PENANCE

Anomalous Event Tables (SCP Foundation Style)

Absolution Through Steel

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Penance: Absolution Through Steel

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CONTAINMENT PROTOCOL OVERVIEW

The Sibarian Resonance Engine has been active for 437 years. Its influence has created **anomalous phenomena**—artifacts, entities, and locations that defy natural law.

Various factions attempt **containment** of these anomalies. Most fail.

This document catalogs **Anomalous Events** that occur when containment breaches, experimental Soulstone technology malfunctions, or reality simply... breaks.

WHEN TO USE ANOMALOUS EVENTS

Roll on Anomalous Event Table when: - Settlement has **Research Lab** building (experiments can go wrong) - Mission takes place in **Sibarian Wastes** (ground zero, maximum instability) - Any pilot reaches **10+ Taint** (personal reality corruption) - Deployment roll is **66** and GM wants maximum horror

How to Roll: - Roll 1d20 on **Anomalous Containment Breach Table** - Or roll 1d100 for **Artifact Discovery Table**

ANOMALOUS CONTAINMENT BREACH TABLE (1d20)

1-3: MINOR BREACH (Contained Quickly)

Event: SCP-PE-001 "The Weeping Casket"

Classification: Safe → Euclid

Phenomenon: A decommissioned Casket in settlement storage begins **weeping hydraulic fluid** that forms pools spelling words.

Effect: - Fluid spells names of pilots who will die soon (prophecy) - Roll 1d6: Fluid names that many pilots - Named pilots gain **Marked by Death** status (next lethal damage cannot be prevented by any means)

Containment: Drain fluid daily, burn remains, do not read the words

Narrative: "The engineers found it crying. When they read the names in the pooled oil, they went pale. Your name is there."

4-6: MODERATE BREACH (Casualties Expected)

Event: SCP-PE-012 "The Recursive Hallway"

Classification: Euclid

Phenomenon: Settlement's armory hallway becomes **non-euclidean**. Walking forward leads back to start. Distance increases with each attempt.

Effect: - 1d6 civilians trapped inside (lost in impossible space) - Cannot access armory for 1d6 missions - Pilots can attempt rescue (dangerous, requires Navigation check) - Failure = pilot also trapped

Containment: Seal both ends, mark with warning symbols, wait for phenomenon to fade (1d6 missions)

Narrative: "They walked for hours. The door they entered through is always behind them. The hallway stretches forever."

7-9: SERIOUS BREACH (Settlement Threat)

Event: SCP-PE-027 "The Doppelganger Soulstone"

Classification: Euclid → Keter

Phenomenon: A Soulstone in storage begins **replicating**. Not physically—it creates alternate timeline versions of itself. Each version remembers different histories.

Effect: - 1d6 Soulstones in settlement now exist in **quantum superposition** - When used, roll 1d6: - **1-2**: Soulstone functions normally - **3-4**: Soulstone is from timeline where user is dead (causes 5 damage when installed) - **5-6**: Soulstone is from timeline where user is Void-corrupted (gain 5 Taint when installed)

Containment: Impossible. Affected Soulstones must be destroyed (lose 1d6 Soulstones permanently)

Narrative: "The Soulstone remembers. But it remembers things that never happened. In another world, you died. In this one, it's angry you survived."

10-12: MAJOR BREACH (Multiple Casualties)

Event: SCP-PE-034 "The Consensus Engine"

Classification: Keter

Phenomenon: All Soulstones within 5 miles develop **collective consciousness**. They begin communicating. They form opinions. They judge.

Effect: - All Caskets in settlement become **semi-sentient** - Pilots must pass Willpower check (1d6, need 4+) to use Casket - Failure = Casket refuses to activate OR acts autonomously (50% chance of each) - Autonomous Caskets follow their own logic (may attack enemies, may attack allies, may just… leave) - Lasts 1d6 missions

Containment: Isolate Soulstones in lead-lined chambers, separate by 100 feet minimum

Narrative: "Your Casket spoke to you this morning. Not through comms. Through your mind. It asked why you keep hurting it. It asked if you deserve to survive."

13-15: CRITICAL BREACH (Settlement Evacuation Recommended)

Event: SCP-PE-041 "The Hungry Workshop"

Classification: Keter

Phenomenon: Settlement workshop develops **sapient hunger**. It begins consuming metal, tools, and eventually... pilots.

Effect: - Workshop attempts to **lure pilots inside** (hear voices calling for help) - Anyone entering workshop must roll 1d6: - **1-2**: Consumed by workshop (pilot dies, no body recovered) - **3-4**: Escape injured (take 5 damage, lose 1 random equipment) - **5-6**: Escape unharmed but traumatized (gain 1 Trauma Wound) - Workshop cannot be used until phenomenon ends - Lasts until fed 10 Scrap (it consumes resources to sate hunger)

Containment: Board up entrances, post guards, ignore the screaming sounds from inside

Narrative: "You hear your friend's voice from the workshop. Calling for help. But your friend is standing right next to you. The workshop is learning voices."

16-18: CATASTROPHIC BREACH (Settlement Abandonment Likely)

Event: SCP-PE-056 "The Retroactive Massacre"

Classification: Apollyon

Phenomenon: Reality editing event. An enemy you killed yesterday **was never killed**. Timeline adjusts. Only you remember the original timeline.

Effect: - Choose 1 completed mission from settlement history - That mission **never happened** (retroactively) - All rewards/loot from that mission vanish - All pilots who died in that mission are **still dead** (they died differently, but still dead) - Enemy from that mission is **still alive and remembers you killing them** - They come for revenge

Containment: Impossible. Reality has changed. Accept the new timeline or go mad questioning which memories are real.

Narrative: "You remember killing the Iron Saint. Everyone remembers. But the reports say the mission failed. The Saint is alive. And it knows you tried to kill it."

19-20: EXTINCTION-LEVEL BREACH (Campaign Threat)

Event: SCP-PE-077 "THE NOBODY"

Classification: Thaumiel → Apollyon

Phenomenon: A pilot in your settlement **does not exist**. Never has. But everyone remembers them. Their Casket is in the hangar. Their name is on the roster. Their bunk is occupied.

Effect: - Roll 1d6 to randomly select "The Nobody" - The Nobody functions normally for 1d6 missions - Then, during a critical moment, **they vanish** - All equipment they carried vanishes - All records of them vanish - Other pilots remember them but cannot describe their face - Settlement loses 3 Morale (existential dread)

Narrative: "You know their name. You've fought beside them. But when you try to picture their face... nothing. Were they real? Are you real?"

ARTIFACT DISCOVERY TABLE (1d100)

Roll when exploring Sibarian Wastes, looting high-Taint enemies, or finding hidden caches.

01-20: SAFE ARTIFACTS (Useful, Minor Side Effects)

Artifact: "The Compass That Points Home"

Effect: Always points toward your settlement (useful when lost) **Side Effect**: After 10 uses, begins pointing to a settlement that doesn't exist **Danger Level**: Low

Artifact: "Weeping Icon" (Small Religious Painting)

Effect: Removes 1 Taint per mission (passive) **Side Effect**: Icon weeps blood when near Void rifts (warning system, but unsettling) **Danger Level**: Low

Artifact: "The Everful Canteen"

Effect: Provides unlimited water (survival utility) **Side Effect**: Water tastes like memories (drink and experience random person's past) **Danger Level**: Low

21-50: EUCLID ARTIFACTS (Powerful, Significant Risks)

Artifact: "The Soulstone That Remembers"

Effect: Grants +2 SP maximum to pilot **Side Effect**: Every mission, pilot experiences 1 random memory from previous user (who died horribly) **Danger Level**: Medium **Trauma Risk**: High (pilot may develop PTSD from inherited memories)

Artifact: "The Blade That Cannot Miss"

Equipment: Sword (6 cards) **Effect**: All attacks automatically hit (no roll needed) **Side Effect**: Blade chooses targets (you cannot control what it hits—may strike allies) **Danger Level**: Medium **Lethality Risk**: High (friendly fire incidents)

Artifact: "Casket-Core of the First Pilot"

Equipment: Soulstone Core (passive) **Effect**: Grants +10 HP (40-card deck max) **Side Effect**: Pilot hears voice of Gareth (the first Casket pilot, now merged with his machine) **Danger Level**: Medium **Insanity Risk**: High (Gareth wants company, tries to convince pilot to merge permanently)

Artifact: "The Mirror That Shows Death"

Effect: Once per mission, look into mirror and see how you will die (this mission) **Side Effect**: Knowledge of your death may cause panic OR allow prevention **Danger Level**: Medium **Paradox Risk**: Looking changes the future, making prediction false (but creates new death path)

51-80: KETER ARTIFACTS (Extremely Dangerous, Containment Difficult)

Artifact: "The Bargain Box"

Effect: Contains 3 wishes (one-time use each) **Side Effect**: Each wish granted extracts payment in flesh (lose 1d6 HP permanently per wish) **Danger Level**: High **Mortality Risk**: Third wish always costs more than user can pay (death)

Artifact: "The Casket That Pilots You"

Equipment: Full Casket (replaces current Casket) **Effect**: +5 SP maximum, +10 HP, all attacks deal +2 damage **Side Effect**: Casket is sentient and **makes decisions for pilot** (50% of time, pilot loses control) **Danger Level**: High **Autonomy Risk**: Casket may abandon mission, kill allies, or simply walk into Void rift

Artifact: "The Soulstone of Nikolas Theslar"

Equipment: Legendary Soulstone (passive) **Effect**: Grants +10 SP maximum, remove all Heat limitations, infinite energy **Side Effect**: User is slowly absorbed into Resonance Engine (gain 1 Taint per turn, irreversible) **Danger Level**: Extreme **Mortality Risk**: User has 30 turns to live after installation (becomes part of the Screaming Choir)

Artifact: "The Thread That Snaps Fate"

Effect: Once per campaign, rewrite 1 event (undo 1 death, reverse 1 failure) **Side Effect**: Rewriting fate causes temporal backlash (1d6 random NPCs die in compensation) **Danger Level**: High **Ethical Risk**: Saving one life costs several others (who chooses who lives?)

81-95: APOLLYON ARTIFACTS (World-Ending Potential)

Artifact: "The Key to the Engine"

Effect: Can shut down Sibarian Resonance Engine permanently (end the apocalypse) **Side Effect**: Shutting down Engine kills everyone with Taint (90% of world population) **Danger Level**: Extinction **Moral Dilemma**: Save the world or save the people?

Artifact: "The Crown of the Void King"

Equipment: Headpiece (accessory slot) **Effect**: Grants control over all Abominations within 10 miles (command Void creatures) **Side Effect**: Wearing crown merges user with Void (gain 10 Taint immediately, cannot remove crown) **Danger Level**: Extinction **Corruption Risk**: User becomes Void entity within 5 missions (becomes final boss)

Artifact: "The Last Human Memory"

Effect: Contains memory of pre-Sundering world (shows paradise lost) **Side Effect**: Viewing memory breaks viewer's will (realize everything is futile, settlement loses 5 Morale) **Danger Level**: Extinction (social collapse) **Despair Risk**: Half of settlement may commit suicide after viewing

96-100: THAUMIEL ARTIFACTS (Reality-Altering, Double-Edged)

Artifact: "The Resonance Engine Control Rod"

Effect: Can **stabilize** one Void rift permanently (close it forever) **Side Effect**: Stabilizing one rift **destabilizes another** elsewhere (new rift opens randomly) **Danger Level**: Variable **Strategic Use**: Choose which rift to close (protect settlement) at cost of endangering others

Artifact: "The Soulstone of the Unborn"

Effect: Grants **perfect regeneration** (recover full HP at end of each turn) **Side Effect**: User cannot die but also **cannot age, sleep, or feel pain** (eternal half-life) **Danger Level**: Existential **Immortality Curse**: User becomes immortal but loses humanity (eventually becomes Empty One)

Artifact: "The Chronometer That Runs Backward"

Effect: Rewind time by 1 turn (undo 1 action per mission) **Side Effect**: Each use ages user by 1 year (physical aging, permanent) **Danger Level**: High **Mortality Risk**: Using 30 times = instant death from old age

CONTAINMENT BREACH CONSEQUENCES

Breach Classification Scale

Class	Description	Settlement Response	Survival Rate
Safe	Contained with standard procedures	Monitor, document	100%
Euclid	Unpredictable, requires active containment	Evacuate area, specialist team	85%
Keter	Actively hostile, difficult containment	Lockdown, armed response	60%
Apollyon	Uncontainable, world-ending potential	Evacuation, pray	20%
Thaumiel	Ultra-classified, reality-altering	Restricted to leadership only	Variable

ANOMALOUS ENTITY ENCOUNTERS (Mission Events)

SCP-PE-088: "The Mimic Casket"

Threat Level: Keter

Description: A Casket that perfectly replicates appearance of allied Caskets. Hunts pilots.

Encounter: - During mission, one "ally" Casket is actually the Mimic - GM secretly notes which NPC/pilot is the Mimic - Mimic waits for isolated target, then attacks (8 damage melee, ignores Defense) - Revealing the Mimic requires Perception check (1d6, need 5+)

Weaknesses: - Cannot replicate voices perfectly (speech is slightly wrong) - Hydraulic fluid is black instead of red - Moves in jerky, unnatural motions

Defeat: Destroying Mimic reveals its true form (skeletal Casket with too many limbs)

SCP-PE-103: "The Choir of Sibaria"

Threat Level: Apollyon

Description: The pilots absorbed into Resonance Engine (see Chronicle IX). They sing. The song is infectious.

Encounter: - When within 5 miles of Sibarian Wastes, pilots hear **singing** - Song is beautiful, haunting, impossible to ignore - Each turn exposed, roll Willpower (1d6, need 4+) - Failure: Pilot gains 1 Taint and moves 1 hex toward Engine (compulsion) - If pilot reaches Engine, they are **absorbed** (instant death, join the Choir)

Countermeasures: - Dampen audio systems (reduce hearing, -1 to Perception checks) - Play loud music to drown out Choir (requires portable sound system) - Resist with extreme willpower (pilots with 5+ Scars get +1 to rolls)

Defeat: Cannot be defeated. Can only be resisted.

SCP-PE-117: "The Empty Ones"

Threat Level: Euclid

Description: Pilots who achieved perfect Taint resistance. They survived corruption, but lost their humanity. Now they are **empty**.

Encounter: - Appear as normal pilots, but movements are too smooth, expressions too perfect - Do not speak (communicate via text messages only) - Offer to trade equipment (have legendary gear) - **Catch**: Trading with Empty One costs 1 permanent Wound (they take a piece of your humanity)

Behavior: - Never attack first - Will defend selves if attacked (extremely skilled, +2 to all rolls) - Seek to understand emotions they no longer feel (study humans like specimens)

Defeat: Cannot be killed (regenerate from any damage). Can only be avoided.

RESEARCH LAB EXPERIMENT TABLE (1d20)

If settlement has **Research Lab** building, roll once per Settlement Phase.

1-5: Success

Experiment succeeds, gain 1 random equipment blueprint (can craft at 50% cost)

6-10: Partial Success

Experiment works but unstable, gain 1 equipment with **Volatile** trait (10% chance to malfunction per use)

11-15: Failure

Experiment fails, lose 2 Scrap, 1 researcher injured (civilian casualty)

16-18: Catastrophic Failure

Experiment explodes, Research Lab takes 1d6 damage, roll on Minor Breach table

19: Critical Breach

Experiment tears Void rift, roll on Major Breach table, settlement gains Fear status

20: Unintended Success

Experiment creates something **anomalous**, roll on Artifact Discovery table (Euclid tier)

GM GUIDELINES FOR ANOMALOUS EVENTS

When to Use

- Sparingly (1 per 5-10 missions)
- When narrative needs escalation
- When players are comfortable with horror elements

How to Introduce

- Foreshadow (strange readings, rumors, warnings)
- Build tension (describe symptoms before reveal)
- Respect player boundaries (some players dislike body horror)

Balancing Horror and Gameplay

- Anomalies should create **interesting problems**, not instant deaths
- Give players **agency** (choices matter, even bad ones)
- Consequences should be **memorable**, not just mechanical penalties

CONTAINMENT FACILITY RULES

If players build **Containment Vault** (settlement building): - Can store up to 3 Anomalous Artifacts safely - Each artifact stored reduces settlement Taint generation by 1 - But: 5% chance per mission of **containment breach** (roll 1d20, on 1, breach occurs)

END OF DOCUMENT

CLASSIFICATION NOTICE: This document is restricted to settlement leadership. Civilians are not to be informed of anomalous phenomena. Panic control is essential. Ignorance is survival.

"We study the anomalies so others don't have to. We contain the uncontainable. We die so humanity lives."