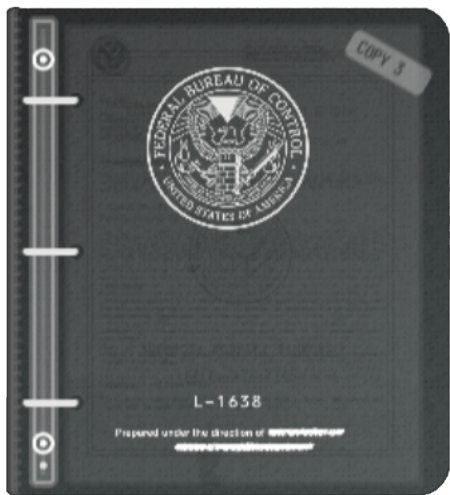


FBC Files

July 22, 2023

Research & Records



FIELD RESEARCH ON HISS ENTITY: HISS CORRUPTED AGENT -CONFIDENTIAL-

The Hiss manifest in human hosts in numerous ways. The most common and least intense form is seen in the many corrupted agents floating throughout the Bureau.

The Hiss Agents have maintained their human appearance, undergoing no obvious physical transformation. The most notable distinction from an unaffected human is the fact that they levitate.

These Hiss have displayed no aggressive behaviour. They only seem interested in vocalizing the strange incantation ad infinitum. Perhaps these vessels are only meant to propagate the Hiss corruption, like spores or wi-fi boosters. Or are they cocoons, preparing to enter their next stage of evolution? When attacked, Hiss Agents disappear, perhaps entering a state of invisibility or undergoing a transformation into purely resonant form?

research is ongoing.

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS BARRIER -CONFIDENTIAL-

SUMMARY:

The Hiss resonance field is a physical impediment that is difficult to define.

Hiss Barriers appear as ways to impede escape or access by Bureau personnel. Two methods have been discovered for lowering them. 1) Destroy the multiple concentrated resonance sources found in the vicinity. 2) Destroy the Hiss entities in the area.

The resonance fields seem to require support for their size and density from other, non-connected sources of Hiss resonance. Without the ability to draw from these sources, the Barrier will fall.

Does an inactive structure made of Hiss resonance qualify as a conscious being? Does the distinction make any difference when considering the Hiss? What does the very act of building walls to prevent our movement tell us about the Hiss? To what degree is it watching and planning?

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS CHARGED AGENT -CONFIDENTIAL-

SUMMARY:

The Hiss Charged Agents are examples of extreme physical deformation resulting from Hiss corruption.

Hiss Charged display an unthinking fixation on any non-corrupted individuals in the area. Once within a specific proximity, they erupt into a burst of focused Hiss resonance, so dense that it acts as a physical force. The Hiss Charged is depleted of the Hiss corruption after this eruption. The host is left lifeless.

This behavior may be an adaptive response to the HRAs. The Hiss Charged are designed to blow the devices off potential hosts, exposing them to the resonance. Is the Hiss capable of customizing a corrupted host's altered ability to this degree? Why is the physiology of the Hiss Charged so dramatically different from the host's original form? Lots of questions, no answers.

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS CLUSTER -CONFIDENTIAL-

SUMMARY:

Hiss Clusters are unique in that they are concentrated manifestations of Hiss resonance without the need of a host.

Hiss Clusters are dense spherical compressions of Hiss resonance that serve support functions in the hierarchy of Hiss entities. The Clusters are capable of replenishing Hiss hosts with infusions of resonance. This does not heal any physical damage inflicted on the organic host, but rather seems to rejuvenate them, allowing them to endure more bodily harm than normally possible.

The fact that the Hiss makes an effort to preserve its corrupted hosts underlines a level of awareness and discretion that was previously just speculation on my part. Can this entity be considered an individual or simply an extension of the Hiss as a whole? Capturing one "alive" would be quite interesting. Refer to file [REDACTED] for full report.

**FIELD RESEARCH ON HISS ENTITY:
HISS-CORRUPTED DEMOLITION
EXPERT
-CONFIDENTIAL-**

SUMMARY:

The Bureau only allows certain highly- trained individuals to handle volatile materials and weaponry. Our demolition experts are instructed in the use of explosives in dimensions with distinct physical laws, making them important assets for engineering work as well as combat situations.

Hiss Demolition Experts are the only observed Hiss variations to wield the specially-built rocket propelled grenade that is designed to identify and track [REDACTED] entities once fired, making them a threat whose termination should be prioritized in combat scenarios.

I find it remarkable that the Hiss restrict usage of this weapon to the Bureau personnel who trained specifically for its use. What does this tell us about its behavior? Can it not pass along new information to corrupted entities? Still too many unknowns.

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS DISTORTED AGENT -CONFIDENTIAL-

SUMMARY:

Hiss Distorted Agents are able to render themselves invisible and emit a powerful concussive blast when in close range of their target. Curiously, the Hiss Distorted is apparently not able to utilize both abilities at once. It must make itself visible when it goes on the offensive.

The Hiss Distorted is unique in the fact that it wields a paranatural ability previously unknown to the Bureau (perhaps tapping into a yet undiscovered Object of Power?). How does this invisibility work? Does the Distorted become resonance temporarily? Does it use Hiss resonance to refract light?

The physical deformation of this particular Hiss entity is noteworthy in its thoroughness. Clearly the human host would have died from such extreme alteration, which prompts the question: Are the corrupted simply animated corpses?

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS ELEVATED AGENT -CONFIDENTIAL-

SUMMARY:

Hiss Elevated Agents display abilities similar to telekinetic competencies observed in Bureau parautilitarians. Some prefer to charge their targets, while others launch objects at them.

Telekinetic attacks have been ineffective against the Hiss Elevated, due to their own talent in the area. They do not use any weaponry except their own paranatural capabilities. Some Hiss Elevated have been seen levitating while strapped into chairs. This is likely the result of individuals being corrupted while undergoing cognitive recording in Parapsychology.

How are they able to use paranatural abilities? It is possible that these individuals were bound to Objects of Power prior to corruption. It's also worth considering that the Hiss resonance can identify and express latent paranatural ability in the individuals it corrupts.

Refer to file [REDACTED] for full report.

**FIELD RESEARCH ON HISS ENTITY:
HISS CORRUPTED SECURITY
GUARD
-CONFIDENTIAL-**

SUMMARY:

The Bureau has many internal security personnel. The Hiss was quick to take advantage Of this fact.

Hiss Guards use the standard-issue "bullpup" rifles they carried prior to corruption, while the armored guards carry pump-action shotguns. They have no observed paranatural abilities, With the exception that certain Hiss Guards are protected by a shielding of dense Hiss resonance, capable of stopping bullets. Is this shielding a result of prolonged Hiss corruption? Does the Hiss mature in organic hosts over time? More data is needed.

Did the Hiss target individuals with combat training? Does the Hiss have that level of cognizance? Does it utilize hosts for tasks they are best suited to? Combat-trained hosts are reserved for combat? These are all questions for later, though it is obvious that corrupted individuals retain knowledge on the use of their weapons.

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS CORRUPTED RANGER -CONFIDENTIAL-

SUMMARY:

The Rangers are the Bureau's well- trained and well-armed expeditionary forces. Their Hiss-corrupted counterparts are equally formidable.

Prior to corruption, Rangers were trained to use a variety of weapons in order to face any threat found during AWE response or Threshold exploration, including sub- machine guns, assault rifles, and automatic shotguns. Hiss Rangers utilize these weapons as well as the advanced tactics taught by Bureau instructors. Some are additionally outfitted with Bureau-made body armor. Hiss Rangers have no observed paranatural abilities beyond some being protected by a shielding of dense Hiss resonance, capable of stopping bullets.

Considering the advanced training the Hiss Rangers are capable of applying to their situation, is it feasible to consider the human mind still remains intact to some degree? Or is the Hiss able to tap into this combat training and utilize it? Further observation is required.

Refer to file [REDACTED] for full report.

**FIELD RESEARCH ON HISS ENTITY:
HISS CORRUPTED RANGER
(AIRBORNE)
CONFIDENTIAL**

SUMMARY:

This subgroup of Hiss-corrupted Rangers has manifested the ability to levitate, similarly to Hiss Elevated Agents. However, these airborne Hiss Rangers display no telekinetic abilities and simply continue to use mundane Bureau weaponry.

This evolution, being so similar to the Elevated, possibly indicates that Hiss can "share" permutations through a type of network or perhaps osmosis. However, the fact that this development in Hiss Rangers has only been observed in the Investigations Sector may indicate that an environmental factor is responsible. They could be responding to an Altered Item or other paranatural element found only in that sector. Or perhaps this is the natural progression of the Hiss Ranger phenotype. Not enough time has passed to determine a conclusive trajectory of development for each of the Hiss manifestations, assuming any such trajectory exists.

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS SHARPENED AGENT -CONFIDENTIAL-

SUMMARY:

Hiss Sharpened Agents display the parautilitarian ability to rapidly move short distances. This ability is unique in the fact that it's not associated with any known Object of Power. However, we should not discount the possibility that this ability is an Object variation. For example, Abrupt Physical

Relocation (APR) could potentially be a variant of the Jukebox's effect. Other explanations of the Hiss Sharpened's ability currently include:

- a) Momentary time manipulation
- b) Brief increase in physical speed
- c) Inhibiting the witness' sense of sight

If we do accept that the Hiss Sharpened's ability is not connected to a known Object of Power, then the Hiss are either manifesting unique paranatural abilities or there are Objects in the House that we aren't aware of. Either way, the Hiss are continuing to develop new strains of corruption and that is cause for concern.

Refer to file [REDACTED] for full report.

**FIELD RESEARCH ON HISS ENTITY:
HISS CORRUPTED SNIPER
-CONFIDENTIAL-**

SUMMARY:

Bureau snipers specialize in eliminating threats from a distance, using the telltale searchlights affixed to their rifles to search for targets.

Hiss Snipers are no less lethal. The corruption has not changed their tactics. They clearly prefer to maintain a good distance from their target, waiting in elevated positions for a clear shot. Care should be taken in open spaces. Check the balconies. I should note that their rifles are equipped with a bayonet for close-quarters combat and the Hiss Snipers are well aware of how to use it.

Refer to file [REDACTED] for full report.

**FIELD RESEARCH ON HISS ENTITY:
HISS CORRUPTED TROOPER
—CONFIDENTIAL—**

SUMMARY:

Troopers are meant to be the first agents to enter unknown AVVEs, Thresholds, or any other paranaturally hazardous situation. They are heavily armored and heavily armed in preparation for the worst.

As a result of their role, Hiss Troopers have access to the heaviest armor and weaponry from the Bureau's armory, including military grade chain guns and grenade launchers. In addition to their already formidable FBC-issued armor, the Hiss resonance surrounding these entities is dense enough to stop bullets. If forced to engage one of these, be sure to make use of any available cover. Also note that, to the telekinetically-talented, enemy grenades can be a welcome source of ammunition.

Refer to file [REDACTED] for full report.

FIELD RESEARCH ON HISS ENTITY: HISS WARPED AGENT —CONFIDENTIAL—

SUMMARY:

The Hiss Warped wield only paranatural abilities, similar to Drifters. They are able to telekinetically shield themselves with nearby material and launch objects at their target. These entities are particularly destructive and difficult to kill, possibly indicating a greater internal reinforcement of Hiss resonance.

Why do certain Hiss display paranatural abilities while others rely on Bureau firearms? Do certain corrupted entities have less potential than the hosts that become Hiss Warped? Or is this perhaps an indication of evolution or maturation of the Hiss corruption? Are there other stages of evolution yet to be found? What if the Hiss inhabits a host for a month? A year? Do hosts expire after a certain amount of time? Does the corruption become too strong for an organic body to endure? Only time (and well-documented observation) will tell.

Refer to file [REDACTED] for full report.

ANALYSIS OF HISS THREAT: PART I

-CONFIDENTIAL-

SUMMARY:

Initial encounters with the entity known as the Hiss have revealed various behavioral facts. Most notably, the Hiss is able to invade or corrupt Control Points, Altered Items, and even humans, radically changing their behavior. Curiously, any person wearing one of the wearable HRA devices that Dr. Darling has been distributing over the past weeks was not affected by this corruption.

The only known exception to this fact is the new Director, Jesse Faden, who possesses an inherent immunity to the Hiss. This could indicate that she has already been corrupted, but her behavior is so in contrast to that of the other Hiss that I have dismissed the theory.

My final observation comes from Ms. Faden herself. She is able to "cleanse" material and organisms of the Hiss corruption. We tested this ability on a Hiss corrupted entity, but unfortunately the process seems to kill the host. Perhaps the host's physiology becomes reliant on the Hiss? More work to be done.

Refer to file [REDACTED] for full report.

ANALYSIS OF HISS THREAT: PART II

-CONFIDENTIAL-

SUMMARY:

Researchers were sent to transcribe the recursive chant repeated by the Hiss entities. In the interest of safety, this was done with the non-aggressive floating Hiss entities, however no distinction between this repeating phrase and the one repeated by the more violent Hiss entities has been observed. What is the purpose of this repeating string of words? Is this how the Hiss corrupts individuals? Does the chant produce a physical effect? Is it a message? An incantation?

We were able to record a firsthand recitation of the chanting. See the corresponding audio record.

Refer to file [REDACTED] for full report.

ANALYSIS OF HISS THREAT: PART III

-CONFIDENTIAL-

SUMMARY:

If we understand the Hiss to be a force based on vibration and resonance, then perhaps their incantation (which is now the agreed upon term for their vocalizations) is an effort to express that resonance using human vocal cords and speech. Would there be differences if the incantation were recited in a different language?

The most common word used is "want". Interestingly, every usage of the word is attributed to a "you". "You want to listen", "you want this to be true", "you must want these waves to drag you away." Are we the "you" the Hiss are referring to? Does the Hiss believe humanity, possibly all non-Hiss life, wants to join it? To be consumed by it? Is that its goal?

The second most used words are "through" and "time". Is this possibly the Hiss stating how they arrived here? Or an indication of its age? There is clear intention in the words. Dismissing the incantation as "nonsense", as some of my colleagues recommend, is beyond idiotic.

Refer to [REDACTED] for full report.

ANALYSIS OF HISS THREAT: PART IV

-CONFIDENTIAL-

SUMMARY:

To examine the invasion's timeline of events for possible patterns in Hiss behavior.

Establishing a timeline is difficult at present because of lack of reliable communications between Bureau sectors and staff.

Preliminary models indicate ground zero of the invasion is located within the Executive Sector. Once it becomes possible to interview surviving personnel, pinpointing the exact location should be feasible.

Other outstanding questions that a timeline may help answer:

How did the Hiss get past the internal lockdown?

How does Hiss resonance advance through space? Deliberately or uniformly?

What is their ultimate goal? The outside world? A cross-dimensional destination?

Refer to [REDACTED] for full report.

ANALYSIS OF HISS THREAT: PART V

-CONFIDENTIAL-

SUMMARY:

Hiss corruption manifests in vastly different ways. Some hosts remain largely unchanged, while others are barely recognizable as human. What determines this level of alteration? Is it the duration of corruption? It could simply be an evolutionary process, each entity representing a stage of growth in an undiscovered linear progression leading towards. .. what?

Additionally, Hiss entities possess various paranatural abilities. How have they achieved this? Do they gain them from corrupting Objects of Power? Have they corrupted a single highly-talented parautilitarian and divided their access to paranatural abilities across the network of Hiss-corrupted hosts?

As a scientist, I am hindered by the sheer number of questions. It's difficult to identify where one should begin. What is the most pertinent question?

How do we kill it? That seems like a good start.

Refer to file [REDACTED] for full report.

PROCESSES AND BEST PRACTICES AWE FREQUENCY

SUMMARY:

For some time now there has been a steady increase in the annual number of AVVEs that the Bureau responds to. Between 2010 and 2015 we responded to [REDACTED] AWEs. For comparison, note that we only responded to [REDACTED] between 1995 and 2005.

Is this rise a result of [REDACTED], improvement in our detection procedures, or perhaps simply coincidence? We cannot say for sure, which is why this proposal for an AWE Task Force to be created within the hierarchy of the Investigations Sector has been compiled. We need to spend more time examining what causes AWEs rather than just containing them.

Refer to file 5-95-1737 for full report.

ALTERED EXAMINATION REQUEST AIRPLANE WRECKAGE

SUMMARY:

The airplane in question has been brought in from a private airfield located in the town of [REDACTED], Cincinnati. It is suspected to be connected to the [REDACTED] AWE (see case file for details) and is being evaluated for altered status. The plane is currently being stored in the Transit Corridor in the Containment Sector, brought there through the New York subway tunnel, special access [REDACTED] (for more information on tunnel [REDACTED] and links to urban legends centered on ghost stations, abandoned tracks, and [REDACTED] see file 4-12-4521). The plane's black box is currently being evaluated for [REDACTED] [REDACTED] and initial readings have been taken by a research team, though no altered status has yet been detected.

Refer to file 9-12-8371 for full report.

Case Files



Ashtray and Cigarette (OOPII-KE)

CONTAINMENT PROCEDURE:

No unique procedures required.

DESCRIPTION/PARAUTILITY:

The object is a steel ashtray with a maze engraved on its bottom. An ever-burning cigarette rests in it.

When bound, the object allows parautilitarians to create a maze of shifting corridors without adjusting the dimensions of the space around it. This maze forms wherever the object is placed. Only the binder can navigate the maze, though they may allow others through.

The object is currently bound to Director Trench.

BACKGROUND:

The object was discovered at [REDACTED] by a team of Rangers sent to a care facility for the elderly that had become the center of numerous missing persons reports. Local authorities also disappeared inside after responding to reports.

Agent [REDACTED] discovered the object in a [REDACTED] which indicates it was the source of the disappearances. The whereabouts of the missing persons are still unknown, though they are presumed to be lost in the Maze.

Benicoff TV (OOP7-KE)

CONTAINMENT PROCEDURE:

No unique containment procedures required while bound.

DESCRIPTION/PARAUTILITY:

A CRT television built by Benicoff and Sons Electrics. The screen is still functional.

The object can levitate itself off the ground to a maximum observed altitude of [REDACTED]. When bound, the object allows parautilitarians to harness this effect for their own use (see report [REDACTED] for the results tested with Prime Candidate [REDACTED])

The object is currently bound by [REDACTED]

BACKGROUND:

The object was first discovered in a local news story from [REDACTED], Kansas. A figure had been seen [REDACTED] over buildings. The Bureau dispatched agents to the town, who discovered that a man named [REDACTED] had bound himself to the object. Mr. [REDACTED] was detained (see case 39-HQ-656) and the object was brought to the Bureau for study.

Floppy Disk (OOP5-KE)

CONTAINMENT PROCEDURE:

Must be contained in a cell with no other loose material.

The object is an 8 inch diskette containing Soviet-era nuclear launch codes.

When bound, the object allows parautilitarians to telekinetically lift material and throw it a short distance (see Dr. Darling presentation 11.15 for more information).

The object is currently bound to [REDACTED] research purposes.

BACKGROUND:

Stolen from a Soviet military base located in [REDACTED] by agents [REDACTED] and [REDACTED] with the CIA. The diskette contained launch codes to [REDACTED] missiles, believed to be reserved for use against [REDACTED]. After being returned to America, the diskette began throwing computational hardware at members of the decoding team. An informant in the CIA tipped the Bureau off and it was requisitioned by agents the next day.

Home Safe (OOP22-KE)

CONTAINMENT PROCEDURE:

No unique procedures required.

DESCRIPTION/PARAUTILITY:

The object is a "Guardhouse" brand home safe. Weight measurements vary. When bound, the object allows parautilitarians to telekinetically gather items and debris from their surroundings. The object is currently bound by [REDACTED].

BACKGROUND:

Discovered in the basement of a home in [REDACTED], Ohio, the object gained rapid interest in certain online forums dedicated to opening abandoned safes. After months of failure, the owner attempted to open it with explosives. The object survived with no physical damage. Bureau agents were dispatched, now confident of its paranatural nature.

Blood occasionally emerges from seam around the object's door. Tests confirm the blood is not human. X-rays taken of the object indicate that something is trapped inside, though the images are always blurred, which indicates the contents of the object are moving. All attempts to open the object have been unsuccessful.

Hotline (OOP3-UE)

CONTAINMENT PROCEDURE:

Object should be inaccessible for use except to the Director.

DESCRIPTION/PARAUTILITY:

Object is a 1960s era red bakelite telephone. The rotary dial has been replaced with a black knob of unknown purpose. The phone weighs [REDACTED].

The object allows the Director to communicate with the [REDACTED]. If used by anyone other than the Director, the object will cause lethal [REDACTED] (see Dr. Darling presentation 11.6 for more information).

The object is currently bound to Director Trench.

BACKGROUND:

The object spontaneously manifested in the Director's Office, placed on the desk. Director Northmoor was the first known Bureau agent to use it.

A battery of tests were run on the object, including [REDACTED] and [REDACTED], but its origin remains unknown.

Songmaster Jukebox (OOPIO-KE)

CONTAINMENT PROCEDURE:

Item is to be kept in a secure location in the Executive Sector (see security order 239-A). The room must be sealed before usage to prevent unintentional transportation of staff.

DESCRIPTION/PARAUTILITY:

A classic 1950s jukebox, made by Songmaster Entertainment LTD. The Jukebox was found with a single record inside, titled "A Song for the Others" by [REDACTED].

When this record is played in the object, anyone within earshot is translocated for as long as the album is playing. Those involved in the object's first known incident report being transported to a tropical beach (exact location unknown).

When this object is used in the Oldest House, it only transports users to an area located in the recently-manifested Quarry Threshold. Researchers theorize that this site's unique spatial density results in all transitioning material gravitating to its position, as has been observed with other Bureau equipment. The Oldest House's unique nature could also be having an effect on the object itself.

This object is not bound to any known individual. Attempts by Bureau staff to bind it have resulted in [REDACTED] and should not be attempted again.

Merry-Go-Round Horse (OOP16-KE)

CONTAINMENT PROCEDURE:

Object should be kept in a confined space when unbound.

DESCRIPTION/PARAUTILITY:

A fiberglass horse once used as a seat for a merry-go-round ride. The pole is still connected to the object.

The object is capable of moving short distances at high speeds. This can be quite dangerous when [REDACTED] its path.

The object is currently bound by [REDACTED].

BACKGROUND:

The object was discovered at the site of an abandoned amusement park. Local [REDACTED] reported that the rides would move on their own, and that they would be chased out.

When these rumors reached the Bureau (see America Overnight episode 235), agents were dispatched to investigate. Three local [REDACTED] were found dead at the scene. The object attacked agent [REDACTED] by [REDACTED]. Agents invoked Formula C.5 to [REDACTED] the object long enough to [REDACTED].

Service Weapon (OOPI-KE)

CONTAINMENT PROCEDURE:

No unique procedures required.

DESCRIPTION/PARAUTILITY:

The object's form is variable. When bound, the object allows parautilitarians to [REDACTED]. This object must only be bound by individuals seeking the role of [REDACTED]. The object will determine whether [REDACTED]. If rejected, the applicant is terminated. This process is dictated by the [REDACTED], though their criteria is unknown.

BACKGROUND:

The object was discovered inside the Oldest House, in the room that is now used as the Director's Office. The popular hypothesis [REDACTED] many forms throughout history, [REDACTED]. Mjolnir, Excalibur, Varunastra, all weapons that [REDACTED] of their wielders. If Objects of Power are the convergence of forces based on the collective subconscious, then this may be the original manifestation of that event. If this is the case, [REDACTED] (see Dr. Darling presentation 11.1 for more details).

Slide Projector (OOP15-UE)

CONTAINMENT PROCEDURE:

[REDACTED]

DESCRIPTION/PARAUTILITY:

The object is a [REDACTED] with a vertical tray.

The object creates [REDACTED] (see Dr. Darling presentation 26.1 for more details). The only [REDACTED] to successfully produce this effect resulted in the capture of [REDACTED] (see Darling presentation 26.3 for more details).

Object has not been successfully bound. The parautility of this object does not require binding.

BACKGROUND:

Discovered when the Bureau responded to [REDACTED]
[REDACTED] (see AWE- 24 case file for more information).

Many of the accompanying slides were [REDACTED] (see files on P6, P7 for details). The entirety of the [REDACTED] was transported to the Bureau for examination, to find additional [REDACTED] or other altered materials.

X-Ray Light Box (OOP18-PE)

CONTAINMENT PROCEDURE:

No unique procedures needed.

DESCRIPTION/PARAUTILITY:

The object is a lightbox used to examine x-ray images. The image cannot be removed from the lightbox. The information on the image belongs to a patient named [REDACTED].

The object allows parautilitarians to forcefully seize an individual's [REDACTED]. The seized individual becomes [REDACTED] to the user. The effect lasts [REDACTED]. Once released, the seized [REDACTED] as a result of the psychic trauma.

The object has no current binder.

BACKGROUND:

A janitor named [REDACTED] bound the object at St. Anne's Hospital in [REDACTED]. Soon, the building's occupants were [REDACTED] by him.

The Bureau dispatched an emergency response team to [REDACTED] the perpetrator and [REDACTED] the item. Fatalities numbered in the [REDACTED]. For operational details, see case 26-HQ-452.

Albany (AWE-29)

EVENT SUMMARY

A response team was dispatched to a possible AWE in progress at [REDACTED], Albany. At the scene, the team encountered and retrieved A163.

EVENT RESPONSE:

The Bureau had discovered numerous online message boards regarding loud noises coming from an abandoned shipping warehouse belonging to the [REDACTED] Corporation. Local law enforcement had discovered numerous bodies in various states of mutilation in the vicinity. This, along with the noises, were considered to be evidence of a "werewolf" due to the fact that they only occurred on the last three full moons. Field Agent [REDACTED] accompanied a squad of ranger trainees to the site as a form of field training. The likelihood of a genuine AVVE was considered low. Despite this evaluation, the team encountered a highly-volatile Altered Item, which they successfully retrieved.

Albany (AWE-29)

DETAILS:

Upon arrival, the squad broke into the warehouse and discovered boxes of undelivered merchandise abandoned by the previous owner of the warehouse. As they investigated the noise, [REDACTED] along the south side of the building caused it to collapse inward. Wooden crates in accelerated physical [REDACTED] from [REDACTED] rendered Field Agent [REDACTED] and two of the trainees unconscious. The others escaped the warehouse before it collapsed entirely. In the rubble, they found A163 at the origin of the [REDACTED], attracting and repelling debris.

They stood guard around the item until the moon set, at which point the altered effect ceased. They returned the item to the Bureau without further incident. No fatalities occurred.

The collapse of the warehouse was not witnessed by civilians and thus no re-informing by the Communications Department was required.

Bright Falls (AWE-10)

EVENT SUMMARY:

An unconfirmed Threshold manifestation occurred at Cauldron Lake, WA.

The citizens of Bright Falls had gathered in the town's southwestern fields for the annual festival known as Deerfest. Eyewitnesses all claim that the day had been sunny, confirmed by reviews of the area's weather reports, but then, with no warning, a thunderstorm appeared in the direction of the Anderson Farm and a tornado rose from Cauldron Lake. The torrential rain that followed caused a flash flood.

"It was as if the day had turned to night." —testimony from [REDACTED]

Frank Breaker, the Sheriff of Bright Falls (formerly a Bureau Agent, see employee file [REDACTED]), managed to guide the crowd to safety as the festival grounds were destroyed by the flood. The festival was cancelled, ending one day early.

Lack of official Bureau presence on the scene makes this event difficult to report as a confirmed AVVE, though the similarity to other known events in the Bright Falls area lend credence to the accounts of the townspeople.

Bright Falls (AWE-10)

DETAILS:

On the day of the flooding, the rock band Old Gods of Asgard was rehearsing in a field outside the Anderson Farm, the homestead of band members Odin and Tor Anderson. Both admitted to being in a heavy state of inebriation at the time, having spent "days" drinking their home-brewed moonshine while celebrating Deerfest.

After the townspeople were evacuated from the flooded field, Sheriff Breaker was asked by Freya Anderson, daughter of Tor Anderson, to check on her father and uncle. Breaker drove to the Anderson Farm and found the band members alive but in need of medical aid. Tor Anderson had been struck by lightning and Odin Anderson had cut out his own right eye (a possible ref. to Norse deities Luke and Linus?). They claimed they had fought and "valiantly defeated" a "dark army of the scratching hag" rising from Cauldron Lake (see AWE- [REDACTED] of 1970, related to the suspected [REDACTED] at Diver's Isle).

While impossible to verify, these events are relevant to the recurring AVVE at Bright Falls and the Cauldron Lake [REDACTED]. Odin and Tor Anderson have been listed as persons of interest.

Bright Falls (AWE-35)

EVENT SUMMARY:

An unconfirmed Threshold manifestation at Cauldron Lake, WA resulted in a fictional story written by the author Alan Wake creating an AWE in which reality was altered to match that of the story, though only locally and for a limited time.

EVENT. RESPONSE:

Mr. Kirklund, Head of Investigations, was alerted on Sept. 13, 2010 by ex-Bureau agent Frank Breaker (see somethingss that an AMVE event was taking place in Bright Falls, WA (refer to events investigated in 1970, 1976, 1978). Breaker had received a call from Barry Wheeler (Alan Wake's literary agent) on behalf of Breaker's daughter, Sarah, who is the current sheriff of Bright Falls.

A Bureau field team arrived at the site two days later, only to confirm that the event was over. Interviews were conducted (refer to the 1970 [REDACTED] Thomas Zane; 1 976, 1978 Odin Anderson, Tor Anderson). Alan Wake was believed to [REDACTED] instigator. Eyewitness reports highlight an old light switch (possible Object of Power) that [REDACTED] missing. Wake was not found at the scene. Reports claim he dived into the lake, but no body was recovered in the search.

Bright Falls (AWE-35)

DETAILS:

Alice Wake, Mr. Wake's wife, was found during the Bureau investigation. She was interviewed and evaluated. She showed signs of severe mental trauma in the form of [REDACTED] memory loss. She was later directed to treatment. It was concluded that she had been trapped in the Threshold during its manifestation.

Notable individuals still missing after the Bright Falls event are FBI Special Agent Robert Nightingale and Dr. Emil Hartman (refer to "The Creator's Dilemma" and the file re: the Cauldron Lake Lodge).

Bureau researchers believe this event was the result of a forceful perception of subjective reality (stemming from Mr. Wake) overlapping on our own. Wake has been flagged as a potential parautilitarian (see Prime Candidate Program file for more details).

In 2011, a book by Clay Steward titled "The Alan Wake Files" was published by Roundabout Press (New York and Olympia). Agents interviewed Clay Steward and suspected minor parautilitarian sensitivity. He was placed under indefinite surveillance.

NOTES:

A monitoring station was established at Cauldron Lake to alert the Bureau of any future activity.

Butte (AWE-17)

EVENT SUMMARY:

A spate of disappearances was traced to a home in the city of Butte, where Bureau agents discovered a translocative light switch cord.

EVENT RESPONSE:

Bureau agents arrived at the home of a local celebrity, located at [REDACTED] [REDACTED], which had been connected to a total of [REDACTED] disappearances in the area. Agents found no one inside. While searching a closet, an agent pulled the light switch cord and disappeared from view.

Another agent was selected to pull the cord in order to replicate the event. He disappeared as well. Both agents were discovered at the Oldest House [REDACTED] days later, found in a sealed room by Rangers exploring a new area of the House.

The light switch cord in the Butte home's closet disappeared during this incident.

Butte (AWE-17)

DETAILS:

According to their testimony, the agents had been transported from the Butte home to a roadside motel (named the Oceanview Motel and Casino) and discovered a room key by performing a ritual (see file MOT-OI). The key opened a door marked with an inverted black pyramid, which they only learned after a lengthy period of trial and error. After pulling another motel cord found inside this room, they were transported to the Oldest House.

The disappearances of the home's owner and the other locals of Butte have been attributed to the light switch cord. The Oceanview Motel is now known to have many doors and pathways.

Since the occurrence, identical light switch cords to the one found in the Butte home have begun appearing throughout the Oldest House. At the time of writing, [REDACTED] light cords have been found in the Oldest House, located in the [REDACTED], and [REDACTED] Sectors. These all access the Oceanview Motel, though how exactly this link operates is [REDACTED] but initial hypotheses center on the Butte AVME as a [REDACTED] [REDACTED] (see Dr. Darling presentation 24.3 for more details).

The Eagle Limited (AWE-44)

EVENT SUMMARY:

A train derailment resulting in 62 casualties and numerous injuries was suspected to have been the work of a paracriminal group known as [REDACTED]. As a result of this event, the agents discovered that one of the cars had become altered with a persistent auditory event. It remains to be determined whether the AWE was spontaneous or the direct result of the sabotage.

EVENT RESPONSE:

The Bureau had been tracking said group at the time and the intel gathered suggested an event of this caliber was imminent in Bloomington. As a result, a response team on site was able to respond to the train accident site within minutes of its occurrence. They arrived to find emergency processes underway, but also equipment left behind by the suspected group. A suspicious onlooker managed to elude agents after they attempted to make contact.

Further investigation of the accident site revealed a curiously undamaged train car that exhibited an altered state when entered. This individual car was secured and transported to the Investigations Sector for further studies.

The Eagle Limited (AWE-44)

DETAILS:

The Bureau has gathered concrete evidence that the train derailment was in fact the work of the paracriminal group known as [REDACTED], which, according to the Bureau's intel, has shown a concerning interest in experimenting with the artificial manufacturing of altered materials.

Knowing the group largely operates in the American Midwest, the Bureau worked alongside the FBI to ascertain their movements and rendezvous locations. This cooperation provided agents with information that led to an arrest in conjunction with the AWE case. Under suspicion of involvement, [REDACTED] in for questioning.

An interrogation performed by Agent [REDACTED] was brought resulted in the suspect being kept in a holding cell for two days without food, in breach of the Paracriminal Rights Act. Afterwards, the suspect confessed to his involvement in the [REDACTED] group and provided information on other members in exchange for his freedom.

n/a (AWE-18)

EVENT SUMMARY:

A possible AWE in which an unnamed individual experienced transcorporeality via a phone line. Event is notably similar to AWE-[REDACTED], in which [REDACTED]
[REDACTED].

EVENT RESPONSE:

Event is believed to have been caused by [REDACTED]
[REDACTED] and as a result the following measures have been taken to prevent [REDACTED]: [REDACTED] [REDACTED]
[REDACTED].

n/a (AWE-18)

DETAILS:

(transcript of a call to the California state emergency services)

Dispatcher: 911 , what is your emergency?

Voice: Hello... Hello. I'm here. Can you hear me?

D: I can hear you, ma'am. Where are you?

Voice: I'm, um, inside the wires. I'm lost.

D: Ma'am, have you been drinking tonight?

Voice: I feel like I'm stretching through the wire. Towards you.
Don't hang up. I might go if you hang up.

D: Go where, ma'am?

V: Go. Gone. Away.

D: OK, and can you describe your surroundings-

(unknown noise)

D: Ma'am? Hello, ma'am?

NOTE: Dispatcher attempted to call the number back, but it was no longer in service.

Fra Mauro (AWE-7)

EVENT SUMMARY:

A paranatural entity arrived on Earth by infiltrating the Apollo 14 lunar mission at an unknown point of their voyage to the Fra Mauro highlands of the Moon.

EVENT RESPONSE:

32 hours after the return of the Apollo 14 command module to Earth, the Bureau was contacted by Mr. [REDACTED], a White House senior official, and instructed to send a small team to the Johnson Space Center in Houston.

At the base, the team examined the entity and carried out interviews with NASA staff. They learned that four astronauts had returned to Earth instead of the expected three. Each human crewmember was insistent that the mission left with four members, though they couldn't name the fourth when asked. The entity seemingly affected their memory to make its presence feel unremarkable.

The entity was transported to the Oldest House for further investigation.

NOTE: An altercation between NASA security and the investigation team occurred upon their arrival. Mr. [REDACTED] called to clarify the matter, though tensions remained high. Bureau jurisdiction and clearance should be defined more clearly with other federal agencies.

Fra Mauro (AWE-7)

DETAILS:

The Apollo 14 entity (commonly known as "Fra") underwent a series of physical examinations upon its admittance into the Oldest House.

The entity can speak, though its poor grasp of the English language makes any meaningful communication impossible. Interview material can be found at [REDACTED].

Its physical form consists solely of the Extravehicular Mobility Unit (EMU) spacesuit used by NASA astronauts, the same model worn by the other crew. This could be an authentic EMU taken from one of the NASA astronauts (though this suit does not bear any wearer's name) or one materialized through [REDACTED] conversion or possibly [REDACTED] corporealization. The suit itself is slightly damaged, which is likely due to the fact that the command module did not have a fourth seat for the entity to strap into during re-entry.

The EMU is entirely hollow and pieces can be removed, though this seems to agitate the entity. X-rays and spectrograph imaging have shown [REDACTED]-shaped outlines existing within the suit. For safety reasons, the entity will be contained in a secure cell until more information can be gathered.

Havana (AWE-48)

EVENT SUMMARY:

An auditory event occurred at the United States embassy in Havana, injuring the majority of diplomatic staff stationed there. [REDACTED] deaths were reported and the outgoing information has been managed.

EVENT RESPONSE:

Bureau agents arrived at the embassy on the same day as the event was reported through federal channels, but were too late to witness the AVVE, which is reported to have been [REDACTED].

Staff experienced sudden intense vibrations and noise, accompanied by an intense pressure in the ears. This lasted for [REDACTED] minutes. No visual phenomena was witnessed. The scene was cordoned off and the embassy staff were transported to the continental U.S.

After Formula 1.9 was recited in the vicinity, a single cowboy boot began to vibrate, identifying it as an Altered Item. The item was contained and brought to the Bureau for examination (see case file A185 for details).

Havana (AWE-48)

DETAILS:

Bureau medical staff personally evaluated the injured embassy personnel when they arrived back in the country. While the victims reported cognitive issues, dizziness, and fatigue, further testing by Bureau medics found intense cell damage similar to that of radiation exposure.

Agents and research staff remained to take soil samples from the surrounding area, but found no trace of an [REDACTED] [REDACTED] beyond the health issues of the staff.

The Communications Department disseminated a story of foreign powers using [REDACTED] [REDACTED] on the embassy staff, resulting in various health issues that required the embassy to be evacuated. The story successfully took hold, gaining brief international attention.

Kyiv (AWE-37)

EVENT SUMMARY:

A series of reverberating sounds observed in downtown Kyiv with no clear point of origin. The event was witnessed by the city's general public. Mental and physical symptoms were reported, including aphasia, sleep paralysis, and excess [REDACTED] in the reported individuals.

EVENT RESPONSE:

Due to the brief nature of the event, overseas Bureau agents were not able to respond while it was active. Immediately upon arrival, agents collected audio recordings taken by local witnesses. All Bureau monitoring stations located at global junctions of acoustic amplification were directed to monitor any auditory events of similar pitch, wavelength, and duration in an effort to trace echoes or epicenters. In the following weeks, similar cases were reported from both various amateur sources and Bureau stations in major cities across the globe. The subsequent events diminished in volume and frequency per each occurrence.

Event is believed to be generated by planar friction, though this is not confirmed (see file 71-849-062 for full hypothesis).

Kyiv (AWE-37)

DETAILS:

Recordings of the audio phenomena were uploaded onto the internet shortly after the event. These records circulated rapidly on popular message boards. The Communications Department utilized this exposure by creating "Sky Trumpet hoax" videos and posting related theories to spread confusion and draw attention away from the event's paranatural origin. Industrial noise, particularly the sound of metal drilling was found to be a widely- accepted explanation. Theories about the sounds emanating from the Earth itself, known as Seismic Hum, emerged from the public itself and were encouraged by the Bureau to generate further misdirection and eventual public disinterest.

Witnesses of the event were monitored discretely afterwards. Observed symptoms were consistent with [REDACTED] deprivation, but subsided after 12-15 days. The length of the symptoms directly correlated to the individual's proximity (unsheltered) to the supposed epicenter. One linked, although accidental, casualty can be listed (see report re: the effects of planar friction on hearing aids in file 14-200-1010).

Meteor Hill (AWE-3)

NOTE: Per Archival Mandates 8.A, this document has been edited to meet current administrative standards. Certain terminology may be out of date.

EVENT SUMMARY:

This Paradimensional Occurrence consisted of three sequential sinkholes induced by subterranean implosions revealing foreign material of magmatic qualities.

EVENT RESPONSE:

A local chapter of the Youth Science League were participating in an archeological dig on the hill when the event occurred. Many boys were injured in the resulting collapse. Some touched the magma directly.

Bureau agents arrived at the scene seven days after the incident. Samples of the lava-like material were taken. The area was quickly sealed off from the public at our recommendation. Our aim was to ensure all remnants of the material were rendered inoffensive but the magma descended too deeply into the earth to retrieve. Foul-smelling odors were detected in the area, which were hypothesized being the dissipated element's vapor trail left at the scene.

All acquired material was delivered to Washington for examination in the Bureau's onsite laboratories.

Meteor Hill (AWE-3)

NOTE: Per Archival Mandates 8.A, this document has been edited to meet current administrative standards. Certain terminology may be out of date.

DETAILS:

The retrieved material was subjected to Felstrom's Array, configuration 74-3, but the tests were halted as the matter began to physically elude the equipment. Attempts to constrain the element were made but, under further stress, it became vaporous. The researchers suffered corrosive injuries prior to their deaths.

The child victims at Meteor Hill recounted the material enveloping them in a pleasant manner upon making contact but when discovered, they were [REDACTED] and screaming. Bodily changes were perceived immediately (deformities, loss of pigment in the skin and hair) and mental symptoms surfaced in subsequent examinations (confusion, heightened aggression).

The Department of Public Knowledge and Diversions gave statements claiming the incident was caused by debris from poorly-made Russian satellites, which the public accepted with no complications.

The children were sent to the Bureau's recuperation facility in [REDACTED] to receive help, away from society.

Ordinary (AWE-24)

EVENT SUMMARY:

An AVVE occurred in the town of Ordinary, caused by an Object of Power (Slide Projector, ID: OOPI 5) discovered by local children at the dump outside of town. When a specific set of slides are used in the Projector, the projected images open doorways to other dimensions. Multiple slides were used by the children, resulting in the disappearance of the town's adult population.

EVENT RESPONSE:

On Aug. 30, 2002, siblings Dylan Faden (10-years-old, see P6 materials) and Jesse Faden (11-years-old, see P 7 materials) were playing at the local dump when they found a discarded Slide Projector (see OOPI 5 case file and Darling presentations [REDACTED] for details).

A team led by Director Trench and Dr. Darling arrived at the site on Sept. 14. The AWE had ended, but the team found the Faden children, who led them to the Slide Projector and the slides, which had been burned with the exception of one. Jesse escaped when agents attempted to detain the pair.

In total, 17 surviving individuals were found in the town. All of them were brought in for questioning and tests (see interviews [REDACTED] and Prime Candidate Program files [REDACTED]).

Ordinary (AWE-24)

DETAILS:

Details are largely based on interviews conducted with Dylan Faden (see interviews [REDACTED] and [REDACTED] for relevant information) and the obtained therapy sessions of Jesse Faden, as well as circumstantial evidence found at the Ordinary site. Note that accounts provided by all three sources contain conflicting data. Example: D.F. claims there were eight slides for the projector. J.F. mentioned nine slides. The Bureau found one intact slide (designation: 36) and the burnt remains of six others. Unfortunately, these slides are too badly damaged to be used in the Projector.

Jesse Faden is believed to be the individual responsible for burning the slides.

NOTES:

Dr. Darling has ordered that the entirety of the Ordinary town dump be brought to the Bureau for examination and analysis, with the hopes of finding additional slides or other altered materials.

Due to the limited space in the Investigations Sector, this AWE will be investigated in the Containment Sector.

Sterling (AWE-46)

EVENT SUMMARY:

A paranatural object appeared in a field outside the town of Sterling, Colorado, near a billboard advertising [REDACTED]. No civilians were injured, though a family dog has been reported as missing since the event.

EVENT RESPONSE:

Local authorities arrived on the scene and began issuing orders over a monitored line of communication, using several watchwords flagged by the Bureau (including [REDACTED]). Bureau agents from the regional office were dispatched and arrived two hours after local police. The situation was contained and analysis began.

Bureau research staff arrived the next day and examined the object. After [REDACTED] days of evaluation, the object was lifted into an enclosed truck with built-in Black Rock panels and relocated to Bureau headquarters via the subway transit system leading into the Oldest House.

Sterling (AWE-46)

DETAILS:

Local witnesses report a bright flash in the field, at approximately [REDACTED]. No noise accompanied the light.

Authorities had assumed the object fell from the sky, but our examination found the object actually manifested there, vaporizing the soil around it in an intense spherical [REDACTED] [REDACTED] which possibly explains the light seen from the town.

The object is a hollow sphere made of a stone-like material. Structural analysis of the material does not [REDACTED] [REDACTED] on record. The sphere has a broken portion, as if something [REDACTED] from the object. The object has been inactive since arriving at the Bureau.

The Communications Department officially stated to the press that the object was a small meteor, while also using the America Overnight program to [REDACTED] (see episode 92).

NOTE: This AVVE will be studied in the Containment Sector until the spherical object is deemed safe to be transferred to the Investigations Sector.

Ocelot's Anchor (AI11-UE)

CONTAINMENT PROCEDURE:

Black Rock panelling successfully prevents manifestation of the sphere.

DESCRIPTION/ALTERED EFFECT:

A Trotman-style anchor, made of iron with a wooden stock. Surface is rusted in places. Weighs 3789 lbs.

The item generates a persistent blank sphere, the purpose of which is currently unknown. This sphere is always generated at a precise point in relation to the item, specifically [REDACTED] horizontal feet and [REDACTED] vertical feet from the [REDACTED] of the anchor.

APPENDIX:

4/25/1983 - [REDACTED] of the anchor. Ranger First Class was dropped into the sphere wearing a diving suit with dedicated oxygen line at [REDACTED] am EST. After ten minutes and thirteen seconds inside the sphere, [REDACTED]'s oxygen line was cut at the sphere's border by an unseen force. All agents in the room during [REDACTED]'s entry into the sphere experienced vomiting, vertigo, and loss of fingernails within an hour of one another. Ranger [REDACTED] has been declared MIA, presumed dead.

Ocelot's Anchor (All I-UE)

BACKGROUND:

The crew of the White Ocelot first encountered a strange spherical phenomenon while fishing in the [REDACTED]. Witnesses described it as "a black sphere with faint light behind it." It hovered just off the bow of the ship. The crew

[REDACTED] by throwing a tin bucket, which disappeared into the sphere.

Soon after, the vessel lost structural integrity. The ship's metal rusted and fell apart within minutes. As the ship sank, the sphere lowered into the water. A passing fishing vessel called the [REDACTED] rescued the four surviving crew.

Agents were dispatched to the White Ocelot's last known coordinates ([REDACTED]) and began diving operations. On the ocean floor, the agents found the sphere. The ship was entirely destroyed except for its anchor. As agents lifted the anchor off the ocean floor, they noticed the sphere behaved in conjunction with the anchor, moving and stopping as one.

Contact with the sphere was avoided, but handling the anchor proved harmless. The item was transported by the [REDACTED] to the US port of [REDACTED]. Upon arriving in New York, it was brought into the Bureau via the [REDACTED].

SHÜM Arcade Cabinets (AI40-PE)

CONTAINMENT PROCEDURE:

A distance of 10 feet between the items suppresses their effect. Effect only triggers on physical contact.

DESCRIPTION/ALTERED EFFECT:

Items are a pair of arcade game cabinets, originally designed for the games "SHÜM" (AI40:A) and "SHÜM 2: Culgar's Revenge" (AI40:B). The games were manufactured by Bon-Co Entertainment, now out of business. Despite being a popular arcade game in Japan during the late 80s/early 90s, no other SHUM cabinets have been found by our investigators.

When touching one Of the items while it stands within 10 feet Of its counterpart, the user's mind is transported to a version of their subjective reality that resembles a video game in logic and function. Events from their everyday lives become game-like sequences in which speed and efficacy are paramount. The brain enters a stroke-like state (as proven by EEG studies on users) which only ends after the user "finishes" their game, at which point they resume normal brain and motor function.

SHÜM Arcade Cabinets (AI40-PE)

BACKGROUND:

Both items were purchased from a closing arcade in [REDACTED] Michigan as part of a program to improve employee wellbeing through recreation. The program was cancelled before any game machines were dispersed throughout the Oldest House, but not before these Altered Items were discovered.

SUPPLEMENTARY INFORMATION:

Teams in the Research Sector have voiced considerable interest in the items due to the fact that they only exhibit an altered effect when physically paired together, a codependent relationship previously unseen in Altered Items (see Research Specialist Pope's paper titled "The Parasensitivity of Sequels" for more information).

However, after proving the items' altered status, the Investigations staff insisted on keeping them, claiming that they are important for sector morale. To date, numerous petitions have been filed by Research Sector personnel to move the items there for more extensive analysis.

"Get Well" Balloon (AI58-KE)

CONTAINMENT PROCEDURE:

Item must be kept away from animals. The cell must be regularly cleaned of the black substance the item produces. All cleaning tools must be [REDACTED], along with the black substance itself.

DESCRIPTION/ALTERED EFFECT:

Item is a novelty balloon made of silver mylar. On its face is a colorful message to "Get Well" surrounded by cartoon hearts. A ribbon is attached to the balloon. Item has not stopped floating after a considerable amount of time in the Bureau, which suggests it does not hover through the use of helium.

The item produces a dark-colored sticky substance which drips down its ribbon.

"Get Well" Balloon (AI58-KE)

BACKGROUND:

The item was used in the children's ward of a local hospital in [REDACTED]. Witnesses do not recall where the balloon came from. Therapy dogs, part of a program called [REDACTED] meant to comfort the sick children, were noticeably attracted to the item. They reportedly jumped at the item, licking it when they could.

The children claimed the dogs began walking through the halls Of the hospital at night, howling in a low pitch. One child described the sound as "singing".

A few days later, the dogs were all discovered dead, a dark substance leaking from their [REDACTED]. The hospital staff called local authorities, who called the CDC. Bureau agents intercepted this call and arrived at the scene within [REDACTED] hours. The item was taken for evaluation, along with the remains of the dogs (see file PAI-2411 .B for details).

The Oscillator (AI3-KE)

NOTE: Per Archival Mandates 8.A, this document has been edited to meet current administrative standards. Certain terminology may be out of date.

CONTAINMENT PROCEDURE:

Water placed on the item prevents it from exercising its thaumaturgical force. Contained in Possessed Object Gallery.

DESCRIPTION/ALTERED EFFECT:

An "The Oscillator" brand electric standing fan with protective grille. The item in question robs the immediate vicinity of all oxygen. The range seems to be variable.

BACKGROUND:

While on assignment in Korea, Foreign Investigator [REDACTED] learned of odd fatalities in the area. [REDACTED] visited the site of the most recent death. Superstitious locals blamed the electric fan. [REDACTED] seized the fan and placed it in a small room with a [REDACTED].

The [REDACTED] suffocated. The investigator booked two cabins on the S.S. [REDACTED], one for himself and one for the fan.

The Oscillator (AI3-KE)

SUPPLEMENTARY MATERIALS:

(extract from formal interdepartmental complaint)

The notion of "fan death" has now become widely known in the region, since Foreign Investigator [REDACTED] met with a local journalist to explain how electric fans operate at speeds that may suffocate users by overly disturbing the air.

As our agency is still young, we must take care to avoid missteps. Any explanation given to the public must provide sufficient yet vague rationale that will reaffirm their certainty that ours is a stable, controlled world. We must tread carefully, especially in this increasingly technological world, with the radio and other innovations allowing information to travel at speeds previously undreamt of. This is precisely why we insist that our department handle all communication with public bodies.

With all due respect,

William S. Powers, Head of the Department of Public Knowledge
and Diversions

Wolff Globe (AI72-PE)

CONTAINMENT PROCEDURE:

No unique procedures required. However, contact should be limited, as some report feeling disoriented after touching it.

DESCRIPTION/ALTERED EFFECT:

Item is handmade, set in dark wood. The item itself is lacquered, hand-painted, spins freely on all axes. While the continents and oceans are recognizably those of Earth, careful examination has revealed numerous [REDACTED] and other geographic additions that do not exist on our planet. One of these islands has a city marked on it, named "Tan Relio". There are no signatures left by its maker.

Physical contact renders subjects dizzy and disoriented, with some reporting a feeling of unfamiliarity with their surroundings. This effect seems to grow worse with prolonged contact, culminating in a sense of listlessness and depression. Suicide has been observed in [REDACTED] handlers.

Wolff Globe (A172-PE)

BACKGROUND:

The item was found in the penthouse suite at [REDACTED], Toronto belonging to David Wolff, who was being investigated for illegally dealing in altered materials (see case 13-HQ-37). Bureau agents raided his penthouse and found numerous paranatural belongings, including [REDACTED] [REDACTED] and this item. Mr. Wolff was arrested.

SUPPLEMENTARY MATERIALS:

(article from the Toronto Daily)

"So why would a 36-year-old Bay Street investment trader, filthy rich, married to a model, disappear overnight? That's the question that's kept Toronto high society up at night this past week. Police say it's being looked into, some nut job radio show in the States claims he disappeared to join the Illuminati, but it's this reporter's opinion that Mr. Wolff, bored of his job, sick of his family, left it all behind to retire in some remote beach paradise. Now he's sipping Mai Tais while the world thinks he's dead."

Game Hammer (AI5-BE)

NOTE: Per Archival Mandates 8.A, this document has been edited to meet current administrative standards. Certain terminology may be out of date.

CONTAINMENT PROCEDURE:

No method for suppressing the item's thaumaturgical effect is yet known. To prevent infection, wear proper safety gloves when handling.

DESCRIPTION/ALTERED EFFECT:

The item is a wooden mallet from a "High Striker" carnival game. A long wooden handle extends from the head.

The item infects any organic material with an unknown disease upon making physical contact. The effects of this disease are similar to leprosy, but develop at a much faster rate. Within a matter of days, tissue loss develops in the limbs closest to the point of infection. While the disease itself has not claimed any lives, secondary infection has resulted in numerous deaths.

Game Hammer (AI5-BE)

BACKGROUND:

The Smiley Sisters Carnival traveled throughout the eastern United States during the 1950s. Beginning in 1956, young men in the towns visited by the carnival became plagued by a strange form of leprosy originating in the hands and swiftly moving up the arms. As the death toll climbed, newspapers named the disease "Farmer's Rot".

Rumors began circulating that the carnival itself was to blame. In November of 1959, the townspeople of [REDACTED], Georgia took it upon themselves to raze the carnival to the ground, believing the entertainers to be servants of the devil.

Bureau agents had been monitoring the carnival while investigating the odd disease. Posing as [REDACTED], agents confiscated all carnival property that survived the flames. At a field office, stray [REDACTED] were placed in rooms with individual pieces of the carnival equipment. The game hammer was identified as the cause of the disease. The remaining property was incinerated, along with the infected [REDACTED]. The carnival owners were told they had been carrying a dangerous pathogen in their equipment.

Human Hand Chair (AI63-KE)

CONTAINMENT PROCEDURE:

Item must be kept in isolation, removed from other unsecured objects. Under no circumstances is the item to be sat in.

DESCRIPTION/ALTERED EFFECT:

A plastic seat shaped like a human hand from the 1960s. The hand's palm forms a seat with the fingers acting as the chair's back.

The item affects gravitational forces, attracting and repelling objects near itself with a force of [REDACTED]. Its fingers have also been observed to change position, though too quickly to be witnessed or filmed. The item may be changing forms rather than moving.

The item only displays these effects during full moons.

Sample analysis confirms that it contains human genetic material.

BACKGROUND:

Found in a warehouse at [REDACTED], Albany. A team of ranger trainees (accompanied by an experienced field agent) were dispatched to investigate local rumors when they encountered the item. They successfully retrieved the item (see case PAI-61 22 for details).

Moving Letters (AI77-KE)

CONTAINMENT PROCEDURE:

Black Rock panelling suppresses the item's effect.

DESCRIPTION/ALTERED EFFECT:

A stack of four envelopes, each containing a single page of paper. All four letters are illegible due to extreme water damage. The envelopes, curiously, do not show any sign of such damage and are covered in messages of love.

The item(s) are able to move short distances at a pace of less than [REDACTED] and always in a [REDACTED] direction. This is the first Altered Item to have multiple separate parts, a fact previously believed to be an impossibility by [REDACTED].

A proposal to take the item(s) outside the Oldest House and follow their movement to its final destination is under consideration with the budget committee (see file RTO-7158 for details).

BACKGROUND:

Item(s) was found in the Dead Letter Archives, where the Heard Archivist found it attempting to escape a filing cabinet. She reports having no record of the item(s) in her archive of letters.

Maneki-neko Statue (A148-PE)

CONTAINMENT PROCEDURE:

None known.

DESCRIPTION/ALTERED EFFECT:

A ceramic "beckoning cat" figurine, common luck object found in Japanese storefronts.

The following is a list of the item(s) observed altered effects: Non-corporeality, affinity for specific human behavior, and minor physical movement (waving its arm).

Multiple simultaneous incarnations of this item have been observed. Whether these are independent Altered Items acting uniformly or replicated instances of A148 is unknown.

BACKGROUND:

How the item(s) originally arrived in the Oldest House is unknown. It was first discovered sitting in the Director's chair and was immediately contained in a Panopticon cell. The next day, an agent noticed two additional figurines had appeared. Hours later, all three vanished. The item(s) has been sighted throughout the Bureau, appearing while agents perform [REDACTED] tasks. It is theorized that fulfilling certain unknown criteria will encourage the item(s) to appear.

Present location is unknown.

Waist Mannequin (AI7-KE)

CONTAINMENT PROCEDURE:

No known procedures for preventing the item's effect.

UPDATE (3/90): Lining the item's cell with the newly-discovered Black Rock has yielded positive results. Test with other Altered Items.

DESCRIPTION/ALTERED EFFECT:

A wire and fabric waist mannequin. The base and head are made of stained wood.

The item duplicates. The trigger for this behavior is unknown. No correlation can be found in either the number of duplications that manifest during an episode or the duration for which they last before disappearing.

Waist Mannequin (AI7-KE)

BACKGROUND:

The item was last owned by Madame [REDACTED], an operatic performer from Berlin. After her career ended in a public scandal, she relocated to [REDACTED], Maine for reasons unknown. With her came the trappings of her old life, including this item.

Locals report that she rarely left her home in the short years she spent in [REDACTED]. After her death (caused by [REDACTED] [REDACTED]) the state held a public auction of her belongings, seeing as she had no known relatives.

Various conflicting firsthand reports exist, but testimonies provided by witnesses of the event do contain some common elements. Most every witness saw numerous mannequins break through the house's windows, tumbling outside. Some witnesses report bright lights. Some report high-pitched singing. These are unverified. Numerous civilians inside the house at the time of the incident were hospitalized for various injuries. Two were crushed to death.

Agents were dispatched upon seeing an article regarding these events during the Bureau's daily scans of national periodicals. The item was quickly identified and brought to the Bureau.

Victorian Mirror (AI60-UE)

CONTAINMENT PROCEDURE:

The item should be kept in a sealed chamber with minimal external visibility.

DESCRIPTION/ALTERED EFFECT:

A hanging mirror, oval in shape. The frame is made of ornately wrought brass. The item does not reflect its surroundings accurately.

The item's effect is complex. Most notable is the fact that the glass transports individuals to a paranatural space when touched. In this space is an imperfect reflection of our reality. Some objects inside the reflection are simple mirror images, some are [REDACTED] [REDACTED], while some do not appear at all.

The reflection only contains areas within a [REDACTED] distance from the item itself. Relocating the item has proven that the reflection changes to depending on its surroundings. Agents have been sent in to explore the reflection. [REDACTED] has been observed in the test subjects sent inside, believed to be psychosomatic. Prolonged exposure to the reflection is not advisable.

