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# Brief Introduction of SCPs Contained In Site

**Administrative Department**  
**Internal File**

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**CONFIDENTIAL**

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# 1.General Provisions

A review of recent work has revealed that administrative department personnel are not sufficiently familiar with the existing SCPs in the facility and their containment Procedures. This lack of understanding poses a potential risk to the safe conduct of work. Therefore, this document has been created to assist personnel in quickly gaining relevant information.

This document encompasses the fundamental information of all contained SCPs within the site, categorized according to the areas in which the SCPs are contained.

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## 2. Brief Introduction of SCPs In Sector 2

### 2.1 SCP-131/Safe

SCP-131-A and SCP-131-B (affectionately named the "Eye Pods" by personnel) are a pair of teardrop-shaped creatures, with a single blue eye in the middle of their bodies. SCP-131-A is burnt orange in color, while SCP-131-B is mustard yellow.

It's recommended that personnel avoid making attempts to bond with the subjects. It should be noted that the subjects require no care or maintenance from the personnel.

It should be noted that the subjects are extremely helpful when containing SCP-173.

Its containment chamber is located near S2-3. CL 1 required.

### 2.2 SCP-066/Euclid

SCP-066 is a small mass of braided red yarn and ribbon.

If SCP-066 is cut, under attack or otherwise disturbed, it will say "Eric", and then begin playing music at high decibels, injuring nearby humans, and sometimes interfering with lights.

MTF-E11 is required to recontain the subject. Its containment chamber is located near bathroom of S2. CL 1 required.

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## 2.3 SCP-1025/Safe

SCP-1025 is a hardcover book, approximately 1,500 pages long. The front cover and spine feature the title "The Encyclopedia of Common Diseases." Readers of the book seem to exhibit symptoms of any disease they read about. The effect can take between ■ and ■ hours to manifest.

It should be noted that personnel can be infected with 008 through 1025. Which might cause a site-range infection outbreak.

Its containment chamber is located near 131. CL 1 required.

## 2.4 SCP-999/Safe

SCP-999 appears to be a large, amorphous, gelatinous mass of translucent orange slime, with a consistency similar to that of peanut butter. Subject's size and shape is easily malleable and can change shape at will, though when at rest, SCP-999 becomes a rounded, oblate dome.

Subject is friendly most of the time. However, It may be ■ due to unknown reasons. During its ■ stage, It'll crush the personnel who's being hugged by 999. Due to this reason. personnel are recommended to avoid direct contact with 999.

Its containment chamber is located near S2-3. CL 0 required.

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## 2.5 SCP-2950/Safe

SCP-2950 is a metal folding chair. Will heat up when a human sits on it.

Once SCP-2950 is fully heated up, SCP-2950-1 will appear. After about 10 seconds, SCP-2950-1 will disappear, and SCP-2950 will begin to float up in the air upside-down, with a red glow being emitted once it's done. After a while, SCP-2950-1 will appear again under it, killing anyone near SCP-2950. After this, SCP-2950 will float back downwards, and will return to normal.

Its containment chamber is located near S2,CR. CL 1 required.

## 2.6 SCP-173/Euclid

SCP-173 is a tall, statue-esque entity constructed entirely out of concrete and rebar, and most of its outside shell is covered in tan spray paint.

When it is not being looked at, SCP-173 will aggressively target the nearest personnel. Upon reaching a personnel, it will snap their neck, which is enough to kill any human instantly.

Every 250 seconds, SCP-173 will create a dirty puddle that can be cleaned by janitors. If a total amount of 7 puddles amass over time, SCP-173 will automatically breach itself.

It should be noted that SCP-131 is very useful when re-containing SCP-173.

Its containment chamber is located near S2-3. CL 3 required.



## 2.7 SCP-316/Safe

SCP-316 is a small, aged, bronze carbide lamp with a large nozzle.

When SCP-316 is turned on, a bright beam will emit from its nozzle. Personnel that are standing in front of this light for about 15 seconds will have their screen turn gray, with their skin color following suit along with the added side effect of reducing their speed by 20%.

Additionally, personnel infected with SCP-008 or SCP-409 take damage when exposed to its light.

Its containment chamber is located near S2,CR. CL 2 required.

## 2.8 SCP-1299/Euclid

SCP-1299 is a white porcelain-over-steel freestanding bathtub.

When a living human touches one of the two handles on SCP-1299, the tub will begin filling with water. Once the tub is filled, an invisible force, designated SCP-1299-1, will pull the subject into SCP-1299 and force the subject underwater. An imprint of a pair of hands will appear around the subject's neck while they attempt to escape. Barring outside intervention, the subject will invariably drown, at which point the water will begin to drain via unknown means until the containment chamber is completely dry. The corpse may then be retrieved safely.

Its containment chamber is located near S2,TR. CL 2 required.



## 3. Brief Introduction of SCPs In Sector 3

### 3.1 SCP-079/Euclid

SCP-079 is a microcomputer built in 1978 that is generally uncooperative and hostile to humans. Upon entering SCP-079's cage, it will activate and greet the player with either the responses, "What do you want?", or "What is it?", with each one leading to a different response. It will refuse to speak if there is more than 1 person in its cage at a time.

SCP-079 could be hacked. Once the hack is finished, SCP-079 will take over the facility, leading to a chain of catastrophic events such as the release of SCP-008's gas through the ventilation system or a breach of the SCPs located in Sector 3. It can also initiate a Class D riot.

Its containment chamber is located near S3.MTF spawn. CL 3 required.

### 3.2 SCP-409/Keter

SCP-409 is an infectious SCP resembling that of a large, blue quartz crystal.

Personnel infected by SCP-409 have numerous purple and/or blue crystals growing out of their body, which gradually increase in size as time goes on.

Alternatively, the mutated variant of SCP-409 will make infected personnel significantly larger in size, alongside changing the growing crystal colors to be rainbow-esque.

After five minutes of being fully infected, SCP-409's crystals will violently snap, killing the Personnel instantly.

Its containment chamber is located near S3,MTF spawn. CL 4 required.



### 3.3 SCP-457/Keter

SCP-457 is a humanoid made entirely out of flame. The size of the flame surrounding it depends on how much fuel it has; near maximum fuel, it gets fairly large.

Even with low fuel, SCP-457 will continuously pursue personnel when it is breached, dealing low but rapid damage upon contact. Additionally, it is immensely fast at high fuel, being able to keep up with even RRT operatives.

At higher fuel levels, SCP-457 is capable of charging up to 3 fireballs, which it can launch at personnel. The distance at which it can begin to throw these fireballs is unknown however.

SCP-457's method of intelligence is unknown, but upon reaching an approximate human size, SCP-457 always assumes a human-like form surrounded by and composed of flames.

Its containment chamber is located in S3. CL 4 required.

### 3.4 SCP-966/Euclid

SCP-966 are a group of hostile, Euclid class of SCPs resembling that of near-invisible humanoids.

Additionally, SCP-966 are completely invisible to normal view, and can only be seen while NVGs are activated, or if they are inside their chamber while the panels are active.

Once a subject has been killed and their body consumed, SCP-966 will attempt to create a clone of itself. These clones are physically inferior to the original and easily killed, but are just as dangerous due to the waves they produce.

Its containment chamber is located in S3. CL 3 required.





### 3.5 SCP-049/Euclid

SCP-049 is a humanoid entity which bears the appearance of a medieval plague doctor.

SCP-049 is initially calm, and will not attack players unless he is provoked first, either through rude dialogue or by shooting at him.

Once he is provoked, he will begin to chase the nearest player, dealing damage if he successfully hits them. This behavior will never cease until he is re-contained by an E-11 operative.

If SCP-049 successfully kills a personnel, he will perform a surgery on their corpse. After this is over, an SCP-049-2 instance will be created, which will always hunt personnel and attack them.

Its containment chamber is located in S3. CL 3 required.

### 3.6 SCP-008/Eucild

SCP-008 is a complex prion, samples of which are stored in each of the known █████ sites. Research into SCP-008 is highly classified and primarily aimed at preventing research which may lead to the synthesis of SCP-008 in the distant future.

Upon coming into contact with SCP-008's gas, Personnel will quickly be infected by SCP-008. MTF B-7 is specifically tailored to dealing with SCP-008 infected personnel.

For a single person infected by SCP-008, the SCP-008 Deconstructor can help, but for large scale, site-wide outbreaks, any medical personnel with a vaccine in their med-kit can head to the SCP-008 viewing box and insert their med-kit to disperse the vaccine throughout the facility, curing any infected.

Its containment chamber is located in S3. CL 4 required



### 3.7 SCP-002/Euclid

SCP-002 is a Euclid SCP resembling that of a tumorous, fleshy growth that appears virus-like, with an always open iron hatch "door" on the front that leads inside of SCP-002. SCP-002 will additionally move up and down a handful of meters every few seconds, but cannot move otherwise. Exploring inner space of SCP-002 without combatants is highly unrecommended.

SCP-002 can be breached. Breaching SCP-002 requires 30 props to be inside the dimension at once. During a breach, multiple instances of SCP-002-2 will begin to spawn in the briefing and viewing rooms outside SCP-002's chamber.

To recontain SCP-002, players should enter its dimension to find and shoot the props within, as destroying most of them will return SCP-002 to a safe state and cause SCP-002-2 to stop spawning outside it.

Its containment chamber is located in S3. CL 3 required

### 3.8 SCP-087/Euclid

SCP-087 is an endless unlit platform staircase. Past floor 60, an entity inside of SCP-087, known as SCP-087-1, which takes the form of a pale face with no pupils, nostrils or a mouth, will occasionally appear and jump-scare the personnel, and kill them if looks at it too long time.

In short. SCP-087-2 will appear upon passing floor 100. Looking at it can protect you from being killed. SCP-087-3 will appear upon passing floor 248. Going there is highly unrecommended.

Its containment chamber is located in S3. CL 3 required.



### 3.9 SCP-023/Euclid

SCP-023 is a large shaggy canine with black fur. It has bright orange-red eyes and prominent teeth.

SCP-023 is neutral, and will not go out of its way to attack personnel. This does not mean it is not harmless, however. When not breached, SCP-023 will roam freely around its containment chamber's tunnels. During this, it can be occasionally heard barking. The main threat of SCP-023 comes when a personnel looks directly at it for around a second. After 1 min and 30 s, the personnel will instantly die. While the effect is active, SCP-023 will hunt and try to attack the personnel that looked at it, though do note this behavior is seemingly [REDACTED].

Recontaining SCP-023 is exclusive to MTF E-11 operatives.

Its containment chamber is located in S3. CL 3 required.

### 3.10 SCP-096/Euclid

SCP-096 is a tall humanoid creature. Subject shows very little muscle mass, with preliminary analysis of body mass suggesting mild malnutrition. Arms are grossly out of proportion with the rest of the subject's body. Skin is mostly devoid of pigmentation, with no sign of any body hair.

Upon someone seeing SCP-096's face (who will from this point on be referred to as SCP-096-1), SCP-096 will stand up and begin to shake uncontrollably. After about 30 seconds, SCP-096 will start to chase SCP-096-1 and will attempt to kill and [REDACTED] the SCP-096-1.

There is no way to stop SCP-096 from reaching 096-1.

Its containment chamber is located in S3 hallway end. CL 4 required.



### 3.11 SCP-738/Keter

SCP-738 consists of three components. A matched set of mahogany furniture including 1 desk currently labeled SCP-738-1, 1 straight-backed chair currently labeled SCP-738-2, and 1 ornate "throne" styled office chair labeled SCP-738-3, all with brass embellishments and royal purple velvet padding.

The effect begins when a sentient entity sits in SCP-738-2 in 'front' of SCP-738-1 with SCP-738-3 resting behind SCP-738-2.

Audio recorders record a distorted voice speaking. This voice will make offers and promises, attempting to tempt the occupant of SCP-738-2. Meaning has been extracted from the spoken voice. If, at this time, the entity sitting in SCP-738-2 makes a request, then the tempting and offers will cease. There will be a pause and a price will be stated.

Accepting the deal causes the agreed-upon wish or command to be fulfilled to the letter, but not past the letter. Furthermore it will cause the occurrences stated in the price to be paid.

As a final note, personnel in the chair have reported seeing an entity sitting in SCP-738-3. Some frequent descriptions of the entity include 'seductive' and 'charming'. Sessions with the same person that are close in time report similar or identical entity appearances. Sessions with different people that are close in time report different entities appearances. Descriptions of the voice do not match the voice recorded on the equipment.

It might be contained in 049 chamber sometimes. Located in S3. CL 3 required.



### 3.12 SCP-953/Keter

SCP-953 is a female Red Fox. Subject displays polymorphic properties, however, allowing it to take the form of various other objects and beings

In addition to polymorphic abilities, SCP-953 displays moderate level psionic abilities, namely suggestion and telepathy. Although insufficient to fool an outside observer, an entranced subject can be convinced of a variety of false facts, including the nature of SCP-953, its own nature, and the nature of things around it.

SCP-953 is to be considered hostile to human life, dangerous, and armed at all times; any transport must be done under the supervision of at least 6 armed personnel. Its preferred killing method is a bare-handed strike to the abdomen, penetrating the abdominal cavity and removing the liver, which it will later consume.

Because of the inadequacy of purely physical containment procedures to control SCP-953, psychological containment is also necessary. For this reason, the approach to SCP-953's containment chamber is to be lined with open-cage dog kennels, preferably of the Korean Jindo or American Foxhound breed. SCP-953 displays an extreme phobia of domesticated canines, and will not pass within 10 m of one, especially when canines are barking or alerted.

Small luxury items (plum wine, reading materials, etc.) may be provided as an occasional reward for good behavior as part of psychological conditioning.

Its containment chamber is located in S3. Usually 023 cell. CL 3 required.



## 4. Appendix:

### Apollyon Threat

#### SCP-001/Apollyon

As of now, all information regarding SCP-001 remains speculative. It is believed that SCP-001 pertains to a XK-Class event scenario. Based on documents recovered by the Foundation, it is currently hypothesized that SCP-001 involves an irreversible transformation process of the sun. Beyond this, all other information remains uncertain.

According to Foundation documents retrieved from other dimensions by RAISA, it is speculated that the visible light spectrum emitted by the sun during an SCP-001 event will be limited to red(610-730nm). Furthermore, any individual who directly observes the sun will undergo an irreversible transformation process. This process is believed to result in the restructuring of the individual's biological makeup, [REDACTED] and highly aggressive.

Although the actual effects of SCP-001 in our universe remain unknown, based on the recovered documents and out of an abundance of caution, the Foundation has classified SCP-001 to Apollyon class.

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