

Foundation Property

**FOUNDATION SITE
ESCAPE**

Secure, Contain, Protect

FOUNDATION SITE ESCAPE GUIDEBOOK

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Table of Contents:

Page 1 – Table of Contents

Page 2 – Background Info

Page 3 – Materials List

Page 4 – Game Rules

Pages 5-18 – SCP Encounter Outcomes

Page 5 – SCP-017, SCP-019

Page 6 – SCP-049, SCP-082

Page 7 – SCP-082 cont, SCP-096

Page 8 – SCP-106

Page 9 – SCP-137, SCP-266

Page 10 – SCP-266 cont, SCP-427

Page 11 – SCP-457, SCP-545

Page 12 – SCP-545 cont, SCP-569

Page 13 – SCP-615, SCP-682

Page 14 – SCP-682 cont, SCP-1030

Page 15 – SCP-1048, SCP-1152

Page 16 – SCP-1152 cont, SCP-1507

Page 17 – SCP-3998, SCP-5031

Page 18 – SCP-5031 cont

Page 19 – Cited Sources for SCPs used in-game

Background:

You are an employee for the Foundation, a group whose main objective is protecting humanity from the dangerous anomalies that exist across the world, universe, space, time, and otherwise. These can be anything from a creature, to an object, to a location, to an idea, and beyond. Any anomalies that are discovered and managed by the Foundation are referred to commonly as ‘SCPs’, the acronym for Special Containment Procedures, which each anomaly uniquely has, along with a numerical designation (ex: SCP-96) as a means of protecting others from its existence. Many of these SCPs, if possible, are contained at secure facilities, often referred to as Foundation Sites, where the Special Containment Procedures are used to keep the anomalies at bay. These anomalies can pose threats as small as inconveniences to people, or as large as potentially being a threat to all of humanity. This is why the Foundation follows the motto: ‘Secure, Contain, Protect’

Your job is ██████, and you work at the Foundation Site-██████. One day, after an event caused by SCP-3480 produced a Class One (low-threat) reality bender to manifest on Mt. Olympus, Greece, despite the unusually long time SCP-3480 took to produce the reality bender approximately ██████ days, ██████ hours, and ██████ minutes, which would normally produce a reality bender of at least Class 4 designation. After being easily subdued and sedated by the Foundation, the reality bender was brought to the site to be interrogated and contained. Everything fell apart once they tried to interrogate them. The reality bender had been hiding their true powers, knowing the Foundation would terminate on sight if it was known just how powerful they were. Once the sedatives wore off for the interrogation, they immediately warped all of reality around the site, causing space to become contorted. Now the layout of the site doesn’t match any logical mapping, and space can change at a moment’s notice. This resulted in one of the worst outcomes for a Foundation Site, a total containment breach. All of the SCPs contained onsite that have the ability to do-so have now broken free of their Special Containment Procedures, and are roaming the facility. Your only hope of survival is to escape the site, but to do this you must navigate the bent reality of the Foundation Site, hoping to avoid deadly SCPs on the path to surviving this catastrophe.

Secure, Contain, Protect

Materials needed:

- 2 d8 die (1 will work fine, or use an online dice rolling site/app)
- 1 d20 die
- A character piece, can be anything from a thimble to a thumbtack, be creative!
- A health tracking piece, same idea as the character piece
- All 4 corners of the gameboard
- 1 Start tile
- 9 Exit tiles
- 80 Hallway tiles
- 20 SCP encounter tiles
- 25 Room tiles
- 25 Item Cards
- This guidebook



General Rules and Win/Loss:

- a) The only tile to remain face up is the one the player currently stands on
- b) The player may hold a max of 4 items at any time, and can drop an item in inventory to make room for a new item
- c) The player wins when they step on an Exit tile, escaping the Foundation Site
- d) The player loses if the health counter on the board reaches 0, or if an SCP Outcome results in an instant-death.

Pregame Setup:

- a) Make sure the gameboard is assembled according to the corner label on each piece
- b) Put each tile in a deck of matching type according to the materials list, and shuffle each, placing each stack face-down in piles.
- c) Place the start tile anywhere on the board, face up
- d) Making sure not to look at the underside of the cards, take 4 exit tiles, 8 SCP tiles, 8 room tiles and 43 hallway tiles, and put into a new deck and shuffle.
- e) Take the stack of tiles from d, and place randomly in the remaining 63 open spaces, face down.
- f) Shuffle the remaining tiles together, and keep in a stack, face down.

To Start:

- a) Place the Character piece on the start tile
- b) Place the health tracking piece on 5 of the health-bar (max health)

Turn Rules:

- 1) Each turn, the player may move 1 tile in any cardinal direction (NSEW) allowed by the tile currently occupied.
 - a. If the tile is an SCP tile, the player must either roll a D20, or use an appropriate item to bypass the SCP. Results are written in the **Outcomes** section of the guidebook. *All SCP tiles are 4-direction hallways.*
 - b. If the tile is a room tile the player can pick up the item corresponding to the room, and when the player exits the room, it will be replaced with a tile on top of the deck, and the room tile will be placed randomly back into the deck. *The player must exit from the way they entered the room.*
 - c. If the movement goes off the board, movement will wrap around to the other side (Pac-man style)
- 2) After the move is made, the player must roll 2d8 to determine a random tile to be swapped out. The first die represents the row, the second represents the column. This random tile, will be randomly put back into the deck, and replaced with the tile on top of the deck.
 - a. The only exception is if the tile is player occupied, in which nothing happens

OUTCOME LOOKUP:

Result SCP-017

D20 Roll 1: You stand there, trying to come up with a plan for how to move ahead, however before you can even move the lightbulb flickers out, making the room dark. By the time it flickers back on it is too late; The mass of shadow had moved to the area you were standing, encasing your shadow. The last thing the surveillance camera sees is your entire being enveloped in the darkness. The shadow returns to normal, and you are presumed dead. **(Dead end)**

D20 Roll 2-20: The lightbulb flickers, going dim, but luckily not going out. You pass by the shadowy figure, feeling its dark gaze focus not quite on you, but rather on your shadow that is cast by the light onto the wall behind you. You reach the other side of the intersection unscathed. **(Safe)**

Item Usage (Anomalous Flashlight): Seeing the shadowy figure ahead, you turn on the Anomalous Flashlight to get a better look at what the figure is. Strangely enough despite the room being lit to the point of most shadows disappearing, the figure stays as a humanoid mass of shadows. Keeping the flashlight on the figure at all times, you slowly creep past it until you reach the next available light. A few seconds after this the flashlight burns out, rendering it useless. **(Safe, discard the Anomalous Flashlight)**

Result SCP-019

D20 Roll 1-5: The creatures seemed small, and despite their creepy appearance and claws, you thought they wouldn't be much of a threat if you simply ran past them. Unfortunately you underestimated their voracity, as when running past one jumps at you, biting into your shoulder, and clawing large gashes into your back. The wounds bleed pretty harshly, but they are not life threatening. **(You lose 2 health)**

D20 Roll 6-13: You assume the best course of action when ill prepared to fight small fleshy things is to simply run through them, what's the worst that could happen? A few of them swipe at you when you run by, and although one manages to slash your upper calf, you successfully run past without any other injuries. **(You lose 1 health)**

D20 Roll 14-20: Trying to avoid the creatures, you sprint down the hall at full speed, and long jump past all of them. One of them chases you down the hallway, but is easily kicked back towards the vase. You escape without a scratch, but a little winded from the sprint. **(Safe)**

Item Usage (The Living Gun): Throwing caution to the wind, you decide the best way to battle small fleshy creatures is with a small fleshy gun. You toggle the gun to fully-automatic, the gun groans, and you fire upon the creatures. They charge at you aggressively, but you successfully hold them off. By the end all of them are either wounded or dead, and the Living Gun is out of its strange ammunition. You proceed unharmed. **(Safe, discard the Living Gun)**

Result SCP-049

D20 Roll 1: Approaching the Plague Doctor, you think it may just be one of the site's scientists in protective gear. You try to converse with him, but when he turns to see you, he exclaims that you have the Pestilence, but you tell him you've never heard of such a thing before. The Plague Doctor grabs you aggressively, somehow killing you just by holding a hand to your face. **(Dead end)**

D20 Roll 2-10: You cautiously approach the Plague Doctor, thinking it may be a scientist just dressed in some strange garb, but anything could be a dangerous anomaly during a containment breach. When you attempt to talk with him, he quickly says something about a Pestilence, and approaches you quickly. Startled, you run down the hall, but the Plague Doctor manages to cut one of your arms with a surgical tool it was carrying around. **(You lose 1 health)**

D20 Roll 11-20: In the case of a containment breach, it's better to avoid anything that moves, even if it may look potentially friendly. This ends up saving you, as when you run past the Plague Doctor, he tries to grab you, and shouts about some kind of Pestilence as you run further down the hall. You make it through safely. **(Safe)**

Item Usage (Very Fragrant Lavender): You approach the Plague Doctor thinking it may be an ally, but unfortunately you didn't realize it was one of the anomalies that broke containment. The Plague Doctor begins approaching you with what feels like the intent to kill, but before he can grab you, he stops. Calmed down, the Plague Doctor proclaims how lovely the scent of lavender in the air is. You hand over the picked lavender to him, and he goes back to mumbling about a cure while experimenting on the corpses. You pass through the hallway unscathed. **(Safe, discard Very Fragrant Lavender)**

Result SCP-082

D20 Roll 1: There is no other way down the hall except attempting to get past the unyieldingly large man blocking the way through. You approach him, and he mentions being the King of France, and demanding a feast be thrown in his Grand Palace. You act with confusion at all of these statements, which seems to upset him somewhat. Before you know it though, he mumbles about feeling hungry while waiting for the feast, and proceeded to bite your head viciously off the body. He apologizes for his poor manners, as your body collapses. **(Dead end)**

D20 Roll 2-10: Despite the terrifying appearance of the large man, when he sees you, he introduces himself as Fernand, and speaks with polite mannerisms, making you relax a bit. Feeling you may be able to get by safely, you ask politely for Fernand to move out of the way. He obliges, but unfortunately when turning, there was an old rusted sword caught in his side that swung and manages to slash you across the chest. He apologizes, but you shake it off and thank Fernand, passing down the hallway without more than the accidental injury. **(You lose 1 health)**

D20 Roll 11-20: Seeing you down the hall, the large man exclaims that he is Fernand, the King of France, and has gotten lost on the way to his Grand Palace, where they are holding a feast. Despite being an anomaly, you can tell he is just as lost as you, so you respond by pointing him in a random direction, informing him that it will take him back to the Grand Palace. It is no more a lie than the truth because of the warped space around you, and he marches off in the direction you pointed. You proceed down the now clear hallway safely. **(Safe)**

Item Usage (Steely Dan): Without any idea how to get down the hallway with the large man blocking the only way through, you pull out the small vibrating device, turn the dial to the suicide setting, and throw it at the hulking figure. It embeds into his skin when it hits, and after a moment of confusion from the man, you hear the vibration change. The man lets out a deafening roar, and runs around in pain, trying to find what is causing him such distress. He eventually runs out of the hallway, and you get through unharmed. **(Safe, discard Steely Dan)**

Result SCP-096

D20 Roll 1, 10, 20: The creature seemed to be docile, so you attempt to just pass by without alerting it to your presence. When passing, it moves around and you make eye contact with the creature, and see its lifeless eyes. It lets out a shrieking wail, and despite your best efforts to run, it immediately catches you, and shreds your body into an unrecognizable mass of blood, guts, and viscera. **(Dead end)**

D20 Roll 2-9, 11-19: Fearing whatever that humanoid may actually be, you decide it is better to not find out, and sprint past it. You're rather surprised, as it made no reaction to you as you ran by, and continued to sit and whimper. You decide it's better that way and proceed without looking back. **(Safe)**

Item Usage (Blinding Goggles): Noticing the strange creature seems to be covering its face with its grossly elongated arms and hands, you decide that either there is something it doesn't want to see, or that it doesn't want to be seen. Taking note of this, you put on the Blinding Goggles you found and walk down the hall. You feel the cold concrete wall as your way through, but once you're in the open intersection, you lose your place and accidentally touch the hairless, malnourished-feeling body of the creature. Shivers go through you, but it does not seem to notice the touch. You finish making your way down the intersection, and take off the goggles and set them down, before proceeding to vomit out of the distress you feel after touching that creature. Unfortunately vomit gets all over the goggles, so you end up leaving them behind, hoping you wouldn't need them again anyways. **(Safe, discard Blinding Goggles)**

Result SCP-106

D20 Roll 1: The man appeared elderly, so you assume it would be easy to run by him without having to worry about any danger. Strangely enough, when you turn back to see if he noticed you run by, all you see is a puddle of viscous black liquid where the man was standing. Suddenly your arm begins to burn as the wall you leaning on starts producing the same liquid, and the man emerges out of the wall, pulling you into the liquid. You notice you are in some type of hallway, but not the same as the one you were in previously. Unfortunately before you can wander much through the mysterious hall, the liquid you came into contact with seems to burn the flesh off of your body, and you die from the resulting wounds. **(Dead end)**

D20 Roll 2-5: You can't seem to tell what the thing ahead is. A corpse in decay? An anomaly? Largely unprepared, you try to get through the hall while avoiding the figure. To your dismay, it appears he may have actually been waiting, knowing someone would try to get by at some point. When you attempt to pass him, he seems to suddenly spring to life, and grabs your upper arm without hesitation. In a state of panic you manage to quickly wrench it free, and run away frantically. The damage is done however, as the old man left some form of thick black liquid on your clothing, which burned through to your inner muscles, rendering your arm largely useless. **(You lose 2 health)**

D20 Roll 6-15: Horrified by the sight of the decaying figure in the hall, you creep past, never taking your eye off of him. You confirm that it is alive, because while going past, it stares straight into your eyes. You feel as though you could be killed at any moment, but luckily for you the old man doesn't seem to be interested in you, as if he is waiting on someone else to pass through. You make it through the hall, but are still creeped out by what happened. **(Safe)**

D20 Roll 16-20: You decide not to deliberate too long on what to do with the strange decaying man standing in the hall, and make an attempt to sprint past him. It works, but when you turn around, he has disappeared, and there only is a trail of black slimy liquid left behind. You continue running down the hall, when he suddenly climbs out of the floor in front of your path. You trip on the slime that he produces on the floor as he climbs out, and continue to run until it seems you've escaped him. The liquid erodes through your shoe and burns part of your foot, but you are okay otherwise. **(You lose 1 health)**

Item Usage (Very Angry Box of Cereal): Not wanting to take chances with the motionless decayed man ahead, you pull out the analog recording of what you are probably sure is someone being tortured. You place the recording far away from the old man, and turn it on. Hiding, you wait for some kind of response by the man, but he does not respond to the screams coming off of the tape. Eventually, the sounds of what likely is breaking bones comes out of the recording, following with screams that make you feel deprived just for hearing them. Luckily for you though, the old man suddenly turns, and aggressively moves towards the tape recording. Once he passes your hiding point, you run past, narrowly avoiding the trail of black sludge the corpse-like figure leaves behind. You make it safely through the hall, albeit you feel rather depressed afterwards. **(Safe, discard Very Angry Box of Cereal)**

Result SCP-137

D20 Roll Even: Hiding around a corner, you question how a wolf even got into the site in the first place. Nothing about it seems anomalous or out of the ordinary. You ponder for a while how to even avoid a fully grown aggressive wolf. You peek around the corner to check again, and you see the wolf still thrashing the corpse. Out of the corpse's labcoat drops what looks to be a small toy skateboard. Double-checking to make sure you're not going crazy, you witness the small toy skateboard turn into a full-size skateboard, and the wolf turn into a small plushy wolf. Confused, you proceed down the hall, unsure of what you just witnessed. **(Safe)**

D20 Roll Odd: Waiting until the moment the wolf is turned around and occupied with the corpse, you hide. Hoping to avoid making it aware of your presence, you sneak by as it continues to devour the poor bastard it caught earlier. You aren't the best at sneaking through concrete corridors however, and it immediately turns to see you. Growling, it lunges and manages to claw deep wounds into your chest. Lucky for you, it was just territorial of the corpse it was feasting on, and you scramble away, wounded. **(You lose 2 health)**

Item Usage (Sock Monkey): The wolf seems to be occupied with the corpse, but it is still in the middle of the hall, and running through is likely risky. You pull out the sock monkey you found earlier, thinking the wolf may fetch after it like a normal dog would. Throwing it past the wolf to get its attention, you expect it to chase after, but it doesn't. Rather, to your surprise the wolf transforms into a small wolf plush, and the sock monkey is instead replaced with an actual monkey, hooting and hollering up and down the hall. You aren't exactly sure what just happened, but a monkey is easily less threatening than a wolf, so you proceed down the hallway safely as the monkey continues to monkey around. **(Safe, discard Sock Monkey)**

Result SCP-266

D20 Roll 1-5: You wander down the cold hallway towards the glowing gasses, and they seem to wander towards you. You thought it could've been just some form of gas leak, but once you're close enough to the gas you realize your mistake. The gaseous thing seems to actually be an anomaly, and it clings to you once you're close enough to it. The air around you immediately becomes colder, and your skin begins to burn from the cold. You run, realizing this seemingly inert gasball could kill you, but by the time you escape it, your skin is already blue and cracking, and several patches of your body have experienced gangrene due to frostbite. You try to warm up, but the damage is done. **(You lose 2 health)**

D20 Roll 6-10: You are unsure what kind of gas glows purple, but regardless you know it could potentially be deadly, so you cover your mouth and try to run through the gasses without breathing in. Unfortunately the gasses weren't from an on-site leak, but rather some kind of anomaly that escaped containment. Some of the gas ends up clinging to you, causing minor frostbite in your extremities, but you push past fast enough to not sustain any life-threatening injuries. You warm up successfully in the next area, but some of your fingers have lost feeling, and the skin appears to be cracked around them. **(You lose 1 health)**

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D20 Roll 11-20: Random gasses should always be treated as dangerous, and the fact that the gas in this hallway is glowing purple is only that much more concerning. You notice the gas starts to float towards you while you ponder how to get through, and you use this to your advantage. You act as the Pied Piper, grouping all of the masses of gas together until there is enough room for you to run past. You feel rather cold after, but unharmed. **(Safe)**

Item Usage (Dragon Snails): Feeling too cold to think about how to get through the floating purple gasses ahead, you pull out the Dragon Snails in the hope they may breathe some fire to warm you up. After one of them exhales some flames, you notice the gasses ahead begin accelerating towards you. Being the terrible person that you are, you correlate this with the snail's fire, and throw them away from you, to which they respond by angrily expelling more flames. This causes the gasses to speed towards the Dragon Snails rather than you. You use the chance to run down the now clear hallway. Once in a warmer location, you take a second to breathe. You're safe, but you also feel pretty bad for the snails. **(Safe, discard Dragon Snails)**

Result SCP-427

D20 Roll 1-8: The creature spots you, and you don't have much time to react before it attacks. It knocks you down, viciously biting and tearing into your skin. It grips you hard enough that the pressure on your skin alone is excruciating. You manage to kick it off, and sprint full speed through the hall, until it loses sight of you. You sustain several bite wounds and bruising due to the attack, and are bleeding rather concerningly, but you still made it through to the next area of hallway. **(You lose 3 health)**

D20 Roll 9-14: While the creature prowls around the hall, you try and take a chance by running through the hall while its back is turned. This alerts it, and it manages to hit you with enough force that you fly down the hall. Luckily this works to your advantage, as it sends you far from the strange beast. You realize after that the blow cracked your ribs. **(You lose 1 health)**

D20 Roll 15-19: You take the cautious approach, waiting for the beast to eventually move a safe distance away before you creep along the walls, making sure not to alert the beast. You successfully make it to the other hallway unscathed. **(Safe)**

D20 Roll 20: You watch as the beast scratches at its own neck, and eventually a small locket falls off from it. You wait for it to move to a different area, and sneak by without alerting it, but taking a small moment to grab the locket it dropped. You feel much better after holding onto it for a while, but realizing it may have caused that fleshy monstrosity it was worn by, you decide it's better to simply leave the locket behind. **(Safe, and you heal to 5 health)**

Item Usage (Flamethrower): Sick of everything here wanting to kill you, you charge at the beast with the flamethrower, and burn it into a pile of ash, until all of the ammunition for the weapon runs dry. All that remains in the ashes is a small silver locket, which seems to heal your wounds when you hold it, but deciding it could also want to kill you too, you leave it behind and proceed to move on. **(Safe, discard Flamethrower and you heal to 5 health)**

Result SCP-457

D20 Roll 10: Upon entering the hallway the man made of flame sees you, and shouts something about fuel. You try to run, but it seems to quickly approach you, despite appearing to simply be a mass of fire in the shape of a man. Once it reaches you, you are quickly enveloped, burning alive. The flaming man consumes you until you are merely ash. **(Dead end)**

D20 Roll Odd Number: You aren't sure how to deal with a literal man made of fire, so you do the only thing you can and wait. Sure enough, the flaming man seems to get frustrated at a lack of things to use as fuel, and seemingly burns out into a smaller, less threatening flame. You use this chance to run past it, and although the flame makes the attempt to catch you on fire by somehow leaping at you, you run by easily and make it to the next hallway unsinged. **(Safe)**

D20 Roll Even \neq 10: You thought you were being smart by soaking yourself in the water spouting from the busted pipe nearby, which consequently seemed to also keep the flaming man at bay, but the sudden lack of water flow catches his attention. You run away when you see the being charge towards you, but he manages to catch you. Lucky for you, your water-soaked clothing prevents him from catching you on fire, but you still suffer second degree burns on exposed areas of skin as a result. You manage to outrun him, but your blistering flesh gives you great pains once you stop and take a chance to notice it. **(You lose 2 health)**

Item Usage (Ceremonial Mask): Pulling out the Ceremonial Mask from your belongings, it seems to call at you to adorn it. You put it on, and walk out into the open. The flaming man charges at you, and when it excitedly tries to consume you with flame, nothing happens. The flames merely dance around your body, as the man becomes frustrated by its inability to burn you. You then proceed to bend the flaming man into various shapes, which agonize it. Fireballs, dragons, and complex geometries. Eventually you bend it into a solid sphere, defying the normal laws of fire, and throw it down the hallway. Feeling safe at this point, you take off the mask, and feeling an urge to test it some more, you also throw it down the hallway, worried what may happen if you wear it again. You proceed safely, but wish to play with fire again someday. **(Safe, discard Ceremonial Mask)**

Result SCP-525

D20 Roll 5-15: You ignore the strange grouping of spider legs, and walk down the hall. While your back is turned, the legs suddenly lose interest in the eye they were probing at, and scurry towards you. Failing to notice them crawl up your pants and shirt, and cling to your face. You try to pry them off, but to your dismay they are embedded into your skin, and you simply watch in horror as four of the legs pry your left eyelid open. The remaining four legs proceed to use their hooked ends, and cut your eye right from the socket with surgical precision. Finally, you are able to rip the legs off of your skin, but they form some kind of eyeball spider by embedding into the severed eye. You frantically run to the next hall. **(You lose 1 health)**

D20 Roll 1-4, 16-20: The strange amalgamation of spider legs embeds itself into an eyeball it removes from a corpse, much to your disgust. As an act of vengeance for the dead man it took the eye from, you kick the eye spider at full force, propelling it through one of the hallways. You get to the next hallway safely, but slightly disturbed. **(Safe)**

Item Usage (Damage Resistant Goggles): You watch the strange spider leg creature cut an eye from one of the corpses. Fearing what it could do to you, you put on the damage resistant goggles you found. Your premonition pays off, as when you walk past the eye spider, it suddenly abandons the eye it took, and the legs combine and leap towards your face, but luckily they just bounce off of the goggles. The legs continue to try and leap and cut through the goggles, but to no effect. You run away to the next hall, and once safely far from the spider legs, you discard the goggles due to all of the scratches making them hard to see through. **(Safe, discard Damage Resistant Goggles)**

Result SCP-569

D20 Roll 1: You attempt to sneak past the floating heads, but you bump into one on accident, knocking it into the wall. The bald floating heads don't take too kindly to this, and the heads begin to dissolve, leaving behind the shape of a human skull. Before you can get away, the heads all begin to spray colored liquid at you, which quickly hardens onto your body. The colored marble left behind locks you in place, and soon enough you resemble a still-life statue of a horrified human, covered in colored marble. You suffocate to death on the inside of the marble shell that becomes your tomb. **(Dead end)**

D20 Roll 2-10: You try to run past the floating heads, but at the sudden act of you running by their expressions all shift to being spooked, and the outer layers of the heads dissolve, leaving behind the shape of a human skull. A couple spray colorful liquid at you, which fuses to your body, causing one of your hands to become encased in a colored marble. Although they give chase, you successfully run by until they lose interest. You try to break the marble off, but it is fused to your skin, and you just injure yourself in the process. **(You lose 2 health)**

D20 Roll 11-20: The heads all float about at differing heights, so you decide the best way to avoid contact is to crawl below them. You shimmy underneath the odd collection of bald heads, witnessing them all change expressions from time to time. Joy, anger, distress, and other seemingly random expressions appear on the faces. You finish crawling past them, stand up, and walk down the hall, completely unharmed. **(Safe)**

Item Usage (Liquid Nitrogen Sprayer): You try to walk by the heads, but accidentally bump into one, which angers the swarm of heads. They all dissolve into the shape of a human skull, but before they can attack you choose to spray them with the liquid nitrogen you've been carrying around. The heads hit all immediately plummet to the ground, rendered safe. You thoroughly spray all of the heads, eventually running out of nitrogen, but luckily clearing the area of any danger. You leave the empty canister of liquid nitrogen behind, and proceed safely to the next hall. **(Safe, discard Liquid Nitrogen Sprayer)**

Result SCP-615

D20 Roll 1-9: You walk by the mass of plants, not realizing what it truly is. Part of the mass lurches forward and catches your foot, crushing it. You instinctively react by pulling away, and limp through the intersection. Luckily the mass of plants wasn't very fast, and you easily out-limp it, reaching the next hallway, but struggling to balance yourself on your now injured foot. **(You lose 1 health)**

D20 Roll 10-11: You start walking through the hall, not noticing how the mass of plants starts stretching across the floor. By the time you go to pass it, you end up stepping on the floor carpeted in the dead plant material. The plants climb up your foot, and it pulls back, yanking you to the ground. You try to get up, but the various plants hold you down, crushing your body as it carpets you in its mass. Eventually you are covered head to toe in the dead plant matter, and you are crushed and suffocated to death by the plant-based anomaly. **(Dead end)**

D20 Roll 12-20: The plant mass appear unnatural, and creeps you out as it seems to be intentionally placed on top of the corpse. You waste no time in sprinting past it, which to your benefit was the right move, as when you turn around you see the horde of dead plants you see it slowly creeping towards you, realizing it was actually some kind of anomaly. You run to the next hall post-haste. **(Safe)**

Item Usage (Eternally Burning Candle): You walk down the hallway, but quickly stop once you notice the mass of plants begin to crawl towards you. It looks very flammable, as other than its anomalous behavior, it appears to just be a mass of dead plants. You decide to pull out the candle you found that seems to naturally stay lit, and you toss it onto the mass. It violently reacts to this as it catches aflame, and quickly it burns out into harmless ashes. You don't feel like retrieving the candle, in case there is still any danger, so you leave it behind and move on to the next hallway. **(Safe, discard Eternally Burning Candle)**

Result SCP-682

D20 Roll 1-5: The massive reptilian creature seems to have known you were coming around the corner before you knew it was even there, because as soon as you round it you are charged by the monstrosity. It swipes at you with its giant forelimb, propelling you into a nearby wall, and severely wounding your chest. You immediately are rendered unconscious, and luckily when you wake up, the creature is gone, likely assuming you were dead. You move on to the next area, with threatening injuries. **(You lose 3 health)**

D20 Roll 6: You notice the reptilian creature has sustained what appears to be acid burns, but before you can get much of a chance to figure out why, it clambers towards you, and clamps you between its jaws. Right before you die, it exclaims something about you being disgusting. Anyone who witnessed this on the surveillance cameras would have seen the creature proceed to devour your corpse, growing in size and healing its acid burns. **(Dead end)**

D20 Roll 7-20: The creature seems to hear your footsteps, because you hear it rapidly approach before you even turn the corner. You try to hide, but it catches a glimpse of you, and smacks you with the force of its body. You are rendered unconscious, and when you wake up, luckily it has moved on, but it hurts to move as several of your ribs are now broken. You move on to the next area, battered, but alive. **(You lose 1 health)**

Item Usage (SCP-999, The Tickle Monster): The large, horrifying reptilian creature spots you, and charges aggressively. SCP-999, who has been following you, immediately leaps between both of you, and leaps onto the giant reptile. At first it exclaims unintelligible angry noises, but the orange blob begins to tickle the reptile, strangely enough. The lizard is simultaneously bursting with anger, and surprisingly gleeful. As it is distracted by SCP-999, you use the chance to run past the two of them, grateful to the strange blob for giving you safe passage through an otherwise deadly area. **(Safe, discard SCP-999, the Tickle Monster)**

Result SCP-1030

D20 Roll 1-12: The strange golems appear to be made of items including phones, wallets, computer monitors, and other random items. They don't seem too threatening, and one of them doesn't appear to be hostile when it sees you, so you start walking through the hall. Unfortunately the second golem isn't like the first, and attacks you with repeated punches. You kick it away, and run off, but it does leave some minor bleeding and bruises. **(You lose 1 health)**

D20 Roll 13-19: You don't see the golems as too threatening, especially after one of them just seems to be collecting more random objects, but the second one runs to attack you, luckily you outrun it, as the various objects it's made of fall off occasionally, slowing it down. You reach the next hallway unharmed, and laugh at the absurdity of the strange golems. **(Safe)**

D20 Roll 20: You approach the golems as they seem rather harmless, as two masses of random items. The first of the golems acts rather friendly, and notice that a rusted knife fell off of it, which you pick up. The second golem suddenly acts aggressive once it notices you, and goes to attack, grabbing you with an arm made of random items. Before it can strike you though, you notice a strange symbol on the computer monitor it has for a chesthead, and you stab it with the rusted knife, breaking the symbol, and causing the golem to fall apart into a pile of random items. The first golem begins to use these items to add to itself, and you notice something that may be useful in the pile. Taking it, you proceed forward. **(Safe, and take a random item card)**

Item Usage (Strange Soviet Bazooka): You know that whatever these strange golems are, they must be an anomaly, and so you choose to engage them with the Soviet Bazooka you found earlier. You launch a rocket at them, and the first one is knocked back, while the second one explodes into a pile of rubbish. Inexplicably though, the area of the explosion bursts into a rapid growth of plants, covering the only golem left, and the remains of the other. You leave the rocket launcher behind since you used the only rocket, and cross the plant-infested blast zone, reaching the next hallway. **(Safe, discard Strange Soviet Bazooka)**

Result SCP-1048

D20 Roll 1-7: You stand and watch the ear bear for a small amount of time, unsure what it is, other than physically being made of ears. You take a step forward, when the bear suddenly shrieks at such a volume and pitch that your eyes and ears suffer tremendous pain. All of a sudden, ear-shaped growths begin to manifest on your body, and although they are benign, one manifests in your throat, making it extremely difficult to breathe. You collapse to the ground, as the bear runs off, seemingly to avoid capture. Once you are accustomed to limited breathing, you push on, but feel like any amount of cardio may kill you. **(You lose 3 health)**

D20 Roll 8-15: You step into the view of the small strange teddy bear made of ears, and it immediately lets loose a shriek, which both hurts your eyes and ears and frightens you. You sprint in the opposite direction, and notice that painful ear-shaped growths have manifested on your body. You walk back towards the intersection, and luckily the bear has disappeared. You move on to the next area, psychologically disturbed by ears covering your body, and slightly injured by their sudden appearance. **(You lose 1 health)**

D20 Roll 16-20: A teddy bear made of ears is inherently disgusting, and you decide the best way to get it away from you is to force it away. You sprint full force at the bear, and it appears to open its mouth to let out some noise, but before it can, you kick it so hard it disappears down one of the hallways. It had an unsettlingly fleshy feeling to it. You continue to the next area, disgusted but unharmed. **(Safe)**

Item Usage (Pair of Perfect Earplugs): Noticing how the bear seems to be made of ears, you don't feel safe about your own. Taking out the earplugs you found earlier, you put them in your ears, cancelling out even the ambient noise in the air. When you walk towards the teddy bear, it looks like it's trying to scream, but you wouldn't know if it actually was, as you can't hear anything except your own thoughts with the earplugs in. The bear flees once you get too close, and you proceed to the next area safely. You accidentally drop the earplugs when you take them out, and you decide to leave them behind. **(Safe, discard Pair of Perfect Earplugs)**

Result SCP-1152

D20 Roll 1: As far as you can tell, this is a very normal raccoon. You get close to it, noticing how it is fiddling with a phone. Feeling bad for the little guy, you try to pick it up. Somehow the raccoon weighs much more than it should, feeling like you're trying to pick up a grown man instead. The raccoon does not like this, and swipes at your face. It doesn't leave claw marks, but instead feels like you were punched with a fist. You curse and move on to the next area, suffering a black eye and feeling confused as to what just conspired. **(You lose 1 health)**

D20 Roll 2-20: You stroll through the hall, unsure why there is a raccoon in here. It approaches you with a phone that it seemingly pulled out of nowhere, insisting in a text that it works here and is trying to escape. You don't trust raccoons that try to be people, as it is probably some kind of anomaly, so you just run away from it to the next area. **(Safe)**

Item Usage (An Ice Cream Bar): The raccoon seems scared, so you approach it and offer it the semi-melted ice cream bar you took earlier. It stares, confused at first, and then runs off scared. You end up throwing the ice cream bar out, as it is too melted to even eat anymore. You proceed, pondering if you should've eaten it instead. **(Safe, discard the Ice Cream Bar)**

Result SCP-1507

D20 Roll 1-5: Questioning why someone would place a horde of lawn flamingos in the middle of a containment site, you start to navigate between them. Without any indication, they all suddenly spring up into the air, and propel their metal rods straight into you. Some bounce off, but a few manage to puncture your body. You thrash and manage to pull a few out, and run past the horde. You sustain both internal and external injuries, all due to an angry flock of plastic flamingos. You proceed to the next hall, feeling a bit demoralized. **(You lose 2 health)**

D20 Roll 6-15: The plastic flamingos all standing upright on concrete, despite having metal rods for a leg, is suspicious enough that you proceed with caution. Sure enough, once you're close enough, some try to attack you, but you react well enough and just knock them away. A few still manage to get the jump on you though and propel their rods into your skin, but luckily you block with your arms, and so you only sustain minor injuries before you make it through the horde. You arrive at the next hallway with bloodied arms. **(You lose 1 health)**

D20 Roll 16-20: You remember watching a video at some point where a bodybuilder kicked several lawn flamingos in rapid succession. Taking inspiration from this, you go on a rampant spree of kicking the flamingos off into the distance, only realizing about halfway in that these flamingos were anomalous. Regardless, you kick the remaining flamingos into oblivion, and reach the next area feeling rather accomplished. **(Safe)**

Item Usage (Explosive Lighter): The area is rather dim, so to make sure you aren't going insane and that there are actually a group of lawn flamingos standing in the middle of the hall, you pull out your lighter to give yourself some light to see better. You flick it on, forgetting that the lighter you had was anomalous, which sends out a massive explosion, with the force of several grenades, many times larger than when you tested it earlier. This manages to send the flock flying into the nothingness, despite their lack of wings. Acting like you did that on purpose, you proceed to the next area, but leaving the lighter behind, as you worry the next use of it may cause an explosion of a scale that threatens the entire site. **(Safe, discard Explosive Lighter)**

Result SCP-3998

D20 Roll 1-5, 7-12: You attempt to quickly get past the hanging corpse in the hallway, but it appears the floor is covered in a flammable liquid, and you end up splashing some of the burning liquid on your clothes. You quickly run out of the flames, and do the classic stop, drop, and roll, but you suffer harsh burning across your lower body as a result. Movement is excruciating, but you push onwards. **(You lose 3 health)**

D20 Roll 6, 13: You try to walk past the flames, going through areas that are not aflame. As you get closer to the hanging figure, you realize it is a human corpse, badly burned, and missing its legs. Despite it being on fire though, it shows no signs of burning outside of the burns already on it. You notice a flaming liquid exuding from the body, but by the time you realize it, the liquid reaches you, igniting you on fire. The fire quickly creeps up your body, burning you to death in the process. **(Dead end)**

D20 Roll 14-20: You're unsure how to get past the fire without suffering from either burns or smoke inhalation. You decide the best way through is to hug the wall and proceed where the flames are the lowest, as it seems they burn on top of a layer of some foul-smelling liquid. You carefully step over the flames, making it across while only suffering minor smoke inhalation and trivial burning to your lower legs **(You lose 1 health)**

Item Usage (Infinite Canteen): The natural enemy to fire is water, and the canteen you have seemingly has an endless supply of it. You unscrew it, and leave it on the floor, watching as water slowly covers the ground endlessly, eventually reaching the flames and beating them back. Even though the hanging corpse seems to be putting out a flammable liquid, the water stops the liquid from ever catching fire past the base of the corpse. You pass by safely, leaving the canteen as a natural defense against the flaming corpse. **(Safe, discard Infinite Canteen)**

Result SCP-5031

D20 Roll 1-4: (You lose 1 health)**D20 Roll 1-4:** You tiptoe around the shadow, unsure of why it is there, despite there not being a physical being to associate it with. You weren't careful enough though with walking around it, as you trip on something invisible and cut your leg on something else invisible. The shadow suddenly shifts and moves away, like a startled creature. Much like its response, you are also startled by this and run to the next area, with only a shallow cut. **(You lose 1 health)**

D20 Roll 5-15: (Safe)**D20 Roll 5-15:** You ignore the shadow and look directly ahead, and oddly enough the shadow on the floor just disappears. You turn away, and sure enough the shadow is back, and when you look for the being casting it, the shadow disappears again. This concerns you, but you take this with a grain of salt and slowly inch your way through the hall, eventually reaching the next area, unsure if you were witnessing an anomaly or if your eyes were playing tricks. **(Safe)**

D20 Roll 16-19 (You lose 2 health)

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D20 Roll 16-20: You don't think much of the shadow ahead, and decide to just run through the hall, unfortunately when you turn your head to check behind you, you suddenly slam into an unseen creature, knocking you on the floor. It panics and hits you with what feels like some sort of bladed tail, cutting up your back. You try to get a look at it, but then there's suddenly no presence or weight on top of you anymore. You use this chance to run, unsure of where the thing that suddenly attacked you went, or where it came from. **(You lose 2 health)**

D20 Roll 20: (Dead end)

Item Usage (Bowling Ball): (Safe, discard Bowling Ball) **Item Usage (Bowling Ball):** Trying to figure out where the shadow being chased is coming from, you turn your head in all directions to examine the area. When you directly look where the body of it should be, there is seemingly nothing, not even the shadow. To test if something is just invisible, you pull out the bowling ball, and roll it towards where the shadow was. Nothing happens, and the ball just rolls off into the distance. When you look around again, you catch a glimpse of the shadow again, and it appears to be following the bowling ball. You never spot the shadow again, so assuming the safety of the area, you proceed onward, wondering what strange thing would chase after a bowling ball. **(Safe, discard Bowling Ball)**

SCP Sources:**Items/Useful Anomalies:**

Infinite Canteen, "SCP-109" from the SCP Wiki. Source: <http://scp-wiki.wikidot.com/scp-109>. Licensed under CC-BY-SA.

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A very angry box of cereal, "SCP-3671" from the SCP Wiki. Source: <http://scp-wiki.wikidot.com/scp-3671>. Licensed under CC-BY-SA.

Adversaries:

Shadow Person, "SCP-017" by Sam Swicegood, from the SCP Wiki. Source: <http://scp-wiki.wikidot.com/scp-017>. Licensed under CC-BY-SA.

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**FOUNDATION SITE
ESCAPE**

Secure, Contain, Protect

Top Left

FOUNDATION

HEALTH COUNTER



1

2

3

4

1

2

3

Foundation Property

**FOUNDATION SITE
ESCAPE**

Secure, Contain, Protect

SITE ESCAPE

5

6

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8

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**FOUNDATION SITE
ESCAPE**

Secure, Contain, Protect

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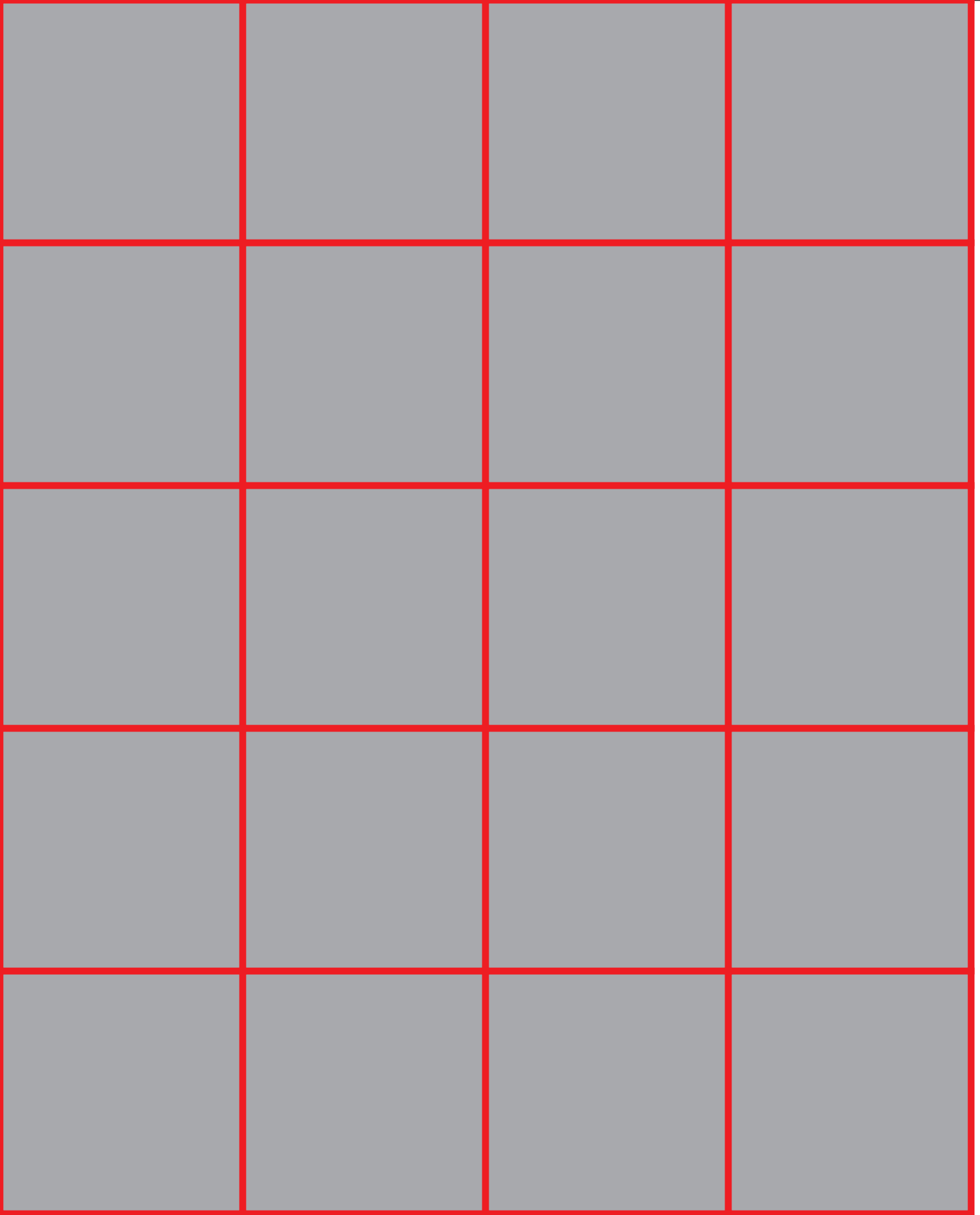
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Bottom Left

Foundation Property

**FOUNDATION SITE
ESCAPE**

Secure, Contain, Protect



Bottom Right

Foundation Property



Secure, Contain, Protect

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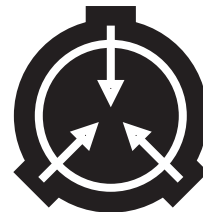
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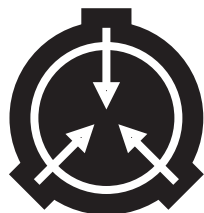
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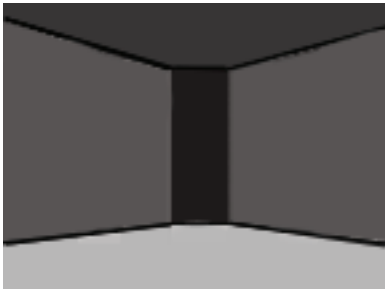


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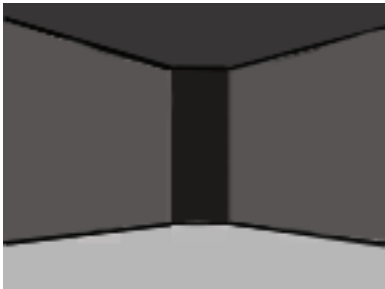
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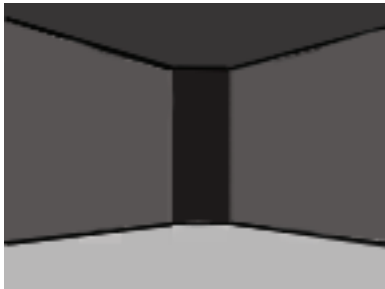
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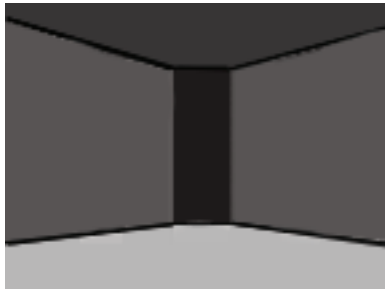
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Nothing remarkable.



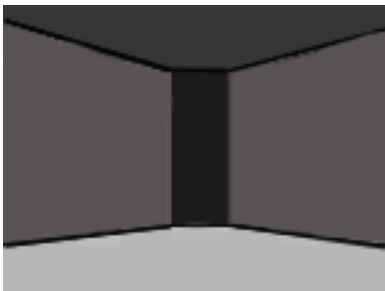
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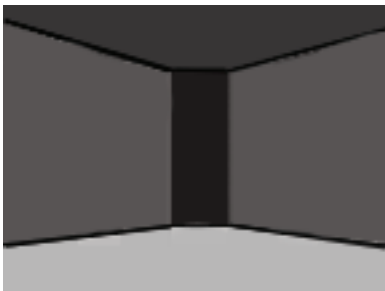
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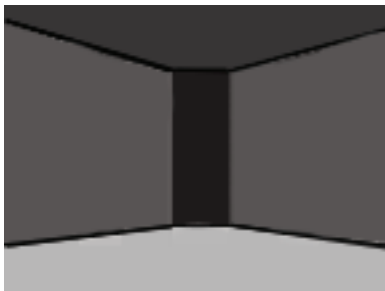
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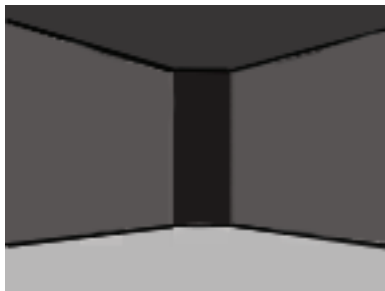
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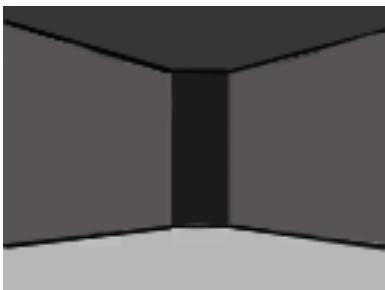
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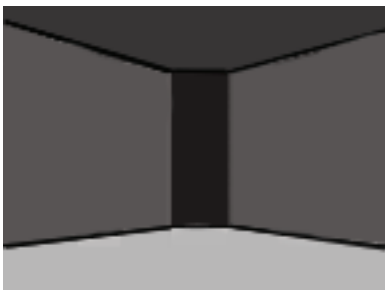
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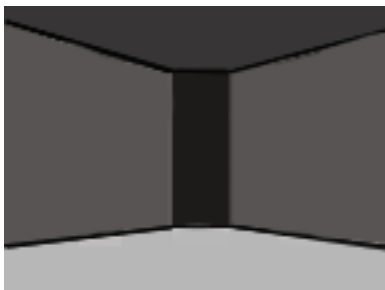
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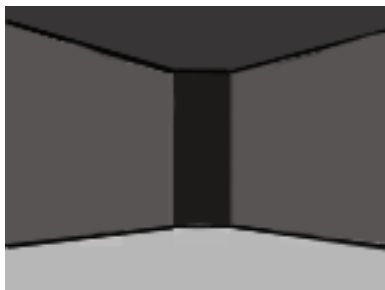
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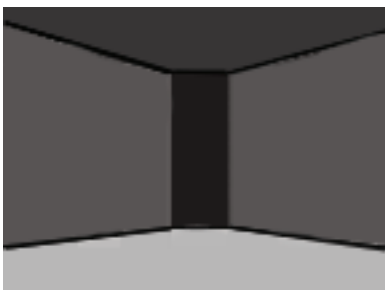
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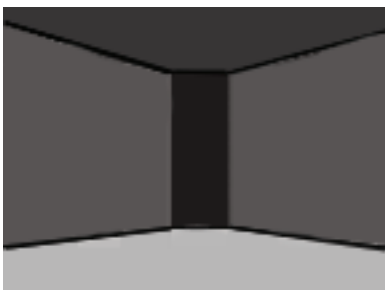
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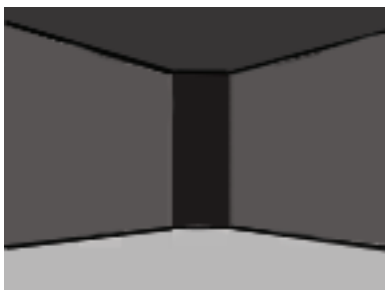
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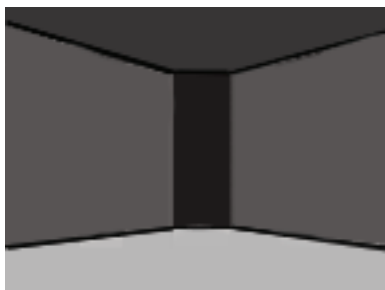
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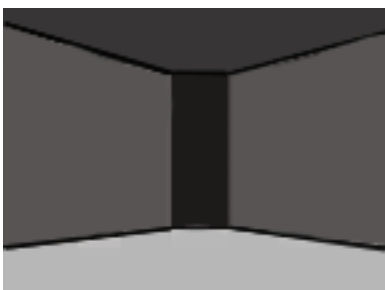
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headed North and South.
Nothing remarkable.



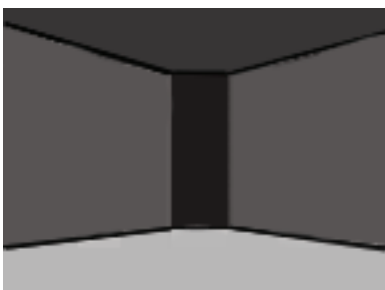
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Nothing remarkable.



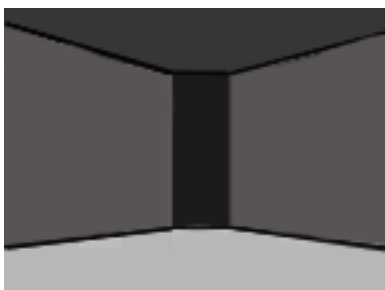
Your standard hallway,
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Nothing remarkable.



Your standard hallway,
headed East and West.
Nothing remarkable.



Your standard hallway,
headed North and South.
Nothing remarkable.



Your standard hallway,
headed East and West.
Nothing remarkable.



Your standard hallway,
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Nothing remarkable.

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Secure, Contain, Protect

Foundation Property



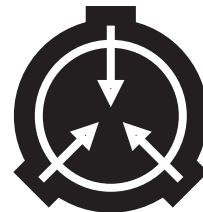
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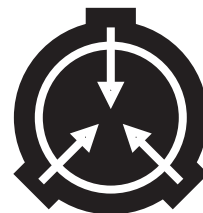
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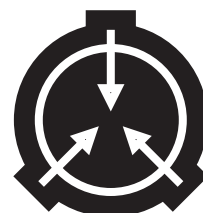
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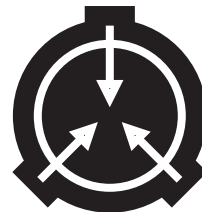
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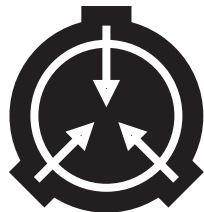
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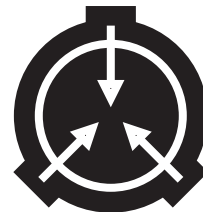
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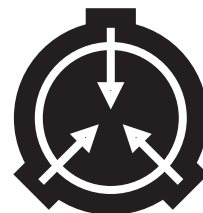
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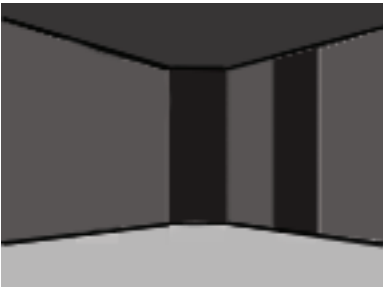


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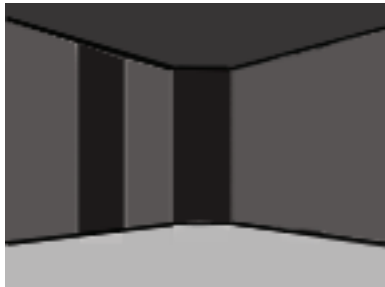
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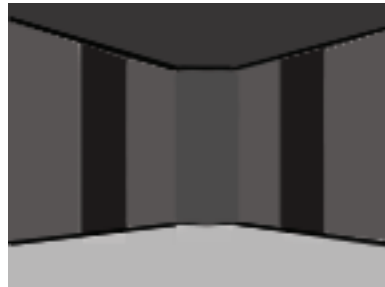
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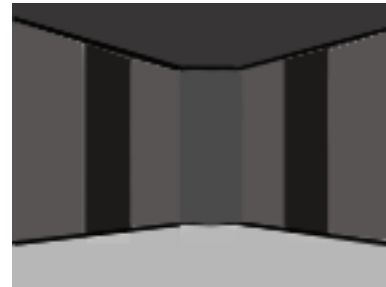
A T-shaped hallway, headed North, South, and East.



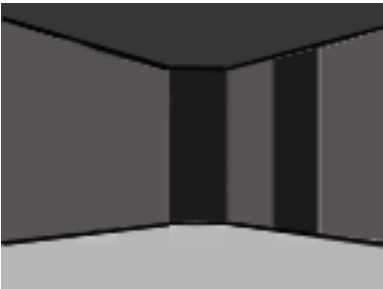
A T-shaped hallway, headed North, South, and West.



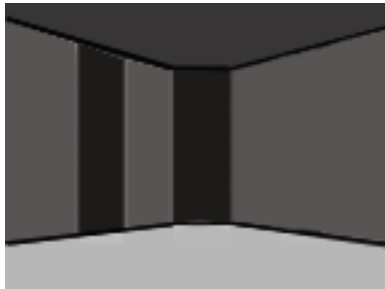
A T-shaped hallway, headed North, West, and East.



A T-shaped hallway, headed South, West, and East.



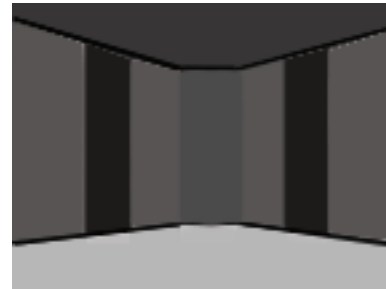
A T-shaped hallway, headed North, South, and East.



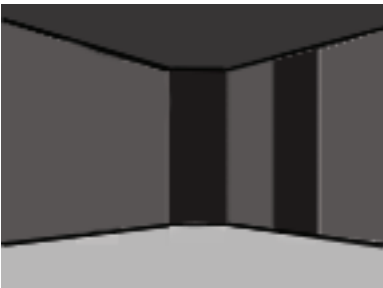
A T-shaped hallway, headed North, South, and West.



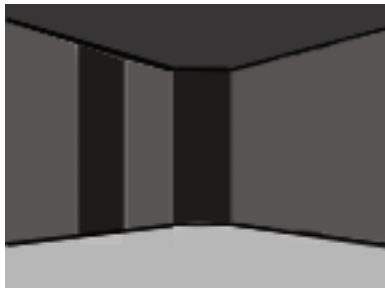
A T-shaped hallway, headed North, West, and East.



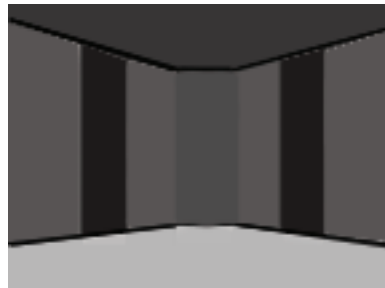
A T-shaped hallway, headed South, West, and East.



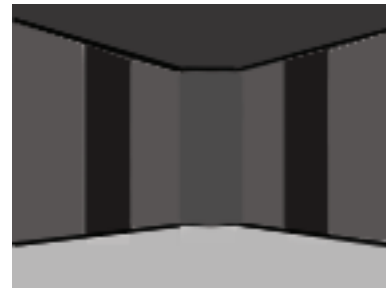
A T-shaped hallway, headed North, South, and East.



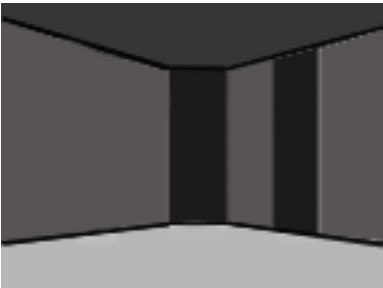
A T-shaped hallway, headed North, South, and West.



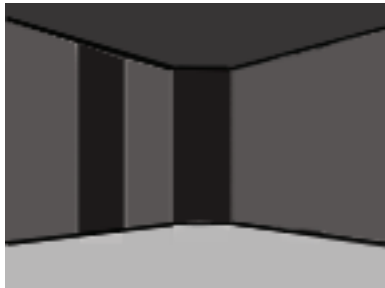
A T-shaped hallway, headed North, West, and East.



A T-shaped hallway, headed South, West, and East.



A T-shaped hallway, headed North, South, and East.



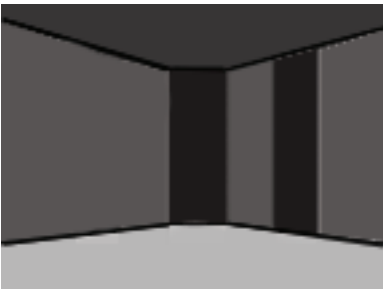
A T-shaped hallway, headed North, South, and West.



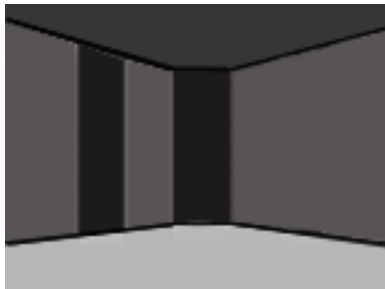
A T-shaped hallway, headed North, West, and East.



A T-shaped hallway, headed South, West, and East.



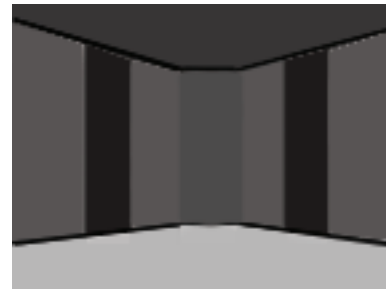
A T-shaped hallway, headed North, South, and East.



A T-shaped hallway, headed North, South, and West.



A T-shaped hallway, headed North, West, and East.



A T-shaped hallway, headed South, West, and East.

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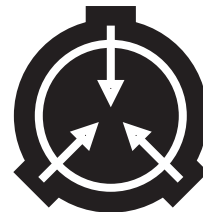
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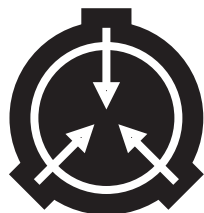
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Secure, Contain, Protect

A bowling alley where staff take breaks occasionally. All that's here to take are Bowling Balls .	A nearly empty weapons locker save for a Flamethrower sitting on a nearby wall-rack.	A greenhouse area, covered in a oddly rich soil. There is a some Lavender that you can pick.	A lab for engineering tools. A Bizarre Flashlight sits upon a strange machine in the room.
The Sleeping Quarters for some personnel. Someone left their "Steely Dan" object behind.	One of many labs for testing on SCPs. A large safe sits open, with only an Ice Cream Bar in it.	Flooding the floors in the room for new recruits in the site is an Infinite Canteen of water.	The storage room for various miscellanies, with what includes a Very Angry Box of Cereal .
The containment pen for the Friendly Orange Slime SCP-999 . It seems to want to tag along.	A Strange Soviet Bazooka rests in its storage case in a storage room reeking of herbicide.	A corpse miracuously unsinged lies in a charred test-chamber, wearing a Ceremonial Mask .	A Cold Storage room that holds chilled items including shelved Liquid Nitrogen Canisters .
A pitch black room leading to containers for light-based SCPs. You find some Blinding Goggles .	Outside the containment room for a sound-based anomaly sits a Pair of Perfect Earplugs .	A small explosives testing room without anything useful save for Damage-Resistant Goggles .	A lone Burning Candle stays lit despite the overhead sprinklers dousing this fireproof lab.
Resting in a firing range booth is a Living SMG that upon the flip of any switch, groans.	An indoor forest used to contain minor safe anomalies, including some small Dragon-Snails .	Alone in a safe ripped open is an Explosive Lighter , which blows up the room when you light it.	A Sock Monkey lies on a chair in a playroom for documenting the site's anomalous children.

Foundation Property



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Foundation Property



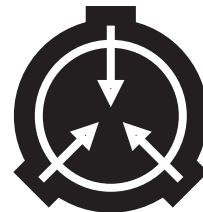
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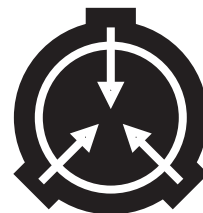
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You near a 4-way hall. Prowling the crossing is a strange beast.
Item: Flamethrower
Lookup: SCP-427



What appears to be a Stuffed Bear made of ears stands idly.
Item: Pair of Perfect Earplugs
Lookup: SCP-1048



A Flaming Man stands atop burning rubble, moving lightly.
Item: Ceremonial Mask
Lookup: SCP-457



Blocking the hall is a large man, clenching his bleeding teeth.
Item: Steely Dan
Lookup: SCP-082



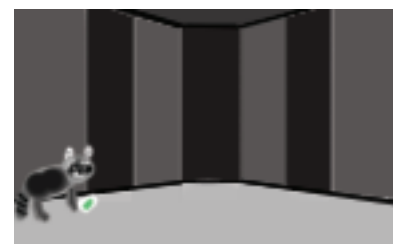
A strange shadow appears on the floor, but without a body.
Item: Bowling Ball
Lookup: SCP-5031



The rotting form of an old man stands, motionless in the hall.
Item: Very Angry Box of Cereal
Lookup: SCP-106



A Plague Doctor mumbling about some cure drags a body.
Item: Perfect Lavender
Lookup: SCP-049



A Raccoon cowers in a corner, holding onto an access keycard.
Item: An Ice Cream Bar
Lookup: SCP-1152



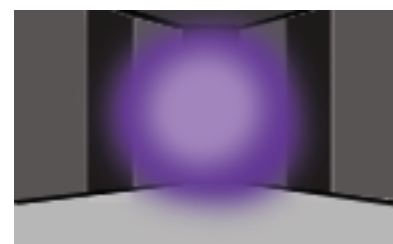
A large reptilian creature lingers in the hall, attacking the dead.
Item: SCP-999
Lookup: SCP-682



As a lightbulb flickers, a shadow humanoid comes into sight.
Item: Anomalous Flashlight
Lookup: SCP-017



Some form of a grotesque, tall humanoid sits turned around.
Item: Blinding Goggles
Lookup: SCP-096



The hallway grows colder as a glowing gas-ball floats ahead.
Item: Dragon-Snails
Lookup: SCP-266



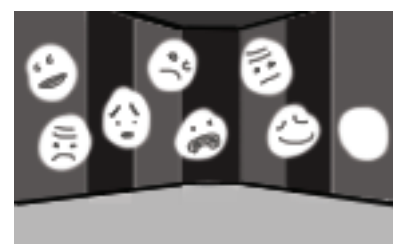
Examining the eyes of the dead is a creature made of spider legs.
Item: Damage Resistant Goggles
Lookup: SCP-525



For no good reason, a horde of Pink Lawn Flamingos are visible.
Item: Explosive Lighter
Lookup: SCP-1507



Two golems made of random things prowling the halls ahead.
Item: Strange Soviet Bazooka
Lookup: SCP-1030



A series of floating stone heads occupy the way ahead.
Item: Liquid Nitrogen Sprayer
Lookup: SCP-569



Various fleshy creatures creep around a toppled ceramic vase.
Item: Living Gun
Lookup: SCP-19



A rather large and aggressive looking wolf mangles a corpse.
Item: A Sock Monkey
Lookup: SCP-137



A blob of dead plants seems to be piled on a nearby corpse.
Item: Eternally Burning Candle
Lookup: SCP-615



A corpse hung like a scarecrow is at the center of a burning hall.
Item: Infinite Canteen
Lookup: SCP-3998

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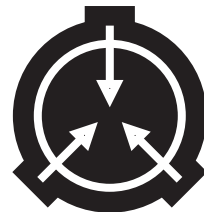
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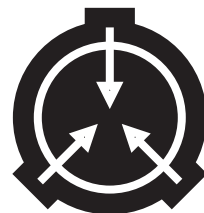
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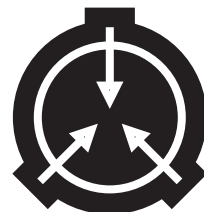
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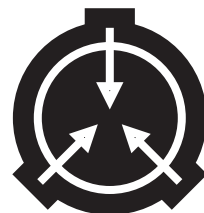
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You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)




You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)



You reach one of the exits from the facility. (You Win)



The 4-way hallway outside of your office. This is where you started during the breach.

The site's infirmary, but due to the breach contains only bodies and a **Bear Made of Patchwork**.

In the site's emergency room, used for life-threatening on-site injuries is a **Red Pill** on a tray.

The site's main cafeteria. The only thing not destroyed oddly is a **Very Normal Box of Pizza**.

The office of a Foundation Employee. All that's here is a **Ornate Bowl Filled With Soup**.

Inside this office, Nothing Remarkable Here. **There is a Rice Bowl**.

A Bear Made of Patchwork



A small stuffed bear that can patch up wounds with fabric. **Restores 1 health per 5 moves.**

Red Healing Pill

Very Normal Box of Pizza

Ornate Bowl of Soup

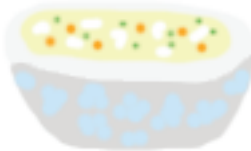
Poetic Rice Bowl



One of the rumored SCP-500 red pills which heals injuries. **Consume to restore 3 health.**



When opened, surprisingly it has your favorite pizza inside. **Consume to restore 1 health.**



This bowl of soup reminds you of what your dad used to cook. **Consume to restore 1 health.**



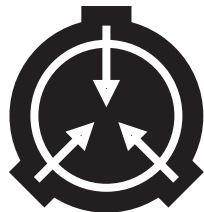
A bowl filled with rice, but fills your mind with haiku. **Consume for 1 Health.**

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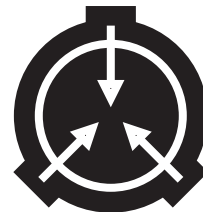
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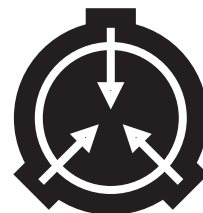
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Bizarre Flashlight



The flashlight that sat out of a strange machine. Emits light much stronger than it should.

A Very Angry Box of Cereal



SCP-3671 has labeled on its box "Frank is Next", and has torture recordings inside, but no cereal.

Bowling Ball



From the site's bowling alley, the bowling ball has some small claw marks scratching its side.

The Infinite Canteen



An old American Army Canteen, with a seemingly infinite water supply inside. Refreshing.

An Ice Cream Bar



A semi-melted ice cream bar, found within a strange safe. How is it still frozen is unknown.

Steely Dan



An anomalous vibrating device that has a setting on it reading "Suicide". Better not use that.

Very Fragrant Lavender



Some lavender harvested from rich soil, the smell permeates through the room powerfully.

SCP-999, The Tickle Monster



One of the few anomalies that freely roams the site, it wants to play with whoever is willing.

Strange Soviet Bazooka



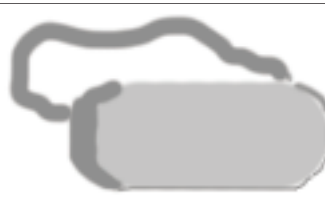
Despite being old, this Soviet Bazooka is in working order, and smells vaguely like a garden.

Blinding Goggles



A pair of goggles made with a material to block out all light, fits perfectly to blind the wearer.

Damage Resistant Goggles



Goggles designed to protect the wearer's eyes from external physical and chemical damage.

Dragon-Snails



Small horned snails that will occasionally breathe small puffs of fire to warn you of them.

Perfect Earplugs



Earplugs perfectly designed for any wearer, which renders the wearer deaf to external sounds.

Eternally Burning Candle



A candle whose only anomaly is that it always seemingly stays lit, a normal candle otherwise.

Flamethrower



A standard issue Flamethrower, for containing heat-sensitive anomalies, with one tank of fuel.

Explosive Lighter



Causes a small explosion around the user, leaving you unharmed, but grows in force each use.

The Living Gun



A submachine-gun that groans when its switches are toggled, indicating it may be alive inside.

Ceremonial Mask



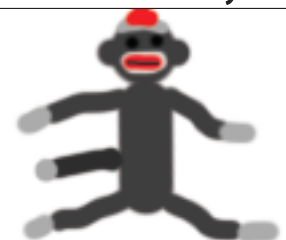
A wooden mask that doesn't seem to burn, along with giving the wearer burn protection also.

Liquid Nitrogen Sprayer



A full canister of Liquid Nitrogen complete with a hose and fitted with a nozzle for spraying out.

Sock Monkey



Comforting, but other than that this is a normal Sock Monkey, in all its stuffed monkeyness.