## ~ Incoming Message ~

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Hey uhhh.... We seem to have some issue here at uhh... where is this again? Whatever, it doesn't matter really.

Listen, we have a problem with one of our containment chambers, and even though this thing has a safe rating, we don't really want to risk it so....

You're the closest Facility we have so expect a delivery soon!

It's a small box, but make sure it's tucked in tight somewhere, and only use it if you're Clearance Level 4 Or higher.... Or do whatever, I don't really care.

Yours truthfully, Chaver "Len" Bent

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~ Message End ~

Spoilers for the event below

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This would be an SCP-399<sup>1</sup> Event, mainly focusing on Research. However, depending on how the players test on the ring, the lights may get turned off, giving CI an ability to raid, or an SCP may breach if someone would use the ring for something **drastic**.

This event would likely be a smaller one, requiring only one or two GameMasters, of course this may change if the players chose to do so, however I will not let it go completely player driven.

The event would probably last for an hour at most, considering in roleplay the item is only transported until the Containment Cell gets repaired, after it's repaired, it's going back to its original site.

<sup>&</sup>lt;sup>1</sup> https://the-scp.foundation/object/scp-399

Yes, I know in lore it's a CL4 use item, but I would be willing to bet a little *nudge* would make it so executives would accept Sr. Researchers testing on the SCP.

This event would most likely include

- E-11 "Nine-Tailed Fox"
- Research Department

Depending if the lights go off or not, I could probably do some roleplay for the engineers / tech experts as well. (Fixing the lights and / or generators if the usage of the SCP is too severe)