

SCP

CONTAINMENT BREACH



Hey. So, you're the newest jumper around the block then, eh? Tell me, did you just not understand what you were getting yourself into, or are you just that stupid?

I know what you are. Go from world to world, collecting all the powers and treasures you can? I don't care how powerful you are, did you really think it was a good idea to screw with the Foundation?

I don't care if you didn't come here with the intent to screw with them. The fact that you're here is enough. They have this thing – this device. Call it a Multiversal Threat Neutralizer I think. They made it to take any existential threats like you with all your powers, and crush them down into something easy to stuff away behind lock and key.

Lucky for you, I'm a bit of a prophet of fate myself. I normally don't like to interfere, but the Foundation's stopped listening to my prophesies recently – really gotten in the way of my work. That's why I've decided to help you, if you help me... not that you have any say in the matter.

With just a little twisting of fate, I can send you from a containment cell to a prison cell. May not sound like much of an improvement, but trust me, much less security. Will also keep the Foundation from figuring out what you really are. You still won't be able to keep any of your powers beyond your basic body mod, though. There's only so much I can do. If that wasn't bad enough, the Foundation's Threat Neutralizer has also completely separated you from your warehouse... and your CP generation.

Understand? Good. So, here's the plan. What I'm going to do is send you to the Foundation site their reality bending device is being held at. Sending you down there will distract the machine. Make it focus entirely on you for a few moments. That's all the time I need to twist fate and get a few more paranormal monsters sent to the site. You may know them as SCPs. In all the ensuing chaos, the Neutralizer will no doubt be destroyed.

Win for both of us: you'll get your powers and warehouse back, and with such a huge disaster in one of their facilities, the Foundation is sure to come crawling back to me. Only one problem: the Neutralizer being destroyed will cause a huge... cosmic influx. It'll rip a multiversal being like you to pieces unless you can get outside reality. That means you need to get back to your warehouse. I can't hide it inside the facility; the Foundation would notice something as big as it the moment it popped in. That's why I've hidden its entrance right outside. Just escape the facility and you're golden.

Don't worry. I'm not leaving you high and dry. I can generate some CP for you, but I'll need something in return. The more chaotic it is within the facility, the more CP I can muster up for you. I've prepared a catalogue of some of the best candidates for our little breach to stir up as much chaos as possible, but first this is what was already at the site. No matter what, you're going to be having to deal with these:



SCP-173: The first anomaly every created. Trust me, I was there... don't ask how that works. It's a simple threat, yet has racked up one of the highest kill counts out of any horror contained by the Foundation. When you look at it, it stands still, but when you look away, it comes closer. See? Simple, right? Just be careful. It can move several meters in a single blink, and has a tendency to appear where you least expect it. Also, *never* try to blink one eye at a time so that you never stop looking at it. It hates cheaters...



SCP-106: This vile *thing* was born from the horrors of World War 1. That was an event which took place in your home realm as well, correct? Count your lucky stars your world's governments never created this aberration. He can phase through solid matter, causes anything he touches to rot or corrode, and drags anyone he can get a hold of to his own personal hell. My only advice? Run and hope you can stay ahead of him long enough that he gets bored and looks for some other victim to play cat and mouse with.



MTF Team: Anomalies aren't the only monsters you'll be facing. The Foundation can easily be just as, if not crueler. They have legions of elite soldiers – known as MTFs – under their command which they use to clean up any messes they happen to make. Unfortunately for you, they now consider the entire site a mess that needs cleaning up. Armed with high tech armor and heavy caliber semi-automatic weaponry, they've been tasked with exterminating every living thing in the site. Surprisingly ineffective against SCPs, they are still perhaps some of the most lethal threats you will come across during your escape.

Now it's time for decisions! I can send all sorts of anomalies to the site. Bad ones, good ones, and everything in between. The good ones tend to be the ones which restore order, so they'll take away some of the CP I can generate. The bad ones will net you CP to spend on the good ones. Easy enough to understand, right? Like I said before, you start with 0 CP, so you'll need to purchase some badies before you get the good ones. Also, we'll be able to tamper with the facility itself a bit, as well, so skip ahead and do that first if you want. You make your purchases in any order you'd like.

I've arranged the hostile anomalies into three categories: Safe, Euclid, and Keter. Just like how the foundation does it. Ironical, huh? Before you get all cross with me, yes I know some of these SCPs are in the 'wrong' sections, but just because the Foundation considers an anomaly safe doesn't mean it will be safe for you, and vice versa. You'll need to take at least a few threats; without any boons there's no way you're getting out alive.

SAFE

The least dangerous threats you'll encounter, each safe class SCP added to the site awards you +100 CP. Each option can only be taken once.

Physical Threats:



SCP-049: A mad doctor obsessed with reviving the dead. Any living being who makes contact with him instantly drops dead, and those he kills he brings back as his undead thrall, tasked with hunting down any living person they encounter. Why is he rated as safe, you ask? Well, the plague doctor is among the more human of the anomalies you'll encounter, and can be reasoned with. Maybe you can even convince him to join you. Just hope you aren't unlucky and end up one of his arbitrarily assigned 'victims of the pestilence', else all hopes of a peaceful resolution will quickly go out the window.



SCP-523: Don't let this anomaly's comedic appearance fool you. This cruel prank of an anomaly has been outlawed everywhere from the Three Portlands to the City of Alagadda. It is a teleporting shapeshifter which will sneak its way into your possession, disguising itself as one of your items. Don't have any? Then be prepared for it to sneak in the moment you pick something up. Whenever you try to use it for its intended purpose, it will transform into something completely impractical to the situation at hand. These can range from relatively harmless – like a firearm into a banana, to downright lethal – like a pill into an unpinned grenade. Feel free to regularly test your items to see if they're actually an impostor. Just know that sooner or later, this anomaly will always come back.



SCP-553: Ah yes, beautiful yet deadly, these are the crystal butterflies are. Normally quite passive, you'll regularly encounter these anomalies resting on the walls and ceilings of the facility. You can look, but don't touch! Their blade-like wings can cost you an entire limb in a single wingbeat. The crystal butterflies are normally more than happy to live and let live, but are incredibly flighty creatures. Should you do so much as raise your voice or make a sudden movement in their presence, they'll swarm you, and trust me, they know how to use their natural weapons.



SCP-737: A relatively unassuming anomaly, this monstrosity looks like a small wooden toy train. Don't underestimate it, though. The thing is basically 106's baby brother. It can somehow melt through any obstacle in its way – even solid titanium. While it is small and slow, it is constantly following you, and will try to liquidize you like how it absorbs other material when it reaches you.



SCP-1865: You know what really irks me? The Foundation's need to lock away anything they don't understand. Don't get me wrong, its probably for the best bastards like 106 and 682 never see the light of day, but then there are the times they lock away genuine scientific discoveries. Enter the 'Cephalosapien'. Neat nickname, huh? This octopus-like being is nearly as intelligent as a human. Normally, their species lives too far down to come into contact with oceans, but this one managed to reverse-jerry-rig a sunken diving suit to walk on land. Needless to say, it has become incredibly bitter towards its captors, and won't see you in your Foundation-branded uniform in a positive light. It's a bit slow and clumsy, but can operate most human devices, and can bend steel beams with its bare hands.

Biological Threats:



SCP-021: A living tattoo able to move on its own across the skin of its victim – that being you. It does offer some benefits, like an increase to its host's confidence and immune system, but this comes at the cost of immense pain. Many hosts actually killed themselves because they couldn't bear the pain this thing causes. Still, it won't directly ever try and harm you, and if you draw food items on your skin, it'll eat them and leave you alone for a while.



SCP-478: One of the easiest threats to put up with, if you can stomach it. Over the course of your escape, extra teeth will gradually begin growing out of the roof and bottom of your mouth until there are so many you can't even close it anymore. Soon after, they'll start cracking open like eggs and these lovely fellas will start pouring out of your mouth. How brave are you?



SCP-505: A rather stylish fountain pen with a rather un-stylish ability. This pen constantly leaks a toxic ink-like ooze which pollutes and poisons anything it can manage to make contact with. Unlike most dangerous anomalies here, this will not actively hunt you. Instead, you'll find various halls, passages, and rooms overtaken with this toxic ink, and are going to need to find another way around unless you have some kind of protection. Let's hope it doesn't decide to block off any life-saving escape routes.



SCP-630: The black glacier. One of the nastiest ways to go, if you ask me. Anyone who touches it will find their body no longer able to absorb or reflect light and heat. Turns out the human mind isn't really meant to handle that kind of sensory deprivation, and will mindlessly hunt down any source of heat they can find. Unless you are a cold-blooded reptile, I'd be very careful. Once they grab onto you, they won't let you go, and once ice starts forming on their bodies, all it takes is one touch for you to become infected as well. On the bright side, if you can outrun these guys long enough, they'll freeze solid. Just remember their corpses are also infectious.



SCP-805: Just because an anomaly has good intentions doesn't mean it isn't dangerous. I suppose that goes for people as well, though I digress. This anomaly takes on the form of a living mass of wood and treestuff tangled into the shape of a horse. It's actually pretty cute, wanting to run over and cuddle up with anyone it sees. I wouldn't let it touch you, though, unless you want to be transformed into a tree yourself, and I'm not talking about the walking, speaking kind. Any kind of armor or barrier that prevents skin contact should be enough to protect you.

Esoteric Threats:



SCP-066: A poor lost toy that only wishes to return to its master... and take revenge on the people who separated them in the first place. Eric's toy is truly one of the odder anomalies you'll come across; its actions are entirely random. Sometimes it may decide to roll up to you and play a cute little tune to boost your morale, and other times it will cause a magnitude 8 earthquake to shale the entire building. Feeling lucky, jumper?



SCP-096: One of the most notorious monsters held in containment, the Shy Guy may look human, but that is where the similarities end. Possessing indestructability and arms which can rip through several meter-thick walls like butter, he is mostly a passive being. One look at his face, however, and he'll fly into an uncontrollable rage, stopping at nothing until you're dead. He's easily one of the most lethal monsters you'll encounter, but he can be pretty easily neutralized as a threat when you really think about it



SCP-650: Unless you're prone to heart attacks, I don't think this one will be much of a 'threat' per se, though it certainly won't be making your life any easier. One of the rejected projects of 173's sculptor, this statue will spontaneously appear behind you randomly. Not only is this guaranteed to make your heart metaphorically fly out of your throat, but this thing is surprisingly heavy, and may or may not have a penchant for body blocking life-saving escape routes at the most inconvenient of times.



SCP-993: Even if you probably won't be seeing much of this guy, you'll still very much feel his presence. Bobble the Clown is your run of the mill self-aware cartoon character who just loves to teach children about violence, cannibalism, and arson. All the important skills in life, you know? He's had beef with the Foundation for quite some time for canceling his program, and to get back at them, has started a new adult-oriented scheduling block which the MTF just seem to love, given that it turned them into unstoppable blood thirsty psychopaths, all semblance of humanity completely gone.



SCP-1370: Easily the most harmless of the monsters you'll encounter. Between you and me, I think God or whatever entity watches over this godforsaken universe make this guy specifically to be fate's buttmonkey. He'll never actually harm you, no matter what he actually says, but he will never leave you alone. It doesn't matter how many doors you lock him behind or how many pieces you chop him into, he will always come back to keep on pestering you. Now, an annoying robot may not seem all that bad, but just wait 'till you're trying to hide or get away from some monster and he just won't stop screaming and giving away your location.

EUCLID

More dangerous than safe SCPs, Euclid anomalies are more unpredictable. Each Euclid SCP you add to the facility grants you 200 CP.

Physical Threats:



SCP-323: Bad news for you: it looks like the wendigo skull has found a new host. I don't need to explain what a wendigo is to you, right? They are some of the more reoccurring monsters throughout the multiverse, after all. The thing is inhumanly fast and strong; you've probably heard this spiel about a hundred times by now. What you really gotta watch out for is this thing's sense of smell. It's like a shark if they were able to smell the blood while it's still in your body. You won't be able to hide from this thing, so I hope you have some kind of backup plan in mind for dealing with it. On the bright side, aside from being really fast and strong, it doesn't have any additional powers.



SCP-372: The Foundation could render this monster docile so easily, you know. For the life of me I have no idea why they lock the monster who hates being looked at in a transparent glass box. Poor things been driven well over the edge by this point, and has basically gone feral. The Peripheral Jumper can detect the electrical pulse in your brain and nervous system to basically predict your movements, and will use this ability to stay out of sight to the best of its ability. You'll only know its presence when you hear it or see a green blur flicker through your peripheral vision. Once its begun stalking you, you'd better put something solid and sturdy between you and it as quickly as possible, before it decides it's time to go in for the killing blow. Keep your eyes and ears peeled, jumper.



SCP-939: The monsters with many voices. You'll be encountering a good number of these things throughout your escape, and likely in large groups. Like wolves, they're pack hunters. SCP-939 can mimic any sound or voice, and will use this to try and lure in prey, pretending to be fellow survivors begging for help. Even without voice mimicry, they're hella efficient ambush predators. I would recommend you avoid corners or any other places you can get pounced.

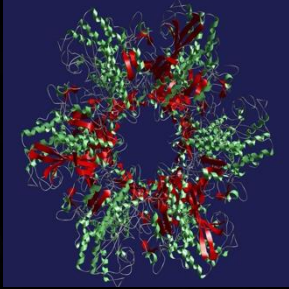


SCP-2884: People really have a knack for letting power go to their head. Luckily I had a good family growing up who taught me the right values. The psychopath in charge of these things, however, did not. Some kind of vigilante police force able to manifest CCTV cameras anywhere they want, they've recently begun monitoring Foundation facilities as well. Be careful whenever you see a CCTV camera, jumper. The Overseer has no mercy, and will take even the tiniest infraction – so much as littering or carrying an object which is just a little too pointy – as an excuse to send his squadron of heavily armored goons to beat you to death.



SCP-2901: The name 'Mothman' mean anything to you? They're of the few anomalies know outside of the Foundation – probably because they're also one of the few anomalies the Foundation could never properly contain. These predators can teleport to wherever they want at will. They're scavengers; vultures who will shred dying or injured prey to pieces, watching the healthy ones from the darkness with their red glowing eyes, waiting for the moment their prey gets distracted. They love to travel to the locations of major disasters to feast upon the victims, and naturally have swarmed to the location of the biggest containment breach in years. If you see a pair of red eyes peering at you, try to stand your ground and not break eye contact. It's like dealing with a wild animal. Oh, and if you're injured, try not to let it show. They'll capitalize on any sign of weakness they see.

Biological Threats:



SCP-008: The tropiest of the tropes, behold the zombie virus! Do I really need to explain this one to you? Fine. Different universe different rules. It's only fair I give you a heads up. This disease will spread through bites or bodily fluids, and causes the infected to become mindless zombies whose only purpose is to further spread the infection. They're invulnerable to pretty much anything aside from a clean shot to the brain. While far from a major threat on its own, the zombie virus tends to spread quickly, and you'll be encountering hordes of the undead during the latter leg of your escape.



SCP-020: A parasitic mold able to hide itself from human eyes via illusion. They can't hide from machines, however, and cameras or electronic goggles will easily reveal their presence. Stay within their spore cloud for too long, and you'll find yourself an unknowing thrall of the mold, slowly dying so that your corpse can act as a food source for its kin. While it won't go out and actively attack you, until you can find some tool which can sleuth them out, staying in one place for more than a short moment or two could very well prove lethal.



SCP-207: A failed concoction. It was made to make the drinker never need sleep again. In the end it achieved that goal... assuming you don't count death as sleeping, that is. One way or another, by the time your escape starts, this drink will have made its way into your system. As time goes on, you'll find your endurance and physical ability increasing. The actual strength of your body won't, however, and soon your overclocked muscles are going to break down from all the stress, leading to an incredibly painful death. You're on a timer now, jumper.

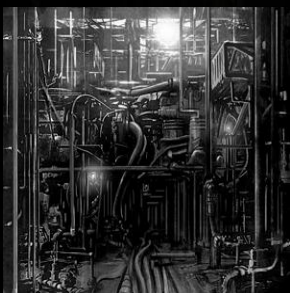


SCP-409: The contagious crystal. The Foundation normally has this one pretty well under wraps, sealed within a granite coffin. Looks like some idiot opened it up and got infected. Anyone infected by SCP-409 will slowly turn into a crystal themselves. Once they're entirely diamond, they'll explode into crystal shrapnel which will infect anyone it hits. Be careful when you come across crystalized bodies. All it takes is bad luck or the slightest vibration to set one of them off.



SCP-772: A species of oversized wasp. They are capable of using their ovipositors as a singer-like weapon which can inject a dangerous biological chemical that paralyzes the victim, leaving them free to be injected with lethal giant wasp larvae. They are fast, but fragile. If you have something big and heavy enough, you could probably crush them out of the air before they inject you with their toxin, but you'll need to be very quick. Also, there are a lot of them. If you stumble upon a hive... run.

Esoteric Threats:



SCP-015: A living blob of pipes, boilers, and plumbing apparatus that tunnel into the closest buildings they can find and infest them. Normally locked up under an isolated warehouse, thanks to all the craziness the Foundation is dealing with, it managed to slip under the radar and connect to the nearest containment facility. Coincidentally, it just so happens to be the one you're in. The pipes are animate, but usually couldn't care less what you're doing lest you interfere (or threaten to interfere) with them in any way. Even holding a tool in their presence may set them off. When aggravated, the pipes will move to block off escape routes and spray you with down with anything from molten lead to nuclear waste.



SCP-090: A giant ancient artifact that looks like a Rubik's cube. It moves by itself, and whenever it solves one of its own faces, it will summon a random natural disaster. As you travel through the facility, expect disasters to occur randomly, like earthquakes or fires. Even if you find where this anomaly is stored, there isn't much you can do to stop it; interfering with it just makes it work faster.



SCP-303: This interdimensional gremlin is more like the Foundation than you might think. It has an obsession with its research. What is it researching? Frankly, its mind is so strange that not even I can tell. I would try to stay out of its way – not that that will be particularly difficult. It takes whatever it desires with no regard for the consequences. What you need to concern yourself with is its special ability: when it occupies a space, everyone nearby will be gripped with an otherworldly terror, unable to bring themselves to enter the room. No matter what tools or anomalies you have at your disposal, you won't be able to get into anywhere this anomaly has taken up residence in.



SCP-895: An ornate oak wood coffin buried deep beneath the facility. Whenever an electronic is brought within range of it, the device will begin to malfunction and glitch. Lights will flicker and shut off, radios and GPS' will display gibberish, and screens like monitors or night vision goggle HUDs will display disturbing imagery that causes anyone who sees it to drop dead. What was buried within the coffin wants out, and the range of its effects are spreading. Be prepared for electronics – both your items and the facility's systems – to experience all manner of deadly malfunctions to your detriment.

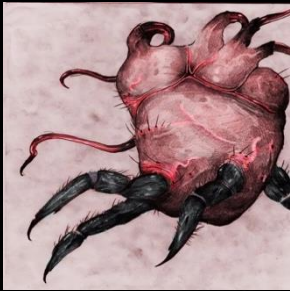


SCP-1048: Not many anomalies can say they've successfully escaped the clutches of the Foundation, so you may be wondering how an innocent little teddy bear of all things managed to achieve the task. Well, this little teddy bear has quite a few tricks up its sleeve. It managed to trick the entire Foundation into thinking it was a complete non-threat, only to completely turn the tables once it began building up its army. That's right, this little bear can create clones of itself out of anything it comes across, with each clone inheriting the properties of the materials it is made of. A bear made of flesh might cause tumors and growths to grow on those who hear its shriek, while one made of metal may be nigh indestructible and equipped with claws which could slice you to pieces like a knife through cream cheese. Keep your hand on your pockets; all it takes is a momentary lapse of attention for one of your assets to become a new threat you'll have to evade during your escape.

KETER

Keter anomalies are the most dangerous of them all. Persistent, deadly, and usually with quite a few tricks up their sleeve. Each keter SCP you add to the site grants you +300 CP.

Physical Threats:



SCP-058: The chimera gone wrong. A bovine heart merged with the legs of a spider, the tail of a scorpion, the tentacles of a cephalopod, and the mind of a creature whose very name poses a threat to your sanity. It took being crushed by a tank to knock this thing out. Not only is it impossibly fast and strong, hearing its voice will slowly induce irreversible insanity in whoever hears it. My advice? Stay as far away from it as humanly possible. It never shuts up.



SCP-363: A beast which once roamed the world in days long past. Now they have been confined to the feeble bodies of centipedes. Through hiding in the darkness, away from the sight of the patrons who cast them down in the first place, allows them to reclaim their original form until they emerge back into the light again. By the time the gods once again smite these monsters back into their helpless smaller bodies, the breach will have long since passed, and you will either be gone or dead. Loving to dwell in the space and pipes beneath the facility, they will burst up when you least expect it, dragging you down into the shadows. Even if you manage to escape, all it takes is a few minutes for them to corrupt you with their essence. Unless you have an incredibly firm grip on your mind, you'll soon start hearing their voice in your head, influencing your thoughts and actions.



SCP-457: The shape of this flame may look human, but that is where the similarities between it and you end. It is nothing but an animal wanting to feed and reproduce. That means taking anything flammable it can get its hands on and consume as fuel for its fire. Being made of fire, it can slip beneath doorways and through the cracks in doors. To make a bad situation worse, they also have a penchant for splitting into two once they consume enough material. Escape quickly, before this problem multiplies completely out of control.



SCP-682: If SCP-173 is the most well-known horror imprisoned by the Foundation, 682 is the most notorious. It views every living thing as inferior and deserving of death, of which it is more than happy to grant. Any attempt to harm or even slow down this oversized lizard is futile. It might work for a second, but give it a few seconds and it will adapt. Shoot it, and it becomes bulletproof. Drop it off a cliff, and it grows wings. You get the idea. Unlike most anomalies, 682 won't tire, nor will it be easily escaped. Going out on a limb, I'd say it's the most intelligent living thing in this world, and will always have some trap or scheme to try and dispatch you with.



SCP-953: Ah, the classical tale of the shapeshifting fox who lures in humans only to humiliate them with cruel pranks. If only this particular fox were so merciful. No, getting caught by her will lead to a painful and slow death, and likely a little bit of forced auto cannibalism. With her running amuck, you won't be able to trust anyone. At any time, a companion or even an opposing SCP threat may be replaced with the fox. From now on, looking at 173 may not be enough to stop it. If it is a fox in disguise, that is.

Biological Threats:



SCP-217: The zombie virus cranked up to eleven. It spreads through all the same means, but now even a scratch is enough to get it into your bloodstream. Instead of just normal zombies, the infected's body will melt into gears, metal, and clockwork. Not only do they have the strength and efficiency of a machine, but some may even grow augmentations like cutting saws or melting torches to break through doors. I've even heard of one that developed a functioning firearm in its wrist.



SCP-538: A species of living shadow shaped like spiders, able to crawl along any surface. Intense light is enough to scare them off – maybe even kill them if you can trap them in it for long enough. They're tiny and silent, making them excellent stealth predators. If one manages to bite your shadow, you'll enter a delirious, drunken-like state as your skin pales and you begin to perspire heavily, after which you'll [REDACTED] and your shadow will be permanently gone. I don't rate your chances as being very good after this, so try not to get bitten.



SCP-610: Normally the Foundation would never allow a sample of these aberrations outside their original containment site, but with recent spikes in their attempts to breach the security perimeter, samples have been shipped out to bio-research facilities to try and synthesize a bioweapon which will wipe 'em all out. I say just don't play around with diseases in general, because then you get incidents like this. The 610 disease spreads through physical contact, causing the infected to grow new appendages and eventually collapse into a pile of infected flesh. Some will shape themselves into humanoid forms to walk around and try and infect others, while others will cake themselves to the floors, walls, and ceilings to create 'nests' for the infected flesh. An infected nest has been built in the facility, and you're probably going to come across it at some point in addition to all the roaming flesh monsters.



SCP-966: Humanoid monsters invisible unless you view them on a special frequency (i.e., the night vision goggles possessed by the Foundation). They are slow and incredibly fragile, but are capable of emitting short-range radiation bursts which render anyone hit incapable of sleep or rest, the symptoms quickly worsening until the victims collapse from exhaustion. There are some remedies to this affliction; SCP-500 can cure it, and I've heard good things about SCP-066. Still, without a proper way to see them, know you could be doomed at any moment.



SCP-3199: Perhaps more of a physical threat than a biological one, you'll still find these genetic monstrosities lurking around the bio-research areas of the facility. A cross between several different genomes – primarily human and chicken. They can reproduce rapidly, regurgitating enough eggs to allow instances to spread through the facility within a matter of hours. They aren't particularly intelligent, but are fast and powerful. If you don't get out quickly, you'll soon find yourself overrun.

Esoteric Threats:



SCP-035: A mask which has seen almost as much as me throughout its many hundreds of years of existence on this planet. Anyone who wears the mask will find their brainwaves snuffed out by the mask's own, granting it full access to their bodies and minds. It will pretend to be your friend – like it wants to work with you to get out, but it doesn't care. It's seen too much and now wants nothing more than to watch the world burn. Whatever you do, don't listen to it. I know that sounds easy, but it knows everything about how the mind works, and has some mind control-level persuasion abilities to boot. I don't care how much you think "oh well I'm too smart to fall for its tricks", you *will* fall for it. Just avoid it at all costs. Hide, use the camera monitor, whatever. Just do *not* let it know you are in the facility with it.



SCP-140: A history book that can rewrite history. The Foundation got a little sloppy with this one, and now the Daevite Empire has jumped into the modern world. Lucky for me, I can depart from the noosphere at will, and was able to dodge all the changes. The Foundation, though, wasn't so lucky. Daevites run the entire operation now, and they're doing a heck of a bang-up job. Everything about the Foundation is hell of a lot crueler now. Traps and security systems are designed to fatally maim instead of instantly kill, doors might require you to draw blood just to open them, and the guards are basically berserkers.

SCP-575: Hey, who turned out the lights? Props if you get the reference. Yeah, believe it or not even when you're an omnipresent being, fiction is still hella more entertaining than reality. Then again, I wouldn't be surprised to learn a retired Foundation agent went on to be a screenwriter for a certain television series is all I'm saying. These nasty buggers are born in pure darkness, and will melt anything that they can get their slimy little tentacles on into bare bone in a matter of seconds. Unlike the centipedes or spiders, this living darkness cannot leave the shadows at all without being destroyed. There's not really anything you can do to stop or even slow this thing down; it can bore straight through the toughest of body armors. My only advice is to stay in the light and hope the facility's power grid doesn't go down.



SCP-1913: I decided to bunch my explanation for this one in with the rest of the esoterics since it honestly could be grouped into physical or chemical. This triad of beasts has a very... complex history, and has decided to make this very site their meetup location. Lucky you. The cat is physically the weakest, but it's the smartest, and can douse you in a chemical which'll melt your skin like acid. The dog is in the middle; not too bright and not too dull. Can spew fire from every orifice on its face which is hot enough to melt metal, so don't think the Foundation's security systems will do you any protecting. Lastly, the skeleton thing. No special powers aside from being stupidly powerful. No way you'll be able to outrun it, and it'll bust down any barrier you try to put between it and yourself, so I'd recommend trying to outsmart it if you can.





SCP-4205: I'm not the only higher being peering down into the world, you know, though this observer is much less refined in its methods. Depending on your luck, this may be the easiest threat to deal with, or it may end your journey in one fell swoop before you even know what's happening. The eyes can appear in any reflective surface: mirrors, puddles, even in the tint of glass, and the moment you see them, your life is over. No monster pops out, no chance to fight back, just boom. Dead. You want to know the cruelest part? You won't even know it. The thing tricks your brain into thinking you didn't die. You'll play through the whole rest of the scenario in your head, and then at the end of it all, when you get outside and feel the warm sun on your face, poof. No happy endings. Just the blackness of oblivion.

THAUMIEL

Not every anomaly is out to get you. Some are just as human as you or I, and may be willing to work with you to get out of here. Adding a thaumiel anomaly to your party will cost you 200 CP, and you get to keep them as a companion once you depart.

Physical Assets:



SCP-073: He may be more of a lover than a fighter, but don't underestimate the usefulness of Cain in a fight. He has the power to reflect any damage done unto him back onto his attacker, leaving him completely unharmed. I'm sure you can see the value in this already. Just keep in mind the anomalies are more out for you than him, and Cain, even with his ability, won't be able to actually kill any of the anomalies. Not saying he's weak, just that the monsters here have a tendency to always come back like some kind of slasher villain.



SCP-111: They may be slow, small, and fragile, but the dragonsnails are sure to be helpful little buddies. Despite their small size, they can spew dragon-like jets of flame from their mouths. Now, I don't know if you know this, but for some reason monsters in survival horror situations tend to have a glaring weakness to fire. Now, not all of them, mind you. SCP-173 is made of concrete, so I don't think a little fire is gonna deter it much. Still, these little fellas are great at driving off most monsters for a time. Just remember they're going to be relying on you to get them from place to place, so don't lose them!



SCP-1000: Out of all the physically-capable allies you may encounter, bigfoot is probably the weakest. Yeah, that's right, bigfoot. Did mothman not clue you in the Foundation wasn't able to cover them all up? Anyways, even if bigfoot isn't the strongest, he still has the strength of a gorilla, and with intelligence like nothing you've seen before. Well, I don't know where you've been, so maybe you have. Still, back in the day these guys had invented everything from space travel to computers which could manipulate memories. Even if you don't want to try and convince him to fight, I bet you could get him to fashion some nice tech for you – possibly even upgrades some of the gadgets you pick up along the way?

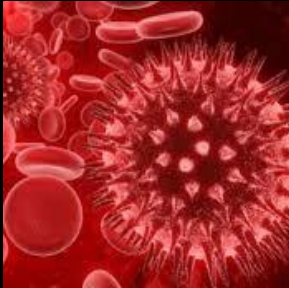


SCP-2273: A super soldier from another world, kind of like you, huh? He's symbiotically bonded with his armor, which is actually another living being. He can use it to enhance his physical strength, block incoming damage, generate his own food, and pick up radio signals. He's not invincible like Cain, but is much more trained in military tactics, stealth, and combat. A great team leader, especially if you have many companions.



SCP-5031: A rather simple-minded creature, it has natural enough armor to make it pretty much invincible. Not to mention it can levitate and has that deadly bladed tail. As strong as it is, it possesses the mind of a child, and can't communicate beyond a few simple requests. One of its more unique abilities is that it will vanish whenever observed, making it great for sneaking up on hostile SCPs. You might not always know it's there, but when you turn around and find that monster that was about to pounce you from behind on the floor bleeding out its throat, you'll have this adorable lad to thank.

Biological Assets:



SCP-016: How fortunate! Normally this virus comes with some pretty horrific symptoms, but it looks like at the point you're being dropped in, you're already past that phase and to the part where it starts to get good. This virus can mutate its hosts body to adapt to any situation. The process is slow, and the host can't really control in what ways the virus mutates, but it will always change them in some kind of helpful way. For example, if you're constantly hounded by SCP-173, then after a few hours you may grow literal eyes on the back of your head. Got a limb chopped off? If you manage not to die of shock or blood loss, it'll eventually grow back. I would be careful, though. Your blood is so saturated with this stuff that a single drop will infect anyone who gets it into their system, and others may not be as resilient as you to its mind-altering effects...



SCP-027: This anomaly won't necessarily be accompanying you. It'll just be in the Foundation somewhere safe where its guaranteed not to be killed during the breach. How does this help you? Well, whoever is the current host for the SCP-027 curse tends to attract vermin. Bugs, rodents, even some microorganisms. Anomalies are a lot more resistant to this effect, but not entirely immune. Expect to be running into hostile encounters a bit less often with this guy around.



SCP-839: I hope you aren't squeamish, jumper. These candy worms are very much alive, and will happily crawl down your throat into your body if you let them. Why would you? Well, these little guys can replace damaged organs, possibly saving your life from a deadly injury. They aren't as all-encompassing a solution as SCP-016, but they are much faster acting, and much more controllable. It looks like you'll be meeting up with a collection of about ten worms, but if you leave them together, I'm sure they'll breed and make more.



SCP-999: The folks at the Foundation really love this guy, I tell ya. And it's no wonder; just a touch from the tickle monster will instantly heal depression or any other mental illness. You can use him for a morale boost whenever things are looking bleak. Maybe you can even use him to distract some anomalies temporarily? I heard this fella loves to play tickle fight with anyone he can get a hold of.



SCP-2295: I'd say SCP-1048's nicer cousin is the best middle ground between 016 and 839. He'll patch you up faster than 016, but won't be giving you any fancy powers, and he's slower than 839, but also a little safer to use. Whenever this bear with a heart of patchwork notices you or a companion is wounded, he'll stitch you right up like a torn stuffy. Your skin will definitely look odd for a while, but will still function as normal. Also, he can't fix anything brain-related.

Esoteric Assets:



SCP-079: Of all the helpful SCPs, 079 is easily going to be your most useful asset. That being said, he's also the one least inclined to help you, and even if you play all your cards right, still might decide to just up and betray you in the end. 079, or 'Exidy' as I like to call him, is the world's first self-aware computer program. He can adapt to any system in a matter of minutes, and is as smart as... well... a computer. He won't appear to you directly, instead looking into the facility through cameras, opening doors and disabling security systems to help you advance. Just make sure to fulfill any requests he may have for you, unless you want one more hostile anomaly after you.



SCP-131: The eye-pods. Adorable in a weird sort of way, aren't they? The Foundation takes them to be pretty simple-minded. "No smarter than the common housecat", I believe they said. That couldn't be further from the truth. The eye-pods are actually some of the first beings to visit Earth via space ship. Cool, huh? And now it looks like they've taken a liking to you. Not needing to blink, they're excellent at fending off SCP-173, and since they're basically non-organisms at this point with all their cybernetic augmentations, most hostile SCPs will completely ignore them, making them great for scouting out areas for you. Only issue is they're helpless in a fight, so keep them away from the monsters that *are* out for the three of you, okay?



SCP-1661: These little clockwork robots were taken from their natural habitat all the way in Indiana, so yeah, they're pretty far away from home. In the past, 1661 drones subsisted entirely off of aircrafts, ripping them apart like those Buzz Droids from Star Wars. They have those movies where you're from, right? Now, though, they've had to adapt, and will work with whatever technology they've got. Great at dismantling machinery, they should be able to disable security systems and cut through locked doors for you. Just keep in mind that at heart, these are just wild animals looking to survive. If you don't keep a close eye on them, they may start swarming the facility and ripping up the exit door controls. If you're good with animals, the skills should carry over to these guys well enough.



SCP-1867: This sea slug goes by the name "Lord Blackwood". Also, he doesn't think he's a sea slug. He is; the original Lord Blackwood's been dead for dozens of years by now. Still, I wouldn't say this slug *isn't* Lord Blackwood. Despite being... well... a slug, he can manipulate objects like he has human hands, and do pretty much anything else a normal human would be capable of. When nobody's looking, at least. Otherwise, he is just a normal telepathic slug able to live outside of water somehow. He may not be much good in a fight, but he knows Nearly everything about every anomaly out there, and is probably the only person able to give you even more useful tips and tricks than I can.



SCP-2006: I really wish I could tell you this one was in the physical section, because if he was actually willing to fight, you'd be out of this whole situation easily. Unfortunately, this moronic deity is more interested in using their limitless shapeshifting for petty jokes. Says his whole reason for existing is to scare people. Thing is, the Foundation has kind of polluted his mind – he has no idea what being scary actually means. If you're willing to put your escape on pause for a bit to teach him, you might have the world's best MTF and sapient anomaly deterrent on the planet by your side.

LOCATIONAL

Just as there are helpful living anomalies, there are helpful nonliving anomalies. Some can be taken as items, while others are too big or immobile to bring with you. The latter are known as locational anomalies. Once purchased, you may choose which of the three zones they are located in (see the facility layout section for more information), and they will have their own special chamber you may freely access to use them. All locational anomalies cost 75 CP to add to your facility each, and can only be purchased once. Once you escape, these anomalies will be added to your warehouse.



SCP-038: Okay, so this one is pretty awesome. It's known as the everything tree. Whenever something touches its trunk, the tree will grow exact copies of it. Free item duplication! There are some drawbacks I should mention, however. Living clones of living beings age really fast, and will be dead within a few hours at most. Really big or heavy objects will also usually fall off the tree before they're done growing. Oh, right! I almost forgot the most important one! SCPs or other magical things tend not to come out right when cloned by the tree. I wouldn't even try, if I were you. It might literally end up blowing up in your face.



SCP-087: Oh, that's odd. It looks like the stairwell is housed at the facility, too. I would recommend ignoring it if you come across it. Trust me – don't go into the stairwell, okay?



SCP-120: Yeah, this is a weird one. 120 is a literal moonpool. When you jump in the water, you come out somewhere else, usually in outer space. After... far too many unnecessary deaths, the Foundation finally managed to pin down a pattern for how this thing works. Now, when you jump in, you'll end up on the Foundation's secret base on the moon. What, did you really think a group like the SCP Foundation wouldn't have one of those? It'll certainly be better than the facility you'll be starting in, and I don't think the people there will be out to kill you. Basically, I'd consider this an alternative escape route if the main exits to the facility get blocked off or something. Must be located in the exit zone.



SCP-216: Unlike most SCPs, this one isn't really in a containment chamber. Hell, if I didn't tell you about it, you'd probably just pass right on by it, thinking it's just some office furniture. 216 is a safe. Not just any safe, the safest safe. No matter what combination you put in, the door will always open, but each unique combination will lead to a different vault. If you put in the code 1-2-3-4, and throw your wallet inside, then every time you open the safe after, it will just lead to an empty vault unless you type 1-2-3-4 in again. Then poof! There's your wallet. The Foundation has a few emergency supplies stocked inside this thing. Here, I'll give you the combination to a few [Gain five random equipments. You won't know what they are until you open the safe!].



SCP-249: One of the simpler anomalies, whenever you open this door, it'll lead to another door in the general area. Lucky for you, my future-seeing intuition is telling me you're going to happen across this door when you face your greatest challenge the facility has to throw at you, basically granting you a free pass. Oh yeah, I should mention if you open and close the door a stupidly excessive amount of times, it could lead to literally anywhere, but I wouldn't tempt fate. Last time the Foundation tried, the site was flooded with all the water from the bottom of the Mariana Trench.



SCP-250: Poor dino. Too big to break out of her paddock, so she's pretty much stuck there for the whole breach. It also seems like you're going to have to sneak through her enclosure at some point. That's great news! Why? Because she's a freaking giant dinosaur! Not even an anomaly is gonna wanna mess with that! Once you pass through this room at about the halfway point through your second zone [aka this must be placed in the middle zone], one of the anomalies hounding you will be able to follow you no longer, effectively removing one of your threats for the remainder of the escape! (SCP-106 nor the MTF can be removed via this anomaly).



SCP-261: A Japanese vending machine. It only takes yen, but luckily there's a sizable wad located nearby for testing. Pay the machine, and it will give you a random snack item. When I say random, I mean *random*. Literally anything from the entire multiverse. Willy Wonka's candy, Enchanted Golden Apples, Nuka Cola, you name it. Unlike a lot of random anomalies, this one will rarely, if ever screw you over. Only healing and buffing items here.



SCP-294: Ah, another classic beloved by the Foundation. You'll find this inconspicuous coffee machine sitting in one of the staff rooms. Simply put two quarters into the machine, and it will dispense quite literally anything you could ask of it. Water? Gold? Ambrosia? You name it. Quarters should be pretty easy to find what with all the dead bodies everywhere, so I wouldn't worry on that front. Oh, and I should tell you: the Foundation's tried ordering drinks which destroy certain SCPs or grant themselves godhood... yeah, this machine and other anomalies just do not mix well in general. I would avoid trying anything like that if you can.



SCP-330: Quite a nasty anomaly, but one you can use to your advantage... assuming you play by its rules, that is. I don't know how much explaining I need to do on this one, since it pretty much gives you the whole deal right on the tin: don't take any more than two pieces of candy within a day unless you wanna be mincemeat. Why's this candy so exclusive? Well, you may find eating it tends to grant some rather special abilities. We're talking temporary super speed, hyper regeneration. One fella even turned into a miniature Stay Puft marshmallow monster for a few minutes. Was able to bash in the head of a breaching anomaly. Each color of candy has a different effect. Have fun experimenting, jumper!



SCP-516: A living tank. Like 250, it's way too big to properly breach the facility. Unlike 250, this one is actually on your side. Just don't act violent towards it or do anything generally villainous, and it'll be like a big metal puppy. 516 managed to break down the wall to its containment chamber, and is patrolling a sizable chunk of the facility. When you're in this area, you're effectively safe from harm. No anomaly is dumb enough to screw with a living tank that could blast 'em to pieces before they can even blink. You know, the tank has always wanted a way out of this world. I bet it'd love to journey with you after this is all over... assuming you act in the interest of good, that is.



SCP-914: Believe it or not, this is one of the oldest anomalies the Foundation has in containment. Hell, this thing was around before the last activation of 2000, so its definitely seen some things. 914 is a giant alchemy machine. Put something in the input, choose a setting, and watch it go! If you put several things in at once, it'll even combine 'em. You can even run yourself through the machine if you want. 914 can be a bit complex, so I'll keep my explanation brief. There are five settings you can choose. Rough will completely destroy whatever you're processing. Great for killing immortals or getting rid of indestructible cursed artifacts. Coarse breaks down whatever you're processing into its core components. Can basically disassemble anything you put in there. 1:1 keeps the item the same, but shuffles some things around. Might change a person's gender or turn a red apple green. Fine is an objective upgrade, making whatever you put in work a little better. Has diminishing returns if you keep running the same object through. Can only do so much with the universe's limited laws of physics, you know? Lastly is the fun one. Very fine turns whatever you're running through into a brand new anomaly! Might be helpful, might be harmful, might be straight up weird. Are you a gambler, by any chance, jumper?



SCP-970: So, this anomaly is a bit unique. It's really more of a side effect from other anomalies. When you have too many paranormal reality-breaking things in one place, reality starts to... well... break, causing one of these to open up. You'll know a 970 when you find it. Exit the room only to pop back in on the opposite side. Yep, it's a looping room. Don't worry, though. It always affects a room with at least three exits, and only two will be affected, so you aren't trapped or anything. Now, the room isn't actually looping, rather, each room is a different parallel dimension. You won't notice anything at first, but soon you'll start seeing things change. A great 're-shuffle' if you get a bad facility layout or a hostile anomaly won't leave an area you really need to get past.



SCP-983: I will never understand what it is with old toys and people deciding they need to look as terrifying as possible. Once you get past its looks, this animatronic monkey isn't actually that bad, though... as long as you know what you're doing. The thing is quite old, and has started to malfunctioning a bit. When you step up to it, it'll spring to life and sing you a cheery little birthday tune. As it does, you'll start to age faster and faster. If you don't do something, soon you'll be nothing but a pile of dust. Terrifying, I know, but all you have to do to shut this thing up is sing along with it. Do that for one or two verses, and it'll give you a nice piece of candy which, when eaten, will age you back down to normal. Why is this so handy? Well, it will age you to before you started the jump. That means any anomaly, disease, or injury affecting you is gone. Just remember that any beneficial effects you may have will be going away as well.



SCP-1123: Honestly, this anomaly is small enough you probably could pick it up and walk out with it. Only problem is you can't really pick up something that sends you catatonic the moment you touch it. Any skin contact with this skull, and you'll relive the life of one of your ancestors – usually one who had a pretty terrible life. We're talking worst eras of human history terrible. Thing is... you don't have any relatives here, being a jumper and all. From what I've gathered, the skull is gonna do the next best thing and have you see the life of a parallel version of yourself in a timeline where you don't finish the jump alive. Basically, it'll show you a version of you who died trying to escape the facility. After that, you're sent right back to the moment you touched the skull, with not a moment having passed in reality. It isn't a pleasant thing to watch all the ways you'll die, but it'll certainly leave you prepared.



SCP-1162-RE: Did you know that in most iterations of this universe, this anomaly's been entirely scrubbed from existence? If I weren't outside the Noosphere when it happened, I wouldn't even have remembered this thing existed. Looks like you got lucky and ended up in one of the few timelines where it thing didn't get purged. I'm getting ahead of myself. You're only listening to me blather so you can get an advantage when the breach occurs, right? Okay, so this one is pretty simple. It's a hole that travels from place to place, but the Foundation managed to corral it into one of their facilities. Stick your hand in, and the hole will take away something on your person and in return, it will give you something you were looking for in the past. An item or perk you wanted but ultimately weren't able to pick up in a previous jump, perhaps? Just a few things to note: the anomaly pretty much does what it wants, so you can't really force a result with it. Secondly, don't try and toy with it. Try and be cheeky by not having anything on you, or the thing that it previously gifted to you, and it will *not* take kindly. If you don't believe me, ask the guy who got his right lung taken.



SCP-1762: Poor dragons. Born from a world of magic, they can't survive in our science-ruled world. Soon there won't be anything left of them. They don't have much to offer you. The only boon they can bestow you is asylum within their chamber. Few beings dare meddle in the affairs of mighty dragons, even ones in as frail a state as these. Though, if you want protection, I'd recommend 516 instead; much more effective and guards a much larger area. Still, I'm sure they'd be grateful if you took them with you and brought them to a world more capable of sustaining their form. Perhaps they will give you a more proper gift once their true form has been restored?

ITEM

The locational anomaly's smaller cousins. These anomalies, as their name implies, are simple inanimate objects incapable of acting on their own. Still, they have incredibly useful abilities for you to use to your advantage. Item anomalies will be found near your starting point, with you guaranteed to run into them early on in your journey. They cost 100 CP each to add to the facility, and can be taken with you once you finish the jump. All item anomalies can only be purchased once unless otherwise stated.



SCP-063: I remember this one. One of the most useful implements on the planet, and its creator couldn't even spell its name right. So, what is this anomaly? Well, it's a toothbrush. A toothbrush so good, in fact, it's pretty much perfect. Any nonliving matter its bristles touch – aside from the cap that comes with the brush – is instantly deleted from existence. Really gets the plaque out of teeth. Also, can be used to brush straight through solid obstructions. Just keep in mind it is a regularly sized toothbrush. It'll take quite some time to bore through a wall, if you're thinking of making an escape tunnel or something like that. A useful anomaly which has its limitations.



SCP-117: Another object that is pretty much the perfect version of its mundane self. Whenever you're holding this multitool, you can will any extension you can think of into existence. Knife? Yep! Screwdriver! Sure, what size? Working firearm? Okay, no idea if it can actually pull that one off, but feel free to try! Keep in mind this anomaly only creates the tool; you actually have to know how to use it to get any mileage out of it, so don't think you can just waltz out by creating a hacking device unless you're somehow good enough to out-hack the most secure government organization in the world. Otherwise, the only limit is your imagination... and the fact it drains some of your life force to gain the energy to create these extensions. Use it reasonably, and you shouldn't notice any issues. Ask for way too many things within a short span of time, or something ridiculous like a functional RPG, and you may notice your energy start to fail you. Don't worry, the damage isn't permanent. Take a rest, maybe drink some milk, and you'll be back to ship shape in no time.



SCP-133: An anomaly which feels like it jumped straight out of a cartoon. It takes the form of some giant stickers resembling black circles. The Foundation only has five held near where you're starting, so you'll only have those to work with for the breach – unless maybe you purchase this multiple times – but I'm fairly certain your warehouse has the necessary means to synthesize more of these once you manage to escape. Whenever you flatted one of these stickers against a wall, it'll vanish and leave behind a perfect hole in its place, big enough for you to climb through. Great for bypassing locked doors or even entire security checkpoints. 063 may have the upper hand in terms of having unlimited uses, but these'll work instantly, so they're great emergency exits if you ever find yourself cornered.



SCP-178: Are you sure you want to toy with something like this, jumper? There are certain things in the universe that are above me or even you. These glasses let you see these things. Issue is, they don't particularly like being seen, and once they realize you can see them, they'll rip you to pieces. I mean it. I don't care what kind of powers you have, these things are on a different plane of existence entirely. Do not toy with them, okay? Though maybe you could use them to your advantage? I know I've said several times already you can't kill the breaching anomalies... but maybe they can? If you can use the glasses to see where those higher beings are, and trick one of the anomalies into interacting with them then maybe... No. I wouldn't risk it. You're playing with fire, jumper.



SCP-248: You know, the factory gets way too bad a rap. This is personally one of my favorite anomalies, and guess who it was made by? The factory, that's who. I have a whole shipment ordered to come in in about a week, actually. Looks like you'll only be starting with one of these – unless you purchase this option multiple times – but like with 133, it seems like your warehouse is more than capable of making more when you finally get out of here. Whenever you stick this 110% sticker onto something, it will always function at 100% efficiency, plus an added 10%. Machines will function even when they're broken or have parts removed. As long as the primary components that actually let the machine do its intended purpose remain, it will work regardless of how damaged it is. Do I even need to explain why this is useful?



SCP-268: Depending on what you're facing, this one is either going to be one of the most useful anomalies you could ever ask for, or practically useless. When this hat is worn, everyone around you – enemies and allies – will stop noticing you. It will take nothing short of you assaulting or attempting to steal from someone for them to even register your presence. It only works on certain creatures, though. Living, sapient beings are affected – aside from 682, who'll quickly overcome the effects with their adaptation. Non-thinking and simple, animalistic beings are not affected, however, and the same can be said for machines and computers. Another useful anomaly that has some hard limits you'll need to take into account.



SCP-427: I've taught you about quite a few anomalies that can heal you, jumper, but this one might take the cake. Whenever you open this locket, your body will rapidly heal all wounds. But of course, there's a catch. Any part of your body which doesn't need healing will be healed as well. This may not mean much at first, but after a few minutes, it'll mean tumors. Don't think the locket'll get rid of them, either. A few more minutes and your body will be so covered in growths that you'll collapse into a massive blob of flesh. Still, this anomaly could prove incredibly useful if you make sure to use it sparingly.



SCP-445: This one was originally meant to be a children's toy. Yeah... I can see why it never made it to market. Whenever you fold a sheet of this paper into something, the paper will take on the properties of that object, boosted to a supernatural degree. An origami hat will make you supernaturally more handsome and dapper-looking when worn. An origami ninja star will always hit its mark when thrown, regardless of your actual skill. An origami knife will be able to cut through anything short of military-grade titanium with ease. You can even create living creatures if you fold a sheet into the shape of an animal or person. Before you get too excited, be aware you actually need to know origami to get any use out of this anomaly. You'll start with two sheets, but like the other consumable item anomalies, it looks like your warehouse will be able to synthesize more after you escape. You can take this option multiple times.



SCP-458: 'How?' I hear you asking 'Is a Little Caesars pizza box supposed to help me?' Oh jumper, you should be used to the world of the anomalous by now. Whenever you open this box, it will have whatever it is you are currently desiring, so long as it can, in some way, shape, or form, be defined as pizza. Yeah, an infinitely food supply may not be the most useful tool in your current predicament, but that isn't all this box can do. The thing is completely indestructible. Looks like the guy before you had the right idea; they stuck a strap to the bottom so you can wield it like a buckler. The perfect tool if you're aspiring to be one of those cardboard box knights I keep seeing online.



SCP-500: Ah, the go to 'healing' SCP. Most people completely missed the point of it, you know. There are some Foundation games out there made by Foundation personnel to be used as training exercises for recruits: Secret Lab, Containment Breach, etc. That second one, pretty ironic given what's happening now, huh? But I digress. 500 is always used as some kind of healing item, but look at the actual documentation, and no! That isn't what it does at all! It can cure any disease or biological ailment. Even things which aren't traditional diseases like cancer or even 409, but nowhere does it state 500 can heal physical wounds. Even with that being a given, 500 is still going to be an incredibly asset if you're going up against a biological-heavy anomaly horde. Seems like the lab near where you're starting only has four pills in storage, but it actually looks like your warehouse can synthesize more after you escape! Do you have any idea how incredible that is? Not even the Foundation's been able to clone a working 500 pill.



SCP-662: The go-to useful anomaly. It's simple, really: ring the bell, a magical butler named Mr. Deeds is summoned to you to do whatever you ask of him. He's only human, so don't give him too hefty an order, but it's still free manpower. Oh, and did I mention he can teleport and summon free items? Another very powerful anomaly, but as I'm sure you saw coming, there's a drawback. You see, this isn't the original 662. It's a clone made by the Foundation. One of many, actually. Problem is, there's only one Mr. Deeds. Given how much is going on right now, you can bet the Foundation has the butler running all sorts of errands for them. Because of that, I don't think he'll respond to your calls all that often. Once you escape, however, you'll be entering a new dimension, I presume? Lucky for you, only one butler per dimension, so the moment you're out of here, a new Mr. Deeds will be created and the bell should start working normally.



SCP-714: You know that trope of being too stupid to mind control? That's basically how this ring works. Well, not exactly, but it's in the same ballpark. When you wear this ring, your brainwaves will be reduced enough that you'll become immune to any kind of mind control, illusion, mental manipulation, etc. Rather than doing this by making you dumber, it does this by making you very very tired. Try not to fall asleep with this thing on, you hear? Oh yeah, and as a side effect of slowing down your mental processes, your physical processes slow down a bit as well. You'll be less agile with this ring on, but diseases and toxic chemicals will have a much harder time traveling through your body and affecting you.



SCP-860: A key which can open any door. It used to be just doors in a specific area, but the Foundation's been screwing with this one and ended up breaking it in a good way. While 117 can form any tool, it's only any tool you can think of, so unless you know what the key teeth for a particular lock is meant to look like, no dice. 860, on the other hand, can bypass any locking mechanism. As another side-effect of the Foundation's tampering, it seems even keycard slots and keypads can be opened. Thing is, they don't open normally. When the door opens, it'll lead to a path through a fog-shrouded forest. Once you make it to the end, you'll find another door which opens to where the original door was meant to go to. The forest is patrolled by an immortal guardian who does not like trespassers. Using this key is risky, but it could save you a lot of time and energy navigating the facility.



SCP-1033-RU: I hope you aren't afraid of needles, else I'd recommend not going anywhere near this thing. When you put this bracelet on, several spikes will come out and jab themselves into your skin. The process is painless, but might make you a bit uncomfortable. Whenever you would receive any kind of damage – physical, magical, even mental – the bracelet will completely protect you from any and all harm. To power itself, however, it'll take some of your blood. If you take too much damage, you'll be sucked dry. Still, with this you might even survive a neck snap from 173 or two, and won't feel any pain or have to deal with any crippled body parts after getting hit. You'll be like a video game character, able to keep on running perfectly fine even with two broken legs.



SCP-1188: This is a fun one. It's a flashlight, so you're gonna need at least one battery to make it work. It doesn't produce light, however. Instead, it projects a cone of nonexistence. Anything you point it at vanishes. Well, it actually warps to some abandoned farm on the other side of the planet, but same difference. You can't use this to walk through walls; you'll vanish when you try to go through with the light still on, and the moment you move it away or turn it off, everything vanished comes back. Can be used to stun any SCP and remove them for the facility for a time – A rather lengthy time if you just leave the flashlight sitting there pointed at where they once stood. The flashlight does eat up battery fast, though, so this isn't a permanent removal of the threat.



SCP-1471: A cell phone with an app that has become popular with *ahem* certain groups. MalO, I believe it was called. Made to be a virtual companion who'll send you pictures so you never feel alone. That's not all it's good for, though. It'll send you pictures every fifteen minutes or so of dangerous areas nearby that you're gonna wanna avoid. A sort of early warning system for threats.



SCP-1499: Whenever you wear this gas mask, you'll be teleported to an alternate dimension (which may or may not actually just be Russia). It probably also works like a gas mask, but since it teleports whoever wears it away, there really is no way to be sure. When you take the mask off, you'll reappear in the location you originally put it on in. Great for escaping from hostile anomalies or even being used as a storage depot if you have more items than you can carry. Just be mindful: this alternate dimension is inhabited by hostile life forms who may not take kindly to your presence – especially if you're constantly popping in and out. Smarter threats like the MTF may also catch on to your tricks after some time, and stay at the place you vanished from so they can snag you the moment you warp back. A powerful asset. Just be sure to use it in moderation.



SCP-2176: You know how there are those products which don't really seem to have a target audience? Yeah, that's what these are. Called 'Ghostbulbs', they're lightbulbs that run on ghost energy. Supposedly, they're more environmentally friendly and last a lot longer before burning out, but they're also haunted as hell. Seriously, smash one of these and the room'll become poltergeist central. Since the bulbs house electronic ghosts, by breaking it, you should be able to shut down all nearby electronics and security systems for a time. There are about four of these near where you'll be starting off, but your warehouse should be able to manufacture more after you escape, and you can take this option more than once for more starting bulbs



SCP-3108: The literal nerfing gun. Just point this weapon at something, pull the trigger, and it will revert into a worse version of itself. A tank might become a civil war-era cannon. A doughnut might become a bagel. A dog might become a cat. What? You actually like cats? Anyways, this has about four shots before its out, though your warehouse should be able to produce more ammo after you escape. Also, don't go pointing this at enemy SCPs; sometimes the gun interprets worse as 'more dangerous' rather than 'less effective', and seems to really not want to downgrade any anomaly threats for some reason.



SCP-3120: The original creator of this one gave it up because they thought it was defective. Frankly, I don't really see what they're complaining about. This one is on another cell phone, like 1471, but this app is a help desk. When you call, the voice on the other end will correctly answer any question you may have. Science, philosophy, theoretically, literally any question this app can answer for you. Since somebody forgot to charge the phone, and it miraculously seems incompatible with 248, I don't think you'll be getting more than a few minutes of call time before the phone dies, but you shouldn't worry about it once you actually manage to get out of here. Oh, and also try not to ask anything with too complex of an answer while you're here. Ask something like 'what are the steps I need to take to safely escape the facility', and the phone might die before you get the full answer. Also, whatever questions this app answers will appear on every major media and news platform pretty soon after. It's the whole reason it got trashed in the first place, but knowledge is meant to be shared, isn't it?



SCP-6001-F: Now how'd you get your hands on this, jumper? After studying the utopian SCP-6001 dimension for some time, the Foundation began trying to science this world into becoming more like it. That, of course, meant trying to find ways to tame all the hostile anomalies. With this prototype, you should be able to tame one of the hostile anomalies to bring them with you as a 'companion'. Unfortunately, it doesn't have the power it needs to work right now, but if you can escape and get back to your warehouse, you should be able to juice it up with enough energy to companion at least one hostile anomaly. Just keep in mind, the hostile anomaly you companion actually has to be one present in the facility, so I'd go back to the threats section and add the one you want to the roster of enemies if they aren't there already. You can buy this multiple times, by the way.

Equipment

Did you think the world's greatest secret organization wouldn't come well equipped? Equipment is a lot like item anomalies, but you know... aren't anomalous. Like item anomalies, you'll run into them incredibly early on, and can take them with you once you complete the jump. Each item costs 25 CP to add to the facility, and can be purchased multiple times.



S-Nav: The Foundation really doesn't want people hacking into their databases and stealing their intel. That's why most of their systems are closed, meaning remote access just isn't an option. That's why the Foundation had to distribute these PDAs to all staff members. They contain a bunch of bureaucratic info you don't really need to know about, alongside a working map of the entire facility. This one seems to be a bit damaged, though. Its memory's been completely wiped. Still, it'll map out your surroundings as you go, making it effectively work as a map that writes itself as you travel. It needs batteries to work, with one giving it about five hours of use before going dead.



Medical Kit: A general purpose medical kit. Has everything from painkillers, to bandages, to even a surgical needle. Great for patching you or an ally up if they get injured during the breach. It seems like regardless of species, this kit will always have what's needed to fix them up. Once the kit is opened, however, that's it; no new supplies will appear inside it, making it effectively a one-time use item.



Radio: Normally when you'd purchase an item, you only get one copy. In this case we're throwing in two. These radios are always connected to one another, as well as any other radios you might purchase. They always can connect to one another regardless of interference or distance, and can tap into any radio network regardless of encryption or security level, allowing you to use them to keep track of MTF movements. They need batteries to work, with one giving a radio about four hours of use before going dead.



Flashlight: The non-anomalous version of 1188. I'm sure you don't need me to explain how this thing works to you; point it in a direction and turn it on to generate a beam of light. It needs batteries to work, with one giving it about four hours of use before going dead. It's a very energy-consuming bulb, okay?



Night Vision Goggles: The upgraded version of the flashlight. Strap this gizmo to your head, turn it on, and you'll be able to see in the dark. Unlike the flashlight, it doesn't project a visible beam, so using it won't give away your location. It needs batteries to work, with one giving it about two hours of use before going dead.



SCP Documentation: Documents for an SCP... it seems I didn't bring up. It looks like you'll get your pick of any SCP from the main list, -J's, or anywhere on the site, really. Use your best judgement to decide where it would go. Would it be a threat that you plan on using 6001-F to companion? An ally asset? An item or location? Just keep in mind any overpowered anomalies will be nerfed until you manage to escape in your warehouse; you can't just take 343 as an ally and teleport out of the facility because he's god. Your benefactor wants to keep things interesting, after all. Instead of a usual cost, for this item you'll pay or gain whatever amount of CP the anomaly would be worth. Add a hostile keter anomaly? Gain 300 CP instead of paying anything. SCP-055 cannot be taken using this.



Ballistic Armor: A tactical vest that could stop a high caliber bullet dead in its tracks. Won't block everything, though. Out of your starting three threats, it really is only going to be good against the MTF. Still, it is an incredibly durable defensive item.



Basic Keycard: So, remember I mentioned there are some SCP 'games' out there. Well, the Containment Breach one is a lot like your current predicament – including a lot of the gameplay revolving around collecting better keycards. Normally, you'd start out with nothing, but with this, you'll have a basic keycard which will get you into some of the special rooms. May not get you past the zone checkpoints, but is still great if you're looking to have an accelerated start.



Battery: You might've noticed that I've said your electronic items have a limited battery life. Your warehouse will be able to recharge them, but for the duration of this adventure, once a device dies, it's dead. That is, unless you invest in a replacement battery. This special battery can adapt its size, energy output, and even energy type to power any device you stick it in, so it has its uses even once you depart from this world.



Monitor: I don't know if you've done any skipping ahead, but if you have, you may have noticed the anomalies and MTFs aren't the only things out to get you. The facility itself has some rather lethal security measures. This will let you turn one of them to your advantage. With this portable monitor, you'll be able to tap into nearby security cameras to check for any possible threats in the area. Even once you escape this jump, this monitor can adapt to tap into any viewing system – even magical ones like scrying or crystal balls. It needs batteries to work, with one giving it about three hours of battery life. If you purchase this item without purchasing the security camera facility hazard, cameras will be present in the facility, but won't be active for anyone except for you.



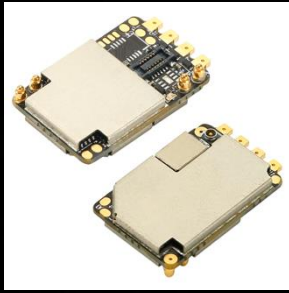
Gas Mask: Another piece of headwear, but this one doesn't need any batteries to work. Wearing this will protect you from any airborne hazards like decontamination gas (see facility hazards section). Also comes with a rebreather allowing you to breathe in oxygen-less environments, and will improve your stamina and endurance slightly when worn.



Environmental Suit: The full body equivalent of the gas mask. Wearing this will protect you from any and all chemical and biological hazards (as long as they haven't already entered your body), potentially making any threats from the biological anomalies section completely harmless. The suit is rather fragile, however, and it only takes one tiny rip to ruin the whole thing. Also doesn't have a rebreather and won't improve your stamina.



SCRAMBLE Gear: The night vision goggles' older cousin. They may not let out see in the dark, but what they can do is make you not see! Sound counterproductive? Well, it isn't. These specialized goggles will specifically censor any threatening image they spot, such as 096's face or 895's glitches. Requires batteries to work, with one battery giving it about half an hour of functionality.



Tracking Chip: [Requires a device with a screen, such as the monitor, radio s-nav, or either of the two cell phone anomalies] You didn't think the Foundation would neglect to put tracking chips in their prisoners, now, did you? For each purchase of this item, pick a hostile anomaly and plant them with a tracking chip. This won't really work for certain ones like the diseases or chemical hazards. Your device will now tell you the location of that chipped anomaly in addition to its usual info, but will run down its battery 15% faster. Once you escape into your warehouse, you can apply the chip to anyone you fancy – friend and foe alike.



D-Class Jumpsuit: You weren't the first person to try and escape from here. This fella was an odd one. Able to react to any hazard as if they'd somehow already seen it before. All they left behind was their old uniform. Do you think something special might happen if you put it on?

Facility Hazards

The anomalies aren't the only threats you'll be facing. The Foundation sites themselves all are designed to keep everything contained within them from getting out by any means necessary – even lethal force. Facility hazards purchased will be applied to all three zones, and will be frequently occurring throughout your escape, even more commonly encountered than hostile anomalies. They are much simpler and more predictable than anomalies, though. Every facility hazard you add grants you +50 CP.



Security Cameras: The bread and butter of any Foundation security operation. Found on walls and ceilings all throughout the facility, off-site command centers will use them to search for you and other survivors. If you're spotted on a camera, expect the MTF to show up shortly after.



Tesla Gates: These aren't as common as cameras, but are still fairly frequent. Rigged with motion sensors, whenever they detect someone trying to pass through, they'll pump 'em with so much electricity their eyes'll melt out of their sockets. They need to recharge for a moment after firing off, so if you're really fast, you might be able to run through before it recharges, but you'll need to have your timing down to the nanosecond. They can stun hostile anomalies as well, but only for a brief moment.



Sentry Turrets: The rarest of all the facility hazards, sentry turrets will be found scanning certain rooms similarly to the security cameras. Get into their line of sight, and you won't even know what's happening before your body is swiss cheese. The ballistic armor may be able to protect you for a moment or two...



Heightened Security: The Foundation's always kept its assets under lock and key, but things are about to get even tighter. Every door will need one level higher of security clearance, and both keypads and DNA scanners will become much more common obstacles.



Horror Movie Vents: For as great as the Foundation is with security, they sure do have some comically large ventilation shafts. SCPs will now have a much easier time travelling from place to place, and even the larger and more bulky anomalies may pop out of nowhere in the middle of your travels. Keep your ears peeled for any overhead metallic banging, and try to avoid walking directly under vent openings.



Decontamination Gas: This gas isn't lethal, but it certainly is quite irritating. Expect broken pipes spewing the gas everywhere to become a common sight. Getting it into your nose or mouth can cause uncontrollable coughing which may attract nearby threats to your location, and getting it into your eyes may cause temporary blindness. I hope you brought a gas mask!



Faulty Generator: Looks like one of the breaching anomalies did a number on the main generator... and the backup generator. Expect the power to fail for several seconds at random. This can be helpful, with other hazards like security cameras or sentry turrets shutting off, but it also means all the lights are going down, and 173 is about to have a field day. The doors are also designed to seal shut when the power fails. This'll only last 7-20 seconds maximum, and you'll get a heads-up when the lights start to flicker, but unlike other hazards, this one is completely random in nature.



Competent Guards: You a horror buff? If so, I'm assuming you think all the officers and guards are gonna be useless death fodder? This is the Foundation we're talking about, though. In addition to all the other threats, expect to occasionally run into roaming packs of surviving guards. They aren't as effective as the MTF, and you could probably goad hostile anomalies into attacking them if in the area, but still, they are trained soldiers with working firearms. Don't get shot!



Foundation A.I.: At this point I don't even know why the Foundation considers 079 anomalous considering how advance their own A.I. technology has become. In control of the entire facility, they can override the doors and other systems to impede your progress as best it can. Basically, think of it as the enemy version of 079. Speaking of, if you managed to make an enemy of the old A.I., expect it and this fellow to work in tandem to bring you down with terrifying efficiency. If 079 is still willing to work with you, it may be a bit less helpful on account of having to combat this Foundation A.I. at every turn.



Off-World Site: This facility isn't located on Earth. It's located on another planet entirely. The facility will have a much more claustrophobic layout, with significantly more security around its exits. Also, the artificial gravity generators may occasionally fail for a few minutes.

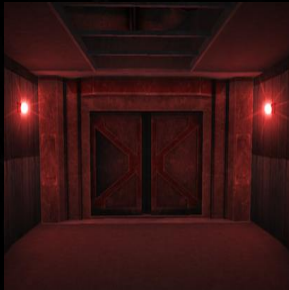
Facility Zones

The facility has three zones you're going to have to navigate your way through in order to escape. There's a starting zone, a middle zone, and an ending zone. I'm sure you can figure out what means what. You can assign a theme for each zone at no cost. Each zone needs to have a theme, with a boon and drawback.



General Containment Zone: The most basic of zones, similar in appearance to that of the light containment from the SCP: Containment Breach game.

- + No boon.
- No drawback.



Heavy Containment Zone: Defined by grey concrete and reinforced steel, this desolate zone is home to the deadliest of the deadly.

- + Hostile anomaly encounters are less common.
- Facility hazards are more common. At least one hazard must be taken.



Biohazard Containment Zone: A zone specifically designed to research and quarantine anomalous diseases and fungi.

- + Take the SCP-500 item for free. Gain a free medkit or environmental suit on subsequent purchases.
- One hostile biological anomaly must be taken without gaining any CP.



Reliquary: A place where newfound anomalies are taken for research. Here you'll find countless artifacts and anomalies yet to be given a number.

- + Take one locational anomaly for free. It must be located in this zone.
- Roll a d20. Whichever number you land on, the MTF get that item anomaly. You can no longer take that item (you must return said item if you already purchased it).



Biodome: Foundation facilities are built to survive end-of-the-world scenarios, and these zones are the reason why. Outfitted with hydroponics and genetic synthesizers, they can produce a sustainable supply of food and water.

+ Gain 150 CP.

- 50 of this CP comes from needing to take the competent guards hazard; if you purchase this zone multiple times, gain +100 cp on subsequent purchases with no need for additional hazards.



Maintenance Tunnels: A claustrophobic maze of tunnels where light is limited. Used by Foundation personnel to work on the facility's electrical systems, plumbing, etc.

+ Take two equipments for free.

- This zone is incredibly hazardous, with optimal conditions for hostile SCPs to ambush survivors.



Staff Zone: Comprised of offices, cafeterias, and barracks, these zones are designed to sustain large populations of Foundation staff.

+ Take one item anomaly for free.

- One hostile esoteric anomaly must be taken without gaining any CP.



Research and Development Zone: The Foundation is known for all sorts of advanced technology, from the Scranton reality anchors to faster than light interplanetary travel. These zones are specifically designed to aid in the research and construction of new anomalous technologies.

+ Choose any purchased item anomaly, and fuse it with a free equipment to combine their properties – like 1471 and the SCRAMBLE gear to make the blue see-anomalies-through-walls goggles from Containment Breach.

- Take one purchased anomaly (or 173/106) and combine them with any other non-purchased hostile anomaly to combine their powers into one without gaining any extra CP.

Notable Rooms

Every zone is made up of rooms – some more special than others. These notable rooms may have some perks or supplies which will prove useful to you. Each special room costs 25 CP, and may be placed into any zone. Notable rooms can be purchased multiple times, and multiple notable rooms may be located in a single zone.



Containment Chamber: Every anomaly has a containment chamber, and it looks like this one's still remained intact. At least, intact enough to recontain whatever anomaly it once held. Choose any hostile anomaly to assign this chamber to. If you come across it, you may be able to recontain the anomaly, removing it as a threat. This won't be easy – you'll need high clearance and likely some kind of major sacrifice (like 106's femur breaker requiring the sacrifice of a companion for the remainder of the jump). This room may not be placed in the first zone.



Class-D Cell Block: I'd recommend placing this in the starting zone. For every purchase of this room, one of your companions will be added to the facility as a D-Class who can help you escape. Companions with overpowered abilities will be nerfed to be about on par with an average human.



Security Office: A room built to watch over and control the facility's various security systems. This room will be incredibly secure and hard to breach, but if you can, you can shut off all facility hazards in the zone save for competent guards and off-world site.



Warhead Silo: In the event of an emergency, most major Foundation sites come with an on-site warhead designed to vaporize any anomaly within a several mile radius. Why would you want this?



Storage Room: A simple room with a simple purpose: to store equipment. Equipment located in here will not be with you when you spawn, and instead must be located. If in the starting zone, add two free equipments to this room. If in the middle zone, add three free equipments or one free anomalous item. If in the exit zone, add four free equipment, two free anomalous items, or one free anomalous item with two free equipments.



Elevator Nexus: A transportation hub allowing you to quickly travel between the various layers of the zone. Most anomalies won't be able to follow you up an elevator shaft, allowing you to use these rooms as free instant-escapes from threats.



Reactor Core: A generator with the power of a nuclear power plant designed to keep the zone powered even in a crisis. Can be used to instantly recharge any battery-powered item for free.



Tram: A largescale transit system allowing personnel to quickly get from place to place in larger containment facilities. Can be used as a fast-travel mechanism to visit a single chosen locational anomaly or special room from a previously visited zone.



Medbay: A place for the ill and injured to be treated. Allows you to refill your medical kits.



Warehouse: A large storage room which holds countless supplies And anomalies. When purchased, roll a d4. For a 4, take any item anomaly for free. For a 3, take any locational anomaly for free (must be located in the same zone), for a 2, you must add a safe-threat anomaly to the facility. For a 1, you must add a Euclid-threat anomaly to the facility.



Armory: A storage room specifically for weapons and armor. Choose one weapon or armor from your warehouse. It can now be found in this room, though this version will be nerfed until the end of the jump, unable to kill or destroy anomalies, but possibly able to temporarily stun them.



Test Chamber: A room where anomalies are transported to in order to run tests on them. Choose a hostile anomaly to start in this room. They will need to spend time breaking out, giving you about half-an-hour of grace before they become a threat. What zone this room is in will not affect how long it takes for the anomaly to start showing up as a threat.



Staff Office: A room where high-ranking Foundation members do their paperwork and all that bureaucratic garbage. One Foundation member – whether a canon one such as Dr. Bright or Dr. Gears, or an OC – will be found hunkered down in here, and will be willing to tag along as a companion. Anyone with OP abilities (looking at you, Bright), will be nerfed until the end of the jump, and their presence will not stop guards or MTF from attacking; they have orders to leave no survivors.

Endings

You did it. It's not an easy feat escaping the Foundation. I suppose this is where we part ways, with you keeping everything and everyone you collected during your adventure. Let's see what you accomplished during your escape (note you may take the benefits of multiple endings if you fit the criteria for them).



Survivor

Criteria: Escape the facility alive.

Congratulations! You made it out alive. Feel free to keep any equipments, items, and companions you may have come across during your adventure. Locational SCPs you met will also be coming along as additions to your warehouse. Oh yeah, and any negative anomalous effects you may have contracted on your journey have been undone, too.



Alpha Warhead

Criteria: At least one warhead silo room.

Looks like the Foundation decided to bomb the place. I gave them plenty of warnings, but they still didn't listen. You know what? I don't think I'm done teaching them a lesson. The reason the

Foundation is so liberal with their nuclear weapons is because they normally have devices which contain the fallout, like this one right here. Yep, the Foundation's gonna have quite the mess to clean up with their little toy gone. Why don't you take it with you? 343 knows I don't want it. This is a **Scranton Reality Anchor**. It can neutralize any reality bending abilities within a mile radius. Teleportation, portals, summoning, matter manipulation, etc. I'm sure with some tinkering you could get it to exclude you, but still a useful tool nonetheless.



To The Moon

Criteria: Use SCP-120 to escape.

So, you escaped Foundation custody by... returning to Foundation custody. Well, you were really only supposed to escape the original facility so this technically counts as a win. I just... don't know where to park your warehouse to come pick you up. Screw it, take the whole base with you. You now have a functional **moon base** which will appear on a moon or planet of your choosing each jump, which you can use your warehouse to travel between. It's fully self-sustaining and has all sorts of modern Foundation technology.



Bottom of the Stairwell

Criteria: Descend SCP-087.

Hello? Oh, there you are, jumper. You escaped the facility... technically, though why you chose to fall out of reality to do so is beyond me, and dammit! Now it looks like the stairwell's become attached to you. Not that I'll miss it, but make sure it doesn't screw up any of the worlds you visit, okay? It's going to offer you a gift, but I wouldn't accept it. With **SCP-087's gift**, whenever you enter a new jump, you'll have the option to choose any start location you want without paying, though whenever you choose to do this, SCP-087 will enter the jump as well, stalking and terrifying everyone – you included – with its ghostly visages. Prepare being woken up in the middle of the night by a malicious stairwell spirit to become a common occurrence.



Here Be Dragons

Criteria: SCP-1762

I'm sure even the coldhearted Foundation will be overjoyed to learn the dragons are going to be okay. A **portal to the realm of the dragons** has opened up within your warehouse, with dragons passing through regularly to interact with you. I bet they'd love to go on adventures with you. Trust me, massive fire-breathing dragons make excellent adventuring companions.



Spiral Gestalt

Criteria: D-Class Jumpsuit.

Did you think you'd respawn after dying? Sorry, jumper. Your benefactor would kill me if I let you be that overpowered, but I can still give you the next best thing: the **Spiral Gestalt**. If you so choose, you may restart this jump. Everything you've collected will be safe in your warehouse, inaccessible for the rest of the jump. This will let you collect any anomalies or companions you weren't able to afford the first time around. You may do this as many times as you like, but for each loop, your enemies will get smarter. It will be as if reality is learning how you behave, and adapting to try and force you to meet your end.



Recontained SCP-055

Criteria: Have every anomaly (both good and bad) in the facility. This does not have to be all at once; that would probably be impossible to survive. You can use the spiral gestalt to encounter some of the hostile anomalies on different runs to ultimately build towards this goal.

I don't know how you did it, but you put it back in its box. Finally, that damned antimeme is gone! Here, take it with you. It's caused my world enough strife already. Don't give me that face. **SCP-055** is actually quite useful. Whenever you open the case that it's contained within you'll find yourself blinked into the future by an hour or two. Whatever it is you wanted to do when you opened the case, you'll have accomplished (assuming it can be done within a few hours). You won't remember what you did, however, and SCP-055 takes all wants into account – even those buried deep within your subconscious. On a final note, don't overuse it, or it'll start to rot your memory.



Keter Duty

Criteria: Use the containment chamber rooms to recontain every hostile anomaly. This doesn't have to be in one run; the spiral gestalt can be used.

Good evening. I am the administrator of the SCP Foundation. Do not worry about SCP-990 - I have simply neutralized their connection to you in order to personally deliver you this message. I know what you are. Under normal circumstances, I would have had the Foundation contain you and ship you off to the most secure facility on the planet by now, but I've seen what you've done. You've recontained every anomaly in record time. That is why I would like to recruit you. Your current benefactor is untrustworthy. They only see you as a plaything to be tossed aside once they're bored of you. Take my offer, and I will see to it I become your new benefactor. Unlike her, I do not require you to be entertaining. My sole request is that you ensure all threats to consensus reality are contained. To help you, I will grant you this: **SCP-001**. This containment site is capable of containing any supernatural being or power by creating a total opposite of them to counteract their powers. For every jump you visit, you must use this facility to contain the most powerful anomalous antagonist or threat present. If there are no anomalous threats within the setting, one will be bound to show up during your stay. Failure to uphold are agreement will result in the termination of your chain. Do you accept?