

SCP FOUNDATION DLC [fanmade Scenarios]

By Guest Researcher Dr. FancyFireDrake



Item: SCP [REDACTED]

Name: You know your own name

**Object Class: ~~Thaumiel-Zeno-Drygioni-Yesed-Cernunnos-Arehon-53~~
Classification Pending**

Special Containment Procedures: [REDACTED] [We assume you understand our caution]

[CONNECTION FOUND]

[LINK ESTABLISHED]

[STARTING COMMUNICATION]

Greetings Jumper. It is a pleasure to make your acquaintance. My Identity is of no importance to you. However what is Important is your arrival in this World. If you can read this it means the memetic agents we added do not respond, meaning your identity as a JUMPER is confirmed.

Do you really think there WOULDN'T be ways in this World of Anomalies to take notice of an outsider? Even if you were a Drop-In or a O5 Council Member even some strange property always remains.

Either way... I am not here to antagonize you.

You opted to come here. Was it by yourself or by order of your Benefactor, if you even have one? The how many Jump is this for you? It matters little but you are here with all your strange gifts and knowledge.

So I want to make you an offer.

As you can tell the SCP Foundation universe is one of many dangers and challenges with the Apocalypse always one Containment Breach away. But someone with your Talents surely has some means to give a helping hand here don't you?

...You are not gone yet. Very Good.

I took the liberty of creating a small list of possible 'Scenarios' you can opt to take on. These Scenarios when taken will aid our goals a great deal... and additionally with some nudges of the Source of your powers and pataphysics, give you great boons. By default all of the below Scenarios will take place in other Alternate Realities. However failing in them... could risk your whole chain breaking apart.

If you opt to accept any of these you have my thanks alongside whatever boon the Scenario gave you. With that said best of luck. I do hope that this will be the beginning of a fruitful Partnership, or at least a successful Mission report.

This message will delete itself after you have made your selection of Scenarios.

SIGNED:

The Administrator

Scenarios:

1: PREPARE



The Gate Guardian is one of many 001 Proposals. Watching out for any intruders to the Garden of Eden he tends to speak in single words. To the Founder of the Foundation he said: Prepare.

Now he told you this Word.

You arrive in a World where the SCP Foundation as it is now hasn't been formed yet. It is up to you to build it up. You must be at least as competent as the Foundation when it comes to studying and containing anomalies, not to mention all the SCP's they lock up. You also have to organize the creation and keep up the Masquerade of course. Lastly you will have to face one lower risk K class scenario. This won't be anything like XK or ZK, don't worry but you will have to find a way to deal with one such scenario and save the world.

Reward: The SCP Foundation you build and nurtured will follow you on your chain. All its contained Anomalies are forever unable to breach containment much like any other you add. This also comes with unlimited funding, loyalty of the staff, a never running out stream of reprehensible D-Class Death Row criminals (who will not act against you by fiat) and inherent knowledge of any 'Masquerades' in any future settings.

2: Termination Effort



Your task is simple. Kill or otherwise neutralize SCP 682 as a threat. Before you think, how hard can that be, think again. SCP 682 is the hard to kill lizard for a REASON. He shrugged off absolutely impossible amounts of damage and destruction, including existence erasure, banishment to other dimensions and killing a being whose sole trait was that it was supposed to kill 682.

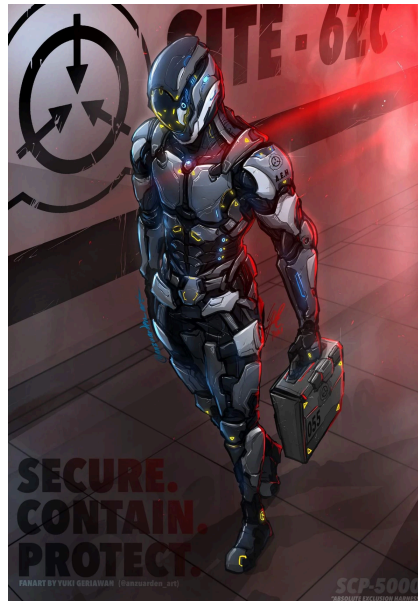
Now technically speaking there might be another way to neutralize 682 as a threat... but given its sheer hatred of life and desire to rampage, there is a reason the Foundation is so set on terminating it. The only beings who he seems to enjoy being around are 053 and 079, acting like a dog for the former.

Reward: Depending on how you neutralized 682:

Killed the Lizard: Immortality is nothing for you. You can kill anything and everything, without any of the harmful side effects killing it may bring.

Tamed the Lizard: You are the exception for any such mindless and/or malevolent beings that seek death and whose life is consumed by hatred. Even the blackest of souls can be redeemed by you.

3: Why?



SCP 5000 tells the tale of the Foundation betraying humanity and their mission. Instead of dying in the dark, they kill all those in the light. Other GOI like the Church of the Broken God, the Global Occult Coalition and Serpents Hand united against them but the Foundation seems utterly unstoppable until Pietro managed to reset the incident. You are transported into an AU where 5000 event happens. You must find a way to stop the SCP Foundation and save humanity from their once protectors.

What makes this somewhat more difficult however is the fact that... no one knows for sure just WHY the Foundation turned. It appears to have something to do with an entity that is attached to the human subconscious on a parasitical level. It is possible that they wanted to destroy this entity. Dealing with that Entity in a way that doesn't kill all humans will also be a task up to you. Now, some say Pietro's actions may have interfered with this entity as well... but this is SCP nothing is for sure.

Reward: You are the Underdog of Underdogs. The greater the enemy you fight is and the more resources they have the better you are at fighting back against them, gaining a sort of plot armor that is specifically tailored to let you fight these seemingly all powerful, endless resources having groups.

Furthermore (if you managed to defeat the being that caused the Foundation to go to such lengths) you are able to 'cure' a sentient being of any parasites that afflicts them, be they mental, psychological, spiritual etc. This will not bring any negative effects for the cured individual and you yourself are naturally immune.

Lastly you get a Reset Button with which you may, once per Jump, avoid a catastrophe, reset it to the moment before it was caused and avoid it. This will not require a walk through the world in a stealth suit and uniting two SCPS.

4: When Day Breaks



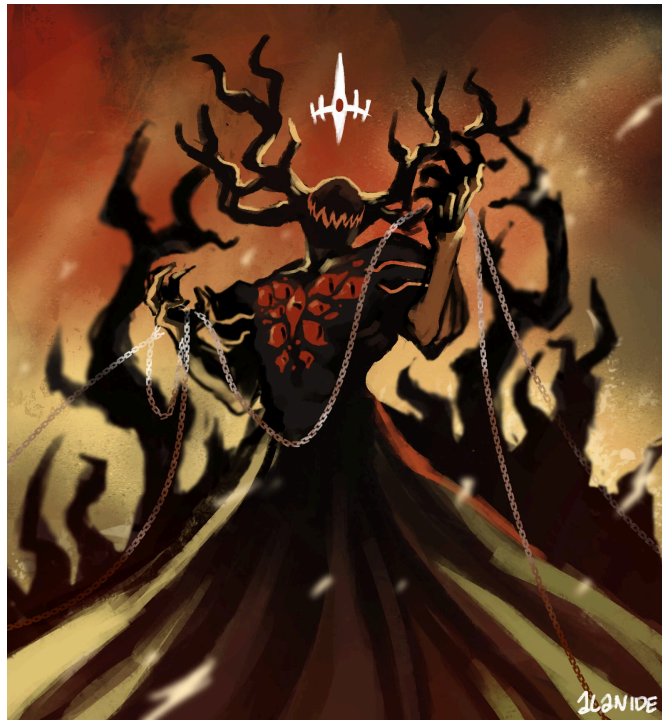
One 001 Proposal told of the Sun itself being our enemy. The rays of the Sun cause one day people to literally liquidate. These new puddles of flesh would later coalesce into tortured monstrosities. Even the souls of the departed are affected, unable to move on and trapped in the flesh or resurrected only to join the others in the 'Light'. This is the horror of an XK class scenario.

You must stop it. Find out why the Sun turned against us, fix it and save humanity. Restoring or at least putting the affected out of their misery and ensuring those that survive are safe and cared for are other tasks.

It should be noted that the Sun is capable of erasing Anomalous properties. Only those who aren't fleshly seem to be unaffected. In at least one variant 106 was able to walk in the light as well cloaked in shadows perhaps? One way or another there is no guarantee you will be immune to the light as well... will you die in the light so others live in the Dark?

Reward: You yourself have become unmutatable. Your body is your own and it shall never be twisted into any form you don't wish, even able to cure any unwanted physical mutations. Furthermore you are gifted with some strange power. The light rays that started all this may be called upon by you, stripping those hit by them of anomalous properties but not liquidating them (unless you wish that that is). After solving the mystery of the sun you may also find out with a glance just what the root of any mysterious problem is.

5: Child of Hope



The Scarlet King is one of the greatest, if not THE greatest threat the Foundation has ever discovered. A Multidimensional, multiverse conquering tyrant with the goal of destroying all of reality. He was one of the first beings born from the planting of the Tree of Knowledge and the only one aware and decided to destroy all of it. Raping the Goddess Sanna he made her birth 7 daughters who he took as his brides and who he would place seals on so they don't meet the fate of their mother. He would proceed to make them birth his children as well as he embarks on his War. To give you an idea just how bad this is, one of the children of the brides is said to be 682... the WEAKEST of his kin.

This looks utterly hopeless I know... but never underestimate hope's resistance. The 7th daughter of the Scarlet King, A'habbat, is the Child of Hope and her children have always been Heroes. She remains unbroken by her fathers tortures and keeps hoping that one of her children may one day overthrow him, one of such children being the ever joyous 999.

By taking this Scenario you become one of her children. This gives you anomalous properties free of charge akin to your brother: You can inspire hope around you, even cure trauma and depression and reform psychopaths and with your age you grow stronger. You also are a natural at combat, as if taught in secret by your mother herself. The last gift is a special spear that can wound even Gods but it alone will be FAR from enough to kill something like the Scarlet King.

Your task is to defeat the Scarlet King and fulfill your Mothers wish. This will NOT be easy even with what powers you have gotten now. Your fellow siblings from A'habbat, save for the still infant 999, have been slaughtered to the last. The Scarlet King has subjugated and conquered Gods before this Earth had even existed. We are talking about 196,884-dimensional beings.

He will come to this Earth eventually. It is up to you to stop his rampage. Find a way to slay him, or do what the Foundation hopes 999 may one day do and pacify him. It matters little simply STOP HIM. Before it is too late.

IT ALREADY IS

Reward: As the Scarlet King falls... all of creation rejoices having been saved at last. Truly Jumpers are incredible beings.

The task you fulfilled was enormous and deserves a proportionate reward. Just as the Scarlet King devoured his own siblings you may too devour the Elder God, gaining his powers for your own. This power is terrible indeed, your own children having powerful anomalous properties, placing seals of immortality and gaining power by devouring gods only being a fraction of what is available to you.

His brides/daughters will be free from his grip now as well. A'habbat looks at you with pride (her child or parent considering you absorbed his power?) and offers to join you on your Quests. Whatever will happen to the now reformed brides is your decision though you may take any of them with you on your chain as well.

(In the event you opted to redeem the Scarlet King, you are free to decide if he seeks to atone by joining you with his family, or if he simply proceeds to take his own life to atone. Either way you get the other part of the reward one way or another).

6: The Machine God



As it turns out, the followers of the Broken God have a much more benign deity than most assumed. Mekhane is the god of reason, technology and knowledge, and is believed to have granted humanity the ability to think. he/she/it sacrificed themselves to contain the flesh-god Yaldabaoth. In their love for sentient life they made themselves a cage for the God that would have ended it. It is the goal of the Church to "rebuild" them. One that you will aid in with this Scenario.

Keep in mind people can't even really seem to agree what Mekhane actually is. Male or Female (though female seems more prominent)? Living Data? An Anvil? Something other Mechanical?

You get one advantage to help you. A single piece of metal no larger than a hand but clearly a piece of the Broken God. With it you might be able to decipher the Deity, sway their followers and eventually rebuild them. Maybe even find a way to prevent the Cage from reopening.

Reward: With the Broken God now whole, comes great gifts. Your understanding of technology is peerless, practically shouting all of its secrets and workings out to you at a glance. You could build advanced paratech with ease, making any Eigenweapons look like pea shooters. Even creating cages to entrap Gods is within your reach.

Furthermore the Machine God looks at you with favor and offers to join you, in a form you find most pleasing.

7: The Purge

In the earliest days of the Foundation there was not a clear direction. Many... Mary Sueish SCP's were created in such time before they were purged. Now the Purge will be up to you. You have to restore the order of the SCP Foundation as it would become in the future.

Reward: You are living kryptonite and poison for any Sueish beings, Author self inserts or other entities with ridiculous amounts of plot armor.

8: Friendly Neighborhood Keter



Cold not Cruel is supposed to be the standard by which the Foundation abides by. However much like any other Organization, they too can fall prey to petiness and cruelty. SCP 4051 or Rainer is a young boy with the ability to manifest Objects from a Pocket Dimension. He used that power to fight crime and always only wanted to help people. However after being at the mercy of one particular petty Researcher, the poor kid has developed Stockholm Syndrome. Your goal will be to make it clear just what the Foundation is supposed to be. Punish the Doctors who turned him into this and allow the kid to be what he wanted to be, fixing his mental issues along the way.

Reward: Rainer will follow you on your Journey as a loyal companion. Furthermore you will be able to, at a glance, make out when an action is unnecessarily cruel and when someone is lying about their true intentions.

9: The Pandora Force



The D-Class are often seen as expendable but unknown to even the O5 Council they have contained something truly destructive. SCP 2439, at least that number is used by D-Class, is a Lamp that seemingly just spreads some goo... however it is much more insidious than that. The Lamp is the Source of some sort of eldritch evil God or idea. It can infiltrate your mind and control you and spreads fast. If it were to get its hands on the Foundation heads they could destroy the World with ease. Thankfully the D-Class, either out of desire for redemption, spite or wanting to use it when they are at their weakest, has kept the Containment going. Now this will be up to you as well.

For this Scenario you will 'briefly' be a member of D-Class. One Month to be exact. You will for the whole time have to make sure the secret of 2439 stays safe while fighting off the entity's influence on your mind.

At the very least you are guaranteed to not die during your time as a D-Class... though you'll still have to do all the unglamorous work.

Reward: After all this time pushing out and ignoring the entity, you have become absolutely immune to any attempt to hijack and/or mess with your mind. You also can form surprisingly enduring groups from even the lowest of scum, all of you working as trusted co-workers on one Project to great effectiveness.

10: Lord Blackwoods Travel Companion



SCP 1867 is no other than Lord Theodore Thomas Blackwood himself, a renowned British explorer and naturalist. He is also a variable Neon Slug with the ability to telepathically communicate with the range of a normal human voice, something he himself takes offense to and is completely ignorant of. Despite the circumstances, he has shown a surprising amount of skills on many topics including geography, zoology, botany, archaeology, anthropology, linguistics, mythology, mysticism and cryptozoology and happily shares many of his adventures.

Now you will be part of his life. You will accompany Lord Blackwood on his travels up to the moment he was taken in by the SCP Foundation. Such adventures include, among MANY other things, service in the Second Opium War, expeditions to remote locations and being captured by the Ubula Tribe of the Congo. It will be for sure quite the adventure to look back to... maybe you can even find out just what is up with Blackwoods... appearance.

Reward: After so many travels with Lord Blackwood you can call yourself his peer. You possess the same amount of skills and knowledge as Blackwood himself, alongside having a copy of his cottage, including a underground vault containing over three thousand artifacts, many zoological and botanical specimens, a library with over five thousand items and a laboratory and journals that automatically update to include recollections of your adventures.

Lastly you may take Lord Blackwood with you as a companion for many future journeys.

11: World's Gone Beautiful



Everything must come to end, but not always with a scream or whimper. Sometimes with a sigh of relief. This SCP refers to an event surrounding many Flowers blooming all across the World, alongside an extreme drop in aggression and violence on all sentient beings. It also heralds an end of the World Scenario that can not be stopped by the Foundation. But... the final 24 hours of one's life spending in peace as old enemies reconcile... it is not that bad of an end.

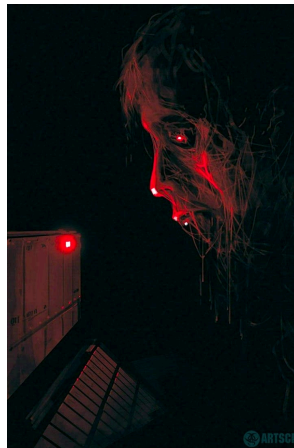
Dying here will not end your chain, don't worry. Just this once... let yourself relax.

Alternatively... well if you really wanna try you could try and figure out just what the end of the World may be here and try to stop it. Though really... Why the rush?

Reward: For free you receive a field of these strange flowers, allowing one to put their mind at ease just by being near them.

Should you have managed to stop the end of the World you may instead take the World with you... but the peaceful effect remains. This is a World of absolute peace, reconciliation and neutrality. No war or conflict can or will happen here. Ancient hate-fuelled enemies could come together here. A World where the Emperor of Mankind could be seen playing Cards with the Chaos Gods, Darkseid making a Barbeque for the Justice League and many more. Outside of this World though the effect is guaranteed to stop... but hey a peaceful Oasis in the Omniverse isn't such a bad thing.

12: Red Reality



Do you know what Hume levels are? They are a way to determine the strength and/or amount of reality in a given area. The Red Reality has a Hume level of 0.032,2, an extremely low amount which causes matter inside to decay at a low rate. Prolonged exposure will cause matter to slowly match SCP 3001's Hume level. It appears impossible to die in this Reality, one at the very least being able to lose 70 % of their body tissue and still live alone in the darkness. One Doctor Robert Scranton was trapped in this reality and suffered a truly awful fate. You can choose however to, instead of Scranton, be the one transported in that accident.

There is nothing here... no sights... no sounds... no anything. All you have with you is the same LSS Control Panel that brought you here, a red light somewhere in the darkness.

Any powers and warehouse access is deactivated while you are here. You will at the very least spend 6 years here. Can you do that without your sanity breaking as your body gradually becomes less and less real and death is ever far away?

MAYBE you could somehow use the LSS Control Panel to travel back, fix it somehow but Scranton didn't manage it and if you're not careful you might only travel back as a bit of body tissue. But maybe, when your Hume level matches that of the surroundings, you could somehow learn to control this place.

Reward: Rewards differ depending on how you endured this Realm.

If you waited it out: Should you have endured in this horrific reality your reward will hopefully make up for the agony. For one, your own innate Hume level is now unalterable, essentially making reality-altering effects slide off of you.

Secondly, you can keep your LSS Control Panel and your mind and sanity can keep intact even in these awful circumstances. Having a 'companion cube' like thing with you will also strengthen you mentally.

If you escaped yourself: You were molded by the Realm and molded it in return. You have powers akin to SCP 106, a Pocket Dimension to call your own, where you have full control of time, space, and perception. You also can, if you will it, create the same liquid 106 with its corroding effect.

13: Götterdämmerung



"We will not worship you. We will not join you. We will not go back to hiding in fear of you. I hope you will change your minds, but we will stand against you, and alone, if we have to."

The Lock has been opened and not just Armageddon... EVERY Armageddon has been set loose. The armies and monsters of Revelations and Ragnarok and older, forgotten myths march across the Earth. The old gods have returned, and brand-new gods are waking up. And more are waiting in the wings. From 343 returning to his position as Yahweh, to Pantheons of all ever before seen myths, all have gathered to bring forth the end of everything in their way.

Now obviously this doesn't align with Foundation interests. The Administrator herself would appear before these so-called Omniscient entities as a stranger, offering them a peaceful resolution... and war if forced to.

You will have been there with her. It is in your responsibility to ensure the Apocalypse will not come to pass. This can be done by either convincing all these strange beings to put down their arms and maybe move to other planets devoid of sentient life... or by wiping those out that wish to seek the End of The World.

You won't be alone. The Foundation and many other Groups of Interests don't want the World to end either after all. But you will be expected to hold your weight and do your part. After all with skills like yours...

Reward: Depending on how you prevented the End of The World the Reward will vary:

Peaceful Resolution: From now on you will be seen as an equal and friend to every God and Godlike being you encounter, no matter how powerful they are or of what alignment. Imagine being seen as a Honorary Guest. You could speak to them as a friend, be taken seriously, and even talk them out of any plans, as long as you don't antagonize them first. You also instinctively know how to resolve the most violent and catastrophic of conflicts in a peaceful manner.

Violent Resolution: From now on you will be seen as a dreaded figure to every God and Godlike being you encounter, no matter how powerful. They know instinctively, as if survival instincts kick in, that you are not one to be messed with and maybe that is enough for them to tow in line. You also instinctively know just what it takes to kill the unkillable, finding ways to do so even if they are Immortal Gods of World ending power.

FINAL Spark Scenario: Secure, Contain, Protect the Foundation

One SCP 001 proposal is the very authors of the SCP wiki. Over the duration of this scenario you will be transported to their world, where SCP is but a wiki that many great minds came together to create. A collaborative project unlike anything. And now it's in danger. A Russian Man tries to lay claim to their work as his own. You must not let that happen. SCP is a Project of the people and it shouldn't be in the hands of one who couldn't possibly have contributed all of the thousands of stories and entries.

There are two ways you can approach this. One way is in court. However the invader will have gained powerful memetic properties for the duration of the lawsuit. You must stop this effect and convince the court that SCP is to remain unowned.

The other way is to do so in battle. Beware however for doing so will cause you to face an entity that possesses nearly all the powers present in the SCP universe. Something so powerful even the Scarlet King would seem feeble (though not something like the thing that eternally ascends through narratives I'm not THAT cruel).

Reward: Whether you won in court or in battle SCP as an Idea itself is saved. For that your reward will be great.

You have a special laptop that contains all the information ever in SCP. Only you and those you allow can access its files which details everything the Foundation ever deciphered and will decipher. All the powers present are yours to own as well (again save for the eternally ascending narratives).

Lastly, you receive an odd Coin in the shape of the SCP symbol. Using this you feel new power within you. At last you have gained your Spark.