiar behavior of these items. Dr. Valen, one of ARF's foremost researchers on object-based anomalies, had previously focused his work on energy containment and anomaly stabilization. His shift towards Remnant research followed a personal encounter with one such object, an encounter that nearly cost him his life.



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PROPERTIES:

Binding Effect: Each Remnant seems to choose a *host*, an individual to whom it binds itself. Once bonded, the Remnant exerts an irresistible pull, driving the individual to obsess over the object.

Escalating Obsession: Initially, contact with a Remnant sparks mild curiosity or hobby-like interest, such as collecting similar items or researching the object's history. Over time, this curiosity escalates into dangerous obsession, with the victim becoming consumed by the Remnant to the exclusion of all else.

Anomalous Properties: Each Remnant exhibits some form of anomaly, though these properties are not always immediately apparent. Examples include:

- Time Distortion: Some Remnants cause time to behave erratically around them, creating small pockets where time slows down or speeds up.
- Spatial Shifts: In certain cases, individuals who possess a Remnant report changes in their surroundings, such as rooms appearing larger or smaller, or objects vanishing and reappearing.
- Physical Deterioration: Many Remnants cause rapid physical decay in their surroundings, often starting with the object itself and expanding outward, as if the object's own shabby appearance is contagious.

RESEARCH

The containment of Remnants has proven to be one of the most challenging aspects of ARF's work. Due to their ability to bind to individuals and cause obsessive behavior, normal containment procedures are ineffective. Any personnel exposed to a Remnant are required to undergo strict psychological screening, and specialized containment cells are designed to minimize exposure to their anomalous effects. However, complete neutralization of a Remnant's influence remains impossible as of 2024.

Dr. Valen's research has been instrumental in developing countermeasures to the Remnant binding effect, though it is believed that he, too, may have fallen victim to his own fixation on these anomalies. His last official report, filed in 2021, suggested that there may be *no true cure* for the Remnant obsession.