SCP-3008 Infinite IKEA

V1.1
By Apocbox

Uh A Perfectly Normal, Regular Old IKEA. It might sound like a bad joke. “Haha I got stuck in an Ikea”. Until you notice the disfigured forms of the Staff, or the fact that the store ACTUALLY doesn’t have an end. Then it may stop being funny.

Welcome to a relatively safe part of the SCP Mythos that is a separate infinite dimension in a shape of an Ikea store that randomly kidnaps people from across the multiverse. You are going to spend 10 years here.

Here 1000 CP to Start you off with.

Location and Time:

Dependent on origin and drawbacks. Standard starting time is somewhere in late 2010s. The lights just came on when you appear.

Age, Sex, Gender:

Whatever you want, feel free to change, I won't judge.

Origins:

New Arrival/Drop In

You went to visit Ikea first thing in the morning, probably to buy some furniture and now you're here. Alternately you just appeared in the store as a Drop In. You are within a 5 to 7 days walking distance from the closest settlement. Better get moving.

Resident

You've been here for a while. Maybe a year or two, or maybe a decade and you sort of got used to it. Oh yeah the existential dread and longing for home may periodically hit you but you got used to them as well. You start either by yourself or as a part of a group/tribe.

D-Class

Huh it seams Foundation didn't just send in drones. You're a member of SCP Foundations D-Class personal. Possibly a death row convict thrown in to the meatgrinder to see if it will grind you in to meat, how long it would take and the consistency of the resulting minced meat. But this very well might be your lucky break as you got a really sweat deal: you do what they tell you in the Ikea and they don't murderise you. You are within a 5 to 7 days walking distance from the closest settlement. You have a list of things the researchers want you to do and a method to contact them.

Staff

You look wrong, disfigured. Your proportions are all wrong and you don't have a face but you still have you senses and can even talk. You are about as strong as a average human but your unusual body shape may give you and advantage in combat. The staff won't attack you unless you attack first and humans are unlikely to trust you. You are within a couple of hours of walking distance from the closest settlement.

Perks:

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off.

General Perks

Profession **Free for the first/100cp for every other**

You have some sort of professional training in a normal non-supernatural field like cooking or engineering. Can be bought multiple times.

Internal Clock **Free**

You instinctive know what time it is at your current location.

Improvised Weaponry **100cp**

If you want to stay alive you got to find a way to protect yourself. You are somewhat skilled in using random items as weapons and making actual ones out of materials at hand, like a club from a table leg or a crossbow form garden hose and pieces of chair. They're exactly pretty of that durable but it's doubtful that you'll ever find yourself without a weapon ever again.

Uh-Oh **Free during the jump, 300cp to keep**

Do you want to die just because you know that 3125 or some other eldritch horror beyond our comprehension exists? Probably not. Well you're not going to anymore. No kind of supernatural information gathering bullshit works on you. No scrying, no precognition, no postcognition, no mind reading no bullshit that will hunt you down just because you know they exist and they know that you know, no trying to model the blank spots you create. Also provides immunity to memes, antimemes, amnestics and all the other mind related bullshit that is a part of the mythos.

New Arrival/Drop In

Don't Panic **100cp**

Being suddenly ripped out of your old life because you wanted to buy a BAGGEBO or maybe a JONAXEL and being stuck in a horror story might be scary. Not for you. You don't feel fear or panic, being able to think rationally no matter the situation. Can turn on and off at will.

Lucky Spawn **200cp**

Whenever you first arrive somewhere, be it a new town, county, dimension, a jump etc. you're guaranteed a grace period when nothing bed will happen to you. How long it lasts depends on the danger of the environment. For example, here you granted safety for about 3 days. It will be voided if you specifically go looking for trouble.

Join a group **400cp**

You have a combination of a natural charisma, social intelligence and luck that allows you to quickly integrate in to new groups. People seem more open towards you and you can easily and quickly learn everyone's quirks, likes and dislikes. You are able to ac as a social glue for incompatible people and are both a

good therapist, possibly having a degree, and a good friend capable of carrying for your friends in their time of need. Don't expect to immediately become a leader but it is certainly a possibility that after a couple of months if the old leader steps down or is dead that you could become a new one just because people like you. You're also a good at tactics, strategy and logistics necessary to lead a group of 100 people or lower.

Find an Exit **600cp**

Where there is a chance there is a way, and you will find. As long as it is possible to go somewhere you have massively increased chances to get there. Expect to be able to get out of the Ikea in about 6 to 8 months of periodical searching for exit. You can even bring other people with you. Ant temporary gateway that you find also seem to stay around quit a bit longer if you want them too.

Resident

Got used to it **100cp**

Sadness, boredom, existential dread, and depression don't affect you at all and your mental faculty can't deteriorate. You can watch paint dry for a century and be as sharp as before. Can turn on and off at will.

Professional Shopper **200cp**

You have an instinctual sense of direction when it comes to shops, bazaars, markets, warehouses and other urban environments which are full of useful stuff. You get a feeling for where the specific isles, sellers and items are located and are able to bargain the price of nearly anything down to a half.

Lucky Find **400cp**

Not only do you find more stuff than there is supposed to be, getting about twice as much as anyone else, but also find things of higher quality than it supposed to be, like three-star Michelin food in an Ikea, but also things that are straight up not supposed to be here. Like guns in a drug store or high tier electronics in a restaurant.

Turtle Up **600cp**

The longer you and you group hold a position, be it a temporary base or a permanent stronghold, the harder it becomes to get you out of there. Durability of your defenses rises, projectiles start to veer of course and your enemies luck starts to drop. Defend your home for a weak and your enemies might have harder time getting to your location, after a month, you'll notice that they start to miss more and more shots that they fire at your outpost, half a year and you'll notice that even tank shells start to have trouble penetrating wooden walls of your cabin if they can come close to it that is, sit there for a year and a dingy hut will probably tank a Davy

Crockett nuke, if it hits it that is, as there's a higher chance of it blowing up in the face of your enemies than in yours.

D-Class

Anger Suppression **100cp**

You might have quite a lot of pent-up rage and annoyance with the guys up top. I mean did they really need to check that Genocide Devils Murder Blender of Death and Destruction would kill people if you chuck them in it? You don't actually feel any less angry or annoyed, it just doesn't affect your thinking process. Can turn on and off at will.

Touch of Freedom **200cp**

Your superiors be those teachers, employers, owners, etc. seem to give you quite a bit of leeway. Have a 3 feet tall cactus, a bikini pinup poster, pinball machine and a grandfather clock in your cell as a prison inmate. Wander the facility as if you are a low-class researcher as a D-class. As long as you don't cause trouble and provide results that you are expected to and you are fine.

Stability **400cp**

You are immune to the wibbly wobbly, timey wimey, spacey wacey stuff. The time, space, time-space manipulation of any kind doesn't affect you at all. No killing you in the past, no telefragging or portal cutting, no turning in to flesh pile because more than one person teleported at once, no getting stuck in a time loop, no being aged into dust. You also can't be erased from existence by anything. Not even if the whole universe collapses, you just appear in a similar one even if one didn't exist before. If timeline is rewritten you keep your original memories and get new ones.

Regenerative Immortality **600cp**

Despite the name you don't actually heal any better or faster. You do however respawn after you die. A new body appearing next to the old one wearing a copy of any non-supernatural clothes and items you had on you. Also protects you from having your soul ripped out of you, it'll just kill you and you'll respawn again. Doesn't do anything against body, mind or soul manipulation. Does not come packaged with any other eldritch powers or connections.

Staff

Impulse control **100cp**

You’re not beholden by any natural or supernatural urges. They still are there, so you would still want eat, to scratch yourself, to kick people out of the store as am instance of 3008-2 or drink blood as a vampire, you can just effortlessly ignore them. Can turn on and of at will.

Brute **200cp**

Maybe it’s your deformed body but you seem to have quite a bit more strength and durability than one would expect. You’re about 2,5 times stronger and tougher than you should be. Your strength and durability also seem to be linked now, both rising if only one does and lowering only if both are made to, meaning if one wants to just make you weaker they’ll have to lower your durability too and vice versa.

Universal Consistency **400cp**

If you fight one of the Staff you’ll feel like they have bones when you strike them, but cut them open when they’re dead and there will be only skin all the way trough. Every part of your body is as durable as the toughest part of it, which for humans would be tooth enamel and for Staff their non-existent bones. You also heal perfectly, being able to regrow organs and limbs and such although not any quicker than normal. If your form usually can’t regenerate, like being a robot for example, it now can at the speed of an average human.

Zerg Rush **600cp**

The Staff aren’t really coordinated. They do seem to be drawn to both people and the dead bodied of their own kind but there isn’t some greater intelligence controlling them. Well there wasn’t. You can not only control all the staff within half a kilometer radius of yourself but also able to change the form of existing Staff, slightly altering their physical stats, making them bigger, bulkier, stronger or lither, faster, more agile and so on. Finaly you can create more of them from nothing at a rate of about 1 every 15 minutes, which doesn’t require anything but concentration from you.

Items:

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item(Weapon in to a weapon, tool in to a tool etc.). If lost or stolen you get them back in an hour.

General

Swedish Meatballs **100cp**

Unsurprisingly delicious plate of meatballs, or alternatively some sort of meat-alternative-balls if you’re a vegan. You get one and another appears in your warehouse 8 hours after it is eaten.

SCP-420-J 199.99cp

An infini te… infis In… fuck a lot of the bestestset fattest blujtest bliunts to everrr err blunt ugh fuu bluht BLUNT yeah god Im ghih

Perfectly Normal, Regular Old IKEA **300cp**

Actual furniture store, not the infinite kind. Staffed by normal people and is guaranteed to bring you substantial profit. Adapts to a any setting to provide good quality furniture.

New Arrival/Drop In

Diary **100cp**

Ikea brand diary with infinite pages and infinite and indestructible pen or pencil to write with. Write your journey trough the Ikea or use the writing implement as improvised weapon.

Flare Gun **200cp**

Red flare gun and infinite supply of flares of any color for it. Flares lunched using it attract attention of those you want and increase the chances of them getting to it in time.

Safety Blanket **400cp**

Childs belief made real. As long as you are under this really comfy blanket things that mean you harm have a lot of a harder time finding you. Works best if you don't move around, and complete hides you as long as you're on a bed.

The Map **600cp**

An electronic tablet containing self-updating maps of any dimension you're currently in any that you have previously visited. From political maps to geological, maps that show crime and spatial anomalies to pretty much any kind of map that you need. Nothing may hide from it nor can anything detect it's working as it essential has the 'Uh-Oh' perk even if you don't have it. You can channel any information gathering perks and powers through it. Doesn't track individual people or objects unless they're bigger than an average suburban house.

Resident

Weapons **100cp**

A barrel full of weapons that someone with 'Improvised Weaponry' perk could have made. Not pretty, durable or all that grate but any time you pull one out another appears in about an hour.

Improvised Armor **200cp**

Armor made out of parts of furniture, pillows, cushions and so on. Surprisingly comfortable, self-cleaning and self-repairing. Doesn't provide that much protection to an average human comparative to actual armor but has an interesting quality to always scale in protective quality as your strength and durability increases.

"Checkouts" **400cp**

A giant sign that has a property's similar to the 'Flare Gun' item, attracting attention of you want and increase the chances of them getting to it in time, but also repelling the attention of those you designate as enemies, as well as providing comfortable, calming and slightly healing aura to anyone living in its proximity, which is a couple hundred meters. You can alter its look and what it says with a thought.

Settlement **600cp**

Walls made out of shelfs and brocken furniture, housing made of the same and having surprisingly comfortable beds, replenishing supplies of food and water for about a 100 people to live semi-comfortably in. Best part is some sort of obstacles that makes it harder for enemies to approach, like random barricades, tripwires, and other traps or maybe somehow being placed near the roof on one of the support pillars. Highly defensible and currently contains 100 people, all having some useful skills and knowledge who may optionally view you as a leader.

D-Class

Trans-dimensional communicator **100cp**

A headset with a microphone capable of connecting to almost any broadcasting equipment and can't be blocked in any way. Capable of breaching dimensional barriers and has infinite battery. D-class has automatic connection to the Foundation but anyone else receives a blank one. Also comes with an unlimited supply of military grade walkie-talkies, although those don't have any supernatural properties of their own.

Test Equipment **200cp**

Shopping cart full of high grade compact scientific equipment necessary to preform a variety of tests. From air composition to carbon daters to space-time scanners and so on. Imagine what the eggheads at the SCP Foundation would want to test in a new dimension and you'll get an idea of all the things in there. Comes with a stack of documents describing how to operate everything in here.

Silent Gun **400cp**

Both the people stuck here and the instances of SCP-3008-2 may pose a significant danger to you so the foundation provided you with some high grade yet normal military armor and a supernatural weapon. This is a lovechild of a Chiappa Rhino and OTs-38 that has been put though the SCP-914 on a Very Fine setting. Is completely silent, unlimited ammo, has zero recoil and pucks quite a punch. Best of all it scales with you: the faster you get the faster the bullet, the stronger you are the harder the bullet hits. It can also perfectly channel any of your powers from something as simple as a bullets that set things on fire to shots that heal people.

The Stapler **600cp**

Average looking stapler with infinite staples that can teleport people and things shot with it to a set up location even across dimensions but will fuse people together if you teleport multiple in quick succession using it. Location is set up by stapling a piece of paper to the ground with it. Don't make multiple locations it… will not go well. Or do, maybe you do want to get Splinched.

Staff

Uniform **100cp**

Surprisingly comfortable uniform of an Ikea employee. Always fits you no mater your size or shape and protects from mundane weather and temperature from -30 °C to 30 °C.

Unlimited Furniture Works **200cp**

A shipping container that is bigger on the inside. Anything and everything that Ikea has ever sold is in this. When the door is open you can summon anything that's inside to yourself. Restock itself with copies of anything you get out of it once you close it.

Manhunt Compass **400cp**

A handheld metallic compass that shine with ethereal light. Tracks anything you want to find no matter the distance or any protective quality your target may have. If the target is in the different dimension that you are it will point to the location where target was last in this dimension.

Infinite Ikea **600cp**

You have a door in any design you want. You can either place it as is, merge it with any existing building, or any existing door in a building. Anyone who steps though it will find themselves in the SCP-3008-1. You have infinite supply of these doors.

Companions:
Companions can't take drawbacks.

Original/Import **50cp for 1, 200cp for 8**
Take someone from this world with you or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

Staff Member **100cp**
Strangely non aggressive and even friendly and aesthetically pleasing instance of SCP-3008-2. Has Staff origin, Uh-Oh, Impulse control, Brute, Universal Consistency, Zerg Rush Perks and Uniform, Unlimited Furniture Works, Manhunt Compass, Infinite Ikea Items.

Connor **300cp/600cp**
A laid back and sarcastic member of D-Class sent in to the SCP-3008-1 to pick favorite clipboard of one of the scientists. For 300cp Comes with Profession(Lab Rat), Improvised Weaponry, Uh-Oh, Touch of Freedom and Regenerative Immortality Perks, SCP-420-J, a D-Class uniform with the same properties as Uniform item and The Stapler. For 600cp He also has some mysterious eldritch powers and a strange luck that causes supernatural things to die and break around him, not always just often enough to cause suspicion, although it does seem to mostly happen to things that hurt him as his friends seem fine despite being… uh unique. May be genderswaped to be a girl if you want to. Comes free with his Girlfriend/Psychiatrist Natalie Powers if you want too.

Drawbacks:

Drawbacks trump the perks and items from this jump and the previous ones. The last for your entire stay here but disappear when you finish the jump. Take as many as you can hande.

Verse **+Free**

There're a bunch of different versions of the SCP universe so you may choose a version you end up in. Maybe the events of SCP Containment Breach happened, or you're in the Confinement version or any other or any combination of them.

No Apocalypse **+Free**

A guarantee that the local universe will not be destroyed within your stay in this jump unless you yourself are going to do it.

Extended Stay **+100cp per**

Stay for 10 more years. Can be taken as much as you want but you only get cp for the first 4 purchases.

Staff Variants **+100cp per**

You know how in some zombie franchises have different mutations/variation of the standard zombie? This is kind of similar. Each time you pick this drawback add a variant of a Staff member that has either a moderate advantage like having a human like inelegance or a pique human strength OR a strong advantage and a disadvantage like beyond peak human strength but reduced speed or having fast regeneration but being even dumber than an average Staff member. Variants of Staff from this drawback will attack you even if you yourself are a Staff. If you have 'Zerg Rush' perk it will not work on this Variants.

Untrustworthy **+100cp**

You appear off, you speak slimy and generally give off an unfriendly aura. Humans may somewhat overcome this with sufficient time and effort but Stuff may stray up just give up trying to cozy up to humans.

Ugly as sin **+100cp**

Where's 'Untrustworthy' is more about the vibe and how you present yourself, this one is physical. You're disgusting to look at, you smell very bad, and your voice is grating to hear and that is as a human, as a Staff it's even worse.

Bunged Up **+200cp**

Well this is just sad. Expect to trust people you shouldn't, get addicted to some light drugs and eventually loose credibility trying to stand up for people who don't deserve your support. Oh you'll also break your ass somewhere along the line.

Disabled **+200cp per**

You have some sort of disability like missing a limb or an organ or being light asthmatic. Isn't lethal but it will make surviving harder. May be taken multiple times.

Tribalistic **+200cp**

Where's 'Untrustworthy' affected only you this makes everyone more paranoid and suspicious of each other. And if people actually manage to form a group those feelings will disappear for those within the group but multiply towards anyone outside it. As a Staff other instances of SCP-3008-2 are no longer passive toward you and will attack you as any other human. If you have 'Zerg Rush' perk it will not work until the end of the jump.

Episode 8 **+300cp**

Oh fuck. So uhh this drawback will don nothing for the majority of your stay her but in the last couple of years things will start to deteriorate fast. It will be like the whole universe became one bad joke, the people will become parodies of themselves the events will stop making sense and you'll probably need some eye-bleach after all of this is over. At least it won't get any worse.

Severe Health Problem **+300cp per**

This is the 'Disabled' but worse. Diabetes, Severe Asthma, constant Cluster Headaches, Being Paraplegic, extreme heart conditions and so on. And if 'Disabled' didn't stop you from using advanced technological or supernatural solutions like prosthetics this does. You can only use mundane modern world solutions to manage your condition. May be taken multiple times.

Brocken Lights **+300cp**

The lights gone out and they're not coming back on and so the staff will hunt the survivors constantly. If you are a Staff they will now target you as well. If you have 'Zerg Rush' perk it will not work until the end of the jump.

The Doors Are Now Closed Please Die **+300**

You, nor anyone else can escape the SCP-3008. New people appear but there is no way out. What's worse even the souls of the dead cannot escape nor can they be exercised and are forever stuck to wander the Infinite Ikea. Even if you couldn't see and hear ghosts before you can now. *Oh god will the wailing ever stop…*

ThE StoRe IS CloSED GET OUT OR WE'll EAT YOU ALIVE! **+400cp**

The Staff are far more aggressive and attack even during the day. They're also far more deadly being stronger, possessing teeth and claws and constantly screeching profanity's and death treats as well as trying to eat people. And that's during the day. It's even worse at night as they become even more stronger and hateful gaining minor telepathic ability to be able to sense people making them unable to hide as well as know their targets worst fears and nightmares to psychologically torment them better. If you are a Staff they will now target you as well. If you have 'Zerg Rush' perk it will not work until the end of the jump.

It Got Worse **+500cp**

More and more anomalous entities will begin to appear inside the Ikea. At first they will be weaker than the staff, but as times go on more and more horrifying things will start to appear. Expect to have hundreds or even thousands of creatures on par with 096, 106, 173 to roam the store by your 5th year here and thousands of 682 by the end of your 10th year. If you leave the Ikea they will just start to appear near you.

When Bulbs Breaks **+600cp**

SCP-001 “When Day Breaks” timeline but not only does it happen outside of Ikea, it happens on the inside as well with the overhead lighting becoming the second Sun. Good Luck. Cannot be taken with the Brocken Lights.

The Final Choise

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Also get this BLÅHAJ for free.

Now Choose

Stay Here

Maybe you like it here, Maybe you’re insane, maybe both. Here take additional 1000cp to spend here

Go Home

Honestly understandable, especially if you taken the more fucked up drawbacks. Here take 500cp to spend here before you retire.

Next Jump

That’s what we’re talking about! Here take this T-Shirt in Ikea colors as a bonus.

Notes

This is my first jump so expect junk. Kinda got annoyed that there wasn’t an Infinite Ikea jump, waited for years for someone to make it eventually gave up and made this myself. I apologies for the quality as i will probably not gonna fix anything here, and any bad English as it isn’t my first language. The quality and tone of the jump may flip-flop as I written parts of it sleep deprived and parts after I got some sleep, I tried to clean it up but I’m not sure how successful I was.

Can you use Trans-dimensional communicator and other replenishing items as an infinite energy and matter source? Sure if your Jump Chan is ok with it.

I’m sad about Confinement. If you haven’t seen it go watch it, everything till episode 8 is good, the reuploads are on youtube.

I’m not that knowledgeable about mythos so I also apologize if I messed anything up in that regard as well.

I’m gonna go get some sleep.

Have a good whatever.