



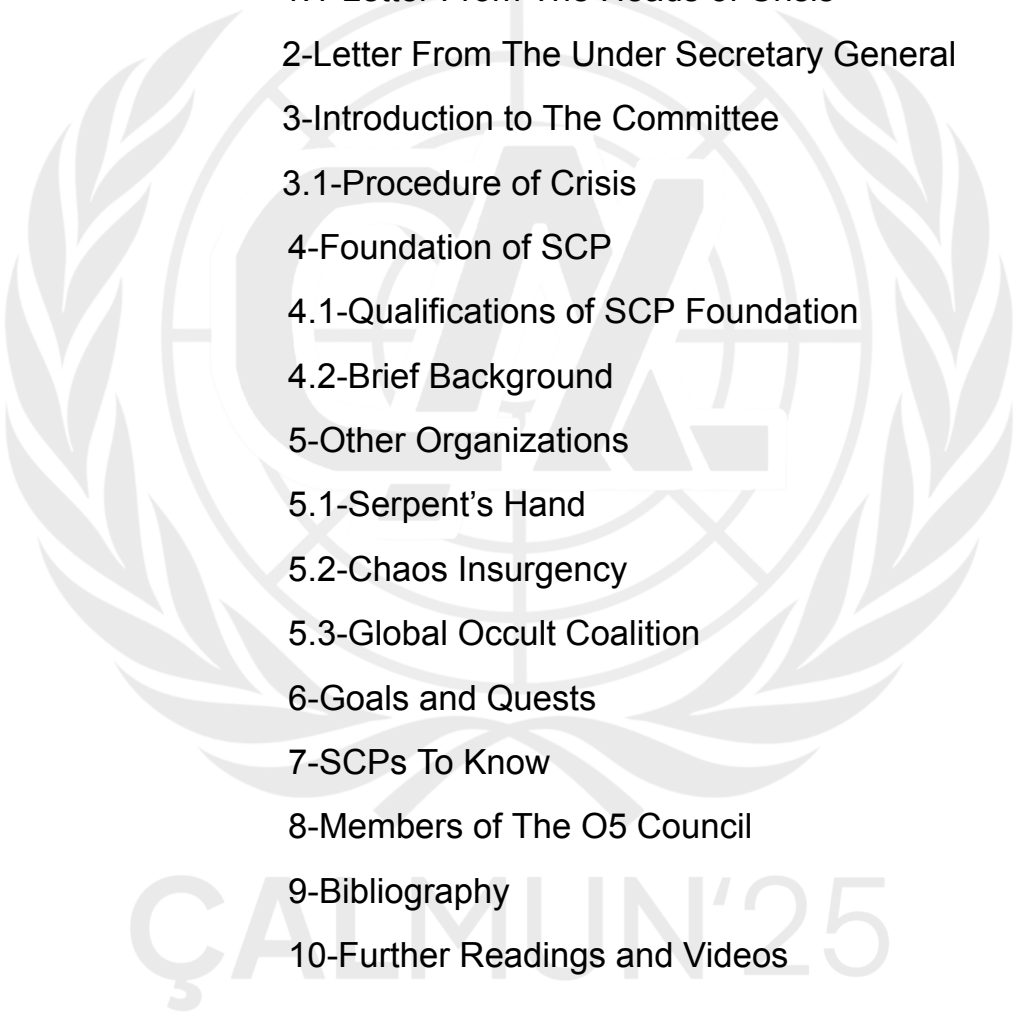
**ÇALMUN'25**

# SCP STUDY GUIDE

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# Table of Contents:

- 
- 1-Letter From Secretaries General
    - 1.1-Letter From The Heads of Crisis
  - 2-Letter From The Under Secretary General
  - 3-Introduction to The Committee
    - 3.1-Procedure of Crisis
  - 4-Foundation of SCP
    - 4.1-Qualifications of SCP Foundation
    - 4.2-Brief Background
  - 5-Other Organizations
    - 5.1-Serpent's Hand
    - 5.2-Chaos Insurgency
    - 5.3-Global Occult Coalition
  - 6-Goals and Quests
  - 7-SCPs To Know
  - 8-Members of The O5 Council
  - 9-Bibliography
  - 10-Further Readings and Videos

## **1-Letter From Secretaries General:**

Most Esteemed Participants

It is our utmost pleasure and enthusiasm to host you at the second edition of ÇemberlitaşMUN'25. As Secretaries-General, we are beyond honoured to witness this conference grow into a platform where diplomacy, intelligence, and collaboration flourish. The past few months have been filled with tireless efforts from our team, shaping what we are confident will be an experience you will never forget.

Our mission is to give a community that encourages active discussion, independent thinking, and innovative answers. With the rapidly changing world today, we believe that today's younger generation has the potential to drive changes. With every one of your speeches delivered, every resolution drafted, and every debate you conduct in this room, our youth deepen their knowledge of the world today.

ÇemberlitaşMUN'25 is not just about the debates—it is about the friends you will make, the skills and the perspective you will gain. We are thrilled to share this experience with all of you and await the energy, diligence, and leadership that will define this conference.

Beste Nur Filiz, Ayça Ayaz

## **1.2-Letter From The Heads of Crisis:**

Dear Esteemed Delegates,

With great enthusiasm, we welcome you to the third conference of our prestigious conference. We, Ahmet Eymen Ata and Kağan Aşık along with our honorable Under Secretary-Generals, worked all day to structure our committees. In the grand scheme of things, we ensured that everybody would enjoy their time in their related committees. Henceforth, enjoy!

Crisis committees operate in an environment of uncertainty, where real-time decision-making, strategic planning, and swift negotiation are critical. Our team went through blood and tears to make the time you will spend at our committees realistic, enjoyable, and make you feel like you are essentially at the moment of the crisis.

You will need to write detailed directives, please do not play with your fate with short directives. There will be dozens of factors in our committees, so a single consequence can lead to a disaster.

We hope our team's efforts result in your appreciation. If you ever have any questions, feel free to contact us through either the field or the conference's official Instagram account.

Sincerely,

Eymen and Kağan

## **2-Letter From The Under Secretary General:**

Dear delegates of the SCP Committee,

I welcome you all to a fictional universe where everything is possible. I look forward to meeting you all soon and truly wish that ÇALMUN'25 will become an unforgettable experience for all of us. I am sure that every question you possibly have is answered in the guide but if it's not, don't hesitate to contact me. You can ask anything related to the SCP committee via email or WhatsApp

Phone: 05372106411

Mail: mefecetinkaya44@gmail.com

## **3-Introduction to The Committee:**

In this committee, you delegates will simulate the O5 Council of the fictional SCP world. While doing this, you will have a lot of fun and dive deeper into the charming world of SCP. You will be tasked to discover new SCPs, conduct experiments and researches, and a lot more while keeping every action you take secret of course. Don't forget that the world's safety is in your hands. In this committee critical thinking and working as a group is key. You have to find quick, relevant solutions to the crisis occurring. Although you are a council and should work in cooperation with other delegates, you are not obligated to do anything. Now let me begin explaining the fun part, the procedure of this committee. The SCP committee will follow the crisis procedure which is mostly for advanced MUNers but even if you are a first-timer, read this guide and you will understand the flow.

### **3.1-Procedure of Crisis**

The procedure of the crisis committees are much different than the GA committees. Firstly, you are not representing a country but representing a character from the date

that we will simulate. That means you don't have to use "we" language in these kinds of committees. Crises are the events and updates that the crisis team will give you according to your actions throughout the committee. You will receive lots of them since you will take your next movements according to these crises and updates. One of your aims in the committee will be solving these crises by taking proper actions.

You will take these actions by using your personal or cabinet's power and write directives instead of the resolution papers like in the GA committees. Directives are the documents you write to take immediate actions and create short-term solutions and that is the difference between directives and resolution papers. Another aspect of directives differing from resolution papers is that you write multiple directives and write them on your papers via handwriting. Now let's learn what exactly are directives and how to write them.

### Directive Types

-Personal Directives: In personal directives, you take actions as yourself by using your own personal powers. Since you will be using your own powers, you should consider what powers does your character have. For example, a character who is a commander can take some military actions, etc.

-Joint Directives: Joint Directives are directives that are written by more than one person. You can separate and write the directive part by part. While writing these directives, it is crucial that you work together in coordination and reach a middle ground about your ideas.

-Information Directives: In information directives, you ask for some data that is not written in the study guide. These types of directives should be short and clear. The Crisis Team will tell you the info you need in the next update if what you ask is necessary and clear. An information directive example:

*From: (your allocation name)*  
*To: Minister of Military*

*Cabinet Name*  
*Timestamp*

*I would like to be informed about our troop counts, military bases and the distribution of soldiers to military bases.*

-Press Releases: In press releases, you are addressing the people in the country by using media organs. They are crucial for controlling public opinion so you should use them wisely. Language skills are crucial in order to write a well-structured and effective press release.

-Top Secret Directives: In top secret directives, you also take actions by using your powers but the difference is that the directive will not be known by anyone in your cabinet. These types of directives are mostly used for assassinating someone in your cabinet or even your chair. You have to give these directives secretly to admins for them to bring your directives to the crisis team members. Since your chair shouldn't see top secret directives find a way to give it to the admins. You can give it via hiding it inside your empty water cup, secretly putting it in their pockets, etc.

### How to Write a Proper Directive:

-> Always write your character's name and the committee on the directive.

-> You need to write the timestamp on top of your directive that you are sending. The crisis team will evaluate your directives according to timestamps.

-> It is highly suggested to give enough details in your directives for them to be accepted and evaluated. Your directive must answer the "Five Ws and one H" questions (Who, What, Why, Where, When, and How)

->Your directive's purpose and aim should be clear.

->You should use accurate information. If you cannot find the information you want on the internet, you can send an info directive about it.

-> While you are writing your directives do not forget to stay on topic, even if you write a perfectly detailed directive if it's not related to the topic or is unnecessary, the crisis team could reject your directive.

-> Your directives should be realistic. Depending on your committee's topic, the realism of your directives can change.

-> You should not write your directives like writing a story. Using "If, Else Clauses" in your directives will improve the quality of your directives.

->You should write your directives in readable handwriting for the crisis team members to give your directives fair updates.

### WRONG WRITTEN DIRECTIVE EXAMPLE:

*FROM: Elaine Kamarck  
TO: Related Departments*

*We are establishing a Video Editing Agency (VEA) under the Internet Agency of the USA, as soon as possible. The center place of the Video Editing Agency will be held*

*in Tennessee.*

Mistake 1: You cannot write "Related Departments" to "TO:" part. You must specify which department you are writing this directive to.

Mistake 2: There is neither a timestamp nor the name of the cabinet.

Mistake 3: This directive is not detailed enough and does not answer the "Five Ws and One H" questions (Who, What, Why, Where, When, and How). You can see the detailed version of this directive below.

### PROPERLY WRITTEN DIRECTIVE EXAMPLE:

*FROM: Elaine Kamarck  
TO: Internet Agency of USA*

*JCC Democratic Party  
16.21*

*We are establishing a Video Editing Agency (VEA) under the Internet Agency of the USA, as soon as possible. We will pick 100 professional video editors and pay them monthly 20.000 USD for educating partisans of the Democratic Party who want to learn how to montage a video. If they do not accept the offer we will increase the offer to 35.000 USD, if they do not accept it again those who reject our offer will not work with us. The education will be given saturdays and sundays every week. We will rent 5 schools and use 20 classes for each school. We will pay monthly 10.000 usd for each class we rented. If they do not accept our offer we will offer 15.000 us for each class. If they do not accept our offer we will not work with those schools. In every class, there will be 1 professional video editor and 6 partisans of the democratic party who want to learn how to montage a video. The education will be free for partisans of the democratic party. All of the costs will be paid by the democratic party. The education will be produced until partisans of the democratic party learn how to montage a video.*

*5 high schools which we will rent if we can agree with the schools:*

- 1. Staten Island Technical High School*
- 2. Bronx High School of Science*
- 3. Townsend Harris High School*
- 4. Stuyvesant High School*
- 5. High School of American Studies at Lehman College*

*We will try to rent another American school if we cannot agree with the 5 schools written above.*

-----If you still have questions, don't hesitate to contact me-----

## 4-Foundation of SCP:

So first of all the concept of SCP originates from posts spreading through the old Reddit-like forum 4chan. Briefly, SCP is an internet culture where people create different creatures or more generally paranormal things. You may assume that thousands of these SCPs would cause chaos and they cannot be organized. However, the SCP community has many content creators, forums, and writers who managed to form a base storyline and lore. This lore is still growing to this day and videogames, videos, books have been published about the SCP Foundation. So starting from this part until the end of the study guide, I will be explaining the lore of SCP like it is real-life events and situations. To fully understand and acknowledge this study guide get in the mood to read some fictional stories and stay until the very end to explore this new universe. Enjoy

Operating clandestine and worldwide, the Foundation acts beyond conventional jurisdiction, with the task of containing anomalous objects, entities, and phenomena.

We maintain an extensive database of information regarding anomalies requiring Special Containment Procedures, commonly referred to as "SCPs"; all of which undermine the natural laws that the people of the world implicitly trust in.

We operate to maintain normalcy so that the worldwide civilian population can live and go on with their daily lives without fear, mistrust, or doubt in their personal beliefs, and to maintain human independence from extraterrestrial, extradimensional, and other extranormal influences.

Our mission is threefold:

- **Secure** — secure anomalies to prevent them from falling into the hands of civilian or rival agencies through extensive observation and surveillance, acting to intercept anomalies at the earliest opportunity.
- **Contain** — contain anomalies to prevent the spread of their influence or effects; by either relocating, concealing, or dismantling them, or by suppressing public dissemination of knowledge thereof.
- **Protect** — protects humanity as well as the anomalies themselves until such time that they are either fully understood or new theories of science can be devised based on their properties and behavior.

Letter From The Administrator of the SCP Foundation:

*Mankind in its present state has been around for a quarter of a million years, yet only a small fraction of that has been of any significance.*

*So, what did we do for nearly 250,000 years? We huddled in caves and around small fires, fearful of the things that we didn't understand. It was more than explaining why the sun came up, it was the mystery of enormous birds with heads of men and rocks that came to life. So we called them "gods" and "demons", begged them to spare us, and prayed for salvation.*

*In time, their numbers dwindled and ours rose. The world began to make more sense when there were fewer things to fear, yet the unexplained can never truly go away, as if the universe demands the absurd and impossible.*

*Mankind must not go back to hiding in fear. No one else will protect us, and we must stand up for ourselves.*

*While the rest of mankind dwells in the light, we must stand in the darkness to fight it, contain it, and shield it from the eyes of the public, so that others may live in a sane and normal world.*



*We secure. We contain. We protect.*

*— The Administrator*

## **4.1-Qualifications of SCP Foundation:**

### **a. Classes:**

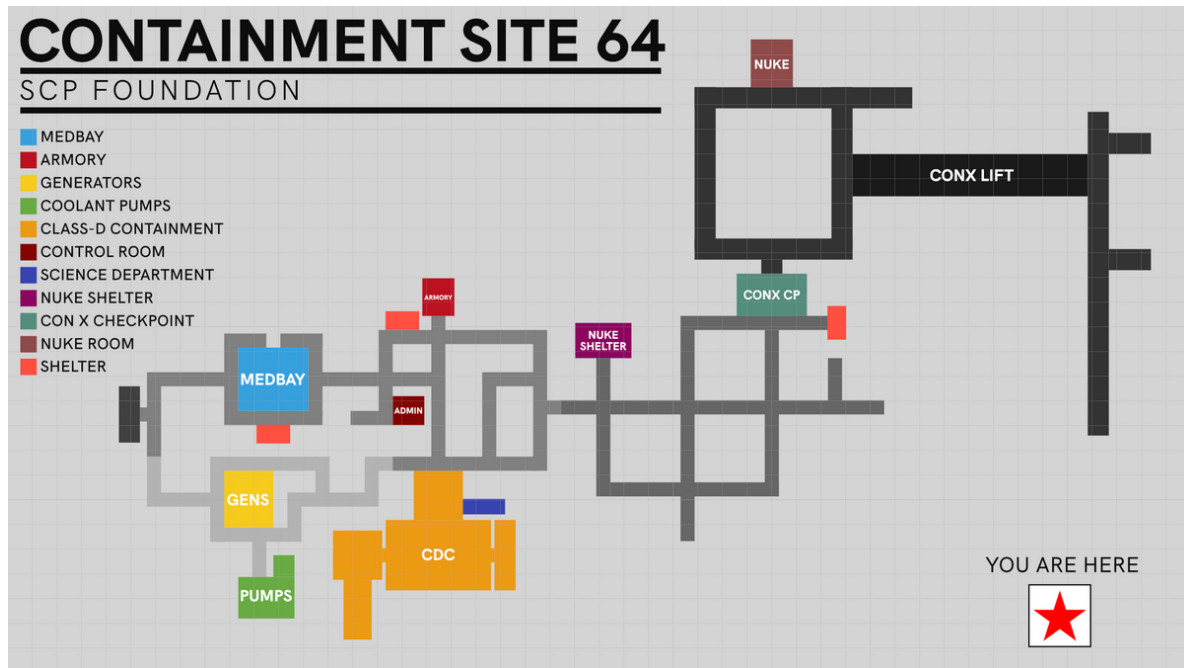
**Safe:** Safe-class SCPs are anomalies that are easily and safely contained. This is often due to the fact that the Foundation has researched the SCP well enough that containment does not require significant resources or that the anomalies require a specific and conscious activation or trigger. Classifying an SCP as Safe, however, does not mean that handling or activating it does not pose a threat.

**Euclid:** Euclid-class SCPs are anomalies that require more resources to contain completely or where containment isn't always reliable. Usually, this is because the SCP is insufficiently understood or inherently unpredictable. Euclid is the Object Class with the greatest scope, and it's usually a safe bet that an SCP will be this class if it doesn't easily fall into any of the other standard Object Classes.

**Keter:** Keter-class SCPs are anomalies that are exceedingly difficult to contain consistently or reliably, with containment procedures often being extensive and complex. The Foundation often can't contain these SCPs well due to not having a solid understanding of the anomaly, or lacking the technology to properly contain or counter it. A Keter SCP does not mean the SCP is dangerous, just that it is simply very difficult or costly to contain.

### b. Sites

The Foundation maintains and operates a large number of facilities worldwide, from small outposts with only a handful of staff to large complexes with thousands of personnel. These facilities are divided into Sites, locations known to the public but with their true purpose disguised behind government or corporate fronts, and Areas, which are completely unknown to the public, generally due to their remote locations.



-Used for reference since maps similar to this one will be used in the committee.

### c. Departments

-As I mentioned before if you want to perform an action within your foundation's power, you have to write the related department, person, or organ in the "TO:" part of the directive for your command to be evaluated. These are the departments inside the SCP Foundation:

- Ethics Committee
- Recordkeeping and Information Security Administration
- Alchemy Department
- Anomalous Entity Engagement Division
- Antiemetics Division Artificial Intelligence
- Applications Division
- Cryptozoology Division
- Decommissioning Department
- Department of Deletions

- Department of Entomology
- Emergent Threat Tactical Response Authority
- Fire Suppression Department
- Department of Miscommunications
- Department of Mythology and Folkloristics
- Department of Other
- Pataphysics Department
- Department of Procurement and Liquidation
- Surrealistics Department
- Department of Tactical Theology
- Telecommunications Monitoring Office
- Temporal Anomalies Department

#### d. MTFs

Mobile Task Forces (MTFs) are elite units composed of personnel drawn from across the Foundation and are mobilized to deal with specific threats or situations that sometimes exceed the operational capacity or expertise of regular field personnel and — as their name suggests — may be relocated between facilities or locations as they are needed. Mobile Task Force personnel represent the "best of the best" of the Foundation.

Mobile Task Forces vary greatly in size, composition, and purpose. A battalion-strength combat-oriented task force trained to deal with highly aggressive anomalous entities may consist of hundreds of troops plus support personnel, vehicles, and equipment and can be deployed in whole or in part to deal with threats across the globe. However, a Mobile Task Force can also be a small, specialized intelligence-gathering or investigative task force that may have fewer than a dozen personnel if that is deemed sufficient to accomplish their goals.

While in the field, task force members often pose as emergency responders, local or federal law enforcement, or military personnel appropriate to the region in which they are operating. Mobile Task Force Commanders can also request the assistance of local field units or personnel stationed at nearby Foundation facilities in order to accomplish their missions.

Each unit is fundamentally structured in a way that best suits their intended purpose. While combat-oriented task forces may closely follow military hierarchy and organization, smaller units may have an informal or otherwise esoteric chain of command. As such, the responsibilities of the Mobile Task Force Commander (MTFC) for each particular task force can vary greatly; the commander for a large task force might focus on maintaining multiple teams and deploying them as necessary to each assigned operation, whereas the commander of a small team might deploy with their team and direct the operation from on location.

Similarly, the cohesion of each unit will vary as well. Some Mobile Task Forces consist of personnel who have trained and worked for many years or even decades together, whereas the personnel of a Mobile Task Force formed on a moment's notice

to deal with a specific incident may know little more than each others' names and fields of expertise.

#### e. Logs

Example data logs of an item, event, and SCP:

**Item Description:** An unbreakable lamp.

**Date of Recovery:** 24.03.2025

**Location of Recovery:** blah blah Street

**Current Status:** Kept in Dr. Rights' office in Site-5

*Notes: This was one of the first items categorized as "Anomalous" and denied full SCP classification, due to lack of value in further research and little need for special containment.*

**Event Description:** A sperm whale estimated to be 2 km in length was observed breaching the ocean's surface, causing three nearby boats to capsize upon re-entry.

**Date of Occurrence:** 24.03.2025

**Location:** Puget Sound, Washington, U.S.A

**Follow-up Actions Taken:** The foundation removed any details about the anomalous nature of the creature from local news sources. Witnesses on ferries and close enough beaches administered Class-A amnestics.

**Item #:** SCP-173

**Object Class:** Euclid

**Special Containment Procedures:** Item SCP-173 is to be kept in a locked container at all times. When personnel must enter SCP-173's container, no fewer than 3 may enter at any time, and the door is to be relocked behind them. At all times, two persons must maintain direct eye contact with SCP-173 until all personnel have vacated and relocked the container.

#### f. Other Key Terms

**Containment Chamber** — A room dedicated to the containment of an SCP object. Each room may have different procedures depending on the SCP inside.

**Containment Breach** — Term used when an SCP object escapes containment. Could involve physically breaking out of a containment chamber, could also mean the spread of knowledge about it outside of the Foundation.

**D Class** — Foundation employees deemed expendable if necessary for testing or containment. Typically consist of prison inmates recruited by the Foundation for this purpose.

**K-Class Scenario/Event** — Hypothetical situations with drastic effects on normality or reality. The most well-known K-Class Event, the XK-Class Event, typically denotes a catastrophic event resulting in the destruction of human society, if not the entire human species, but various other scenarios have their own designations.

**Researcher** — A broad term for anyone involved in research and development at the Foundation - they may be referred to as a Researcher, Technician, Doctor, or Professor, depending on their qualifications and specialty. Researchers can be involved in anything from figuring out how an anomalous object or entity functions to developing better materials and containment procedures. Field researchers may also accompany containment teams to assess the nature of uncontained anomalies.

**SCiPNET** — Alternatively capitalised as SCiPNet or SCiPnet. The Foundation's intranet and inter-site database, used for sending emails between employees and for accessing SCP files and other documents.

**Undesignated Anomaly/Unregistered Anomaly (UA/URA)** — An anomalous entity that has not yet been assigned Special Containment Procedures. A temporary designation, prior to full documentation as an SCP object. You will be dealing with a lot of URAs while filling out your encyclopedia

## 4.2-Brief Background:

### An example of the containment breach:

**Item #:** SCP-682

**Object Class:** Keter

**Special Containment Procedures:** SCP-682 must be destroyed as soon as possible. At this time, no means available to SCP teams are capable of destroying SCP-682, only able to cause massive physical damage. SCP-682 should be contained within a 5 m x 5 m x 5 m chamber with 25 cm reinforced acid-resistant steel plate lining all inside surfaces. The containment chamber should be filled with hydrochloric acid until SCP-682 is submerged and incapacitated. Any attempts of SCP-682 to move, speak, or breach containment should be reacted to quickly and with full force as called for by the circumstances.

Personnel are forbidden to speak to SCP-682, for fear of provoking a rage-state. All unauthorized personnel attempting to communicate to SCP-682 will be restrained and removed by force.

Due to its frequent attempts at containment breach, difficulty of containment and incapacitation, and high threat of Foundation Exposure, SCP-682 is to be contained in site [REDACTED]. The Foundation will use the best of its resources to maintain all land within fifty (50) kilometers clear of human development.

**Description:** SCP-682 is a large, vaguely reptile-like creature of unknown origin. It appears to be extremely intelligent and was observed to engage in complex communication with SCP-079 during their limited time of exposure. SCP-682 appears to have a hatred of all life, which has been expressed in several interviews during containment. (See Addendum 682-B).

SCP-682 has always been observed to have extremely high strength, speed, and reflexes, though exact levels vary with its form. SCP-682's physical body grows and changes very quickly, growing or decreasing in size as it consumes or sheds material. SCP-682 gains energy from anything it ingests, organic or inorganic. Digestion seems to be aided by a set of filtering gills inside of SCP-682's nostrils, which are able to remove usable matter from any liquid solution, enabling it to constantly regenerate from the acid it is contained in. SCP-682's regenerative capabilities and resilience are staggering, and SCP-682 has been seen moving and speaking with its body 87% destroyed or rotted.

In case of containment breach, SCP-682 is to be tracked and re-captured by all available Mobile Task Forces, and no teams with fewer than seven (7) members are cleared to engage it. To date (■■■■■■■■■■), attempted breaches have numbered at seventeen (17), while successful breaches have numbered at six (6).

### Another Example Incident/ Rumoured that SCP-106 Breached Before

-Note: There are some terms you may not know, they are not needed in this committee since we can't become SCP nerds like the writers on the wiki.

Item #: SCP-106

**Object Class:** Keter

### Special Containment Procedures:

No physical interaction with SCP-106 is allowed at any time. All physical interaction must be approved by no less than a two-thirds vote from O5-Command. Any such interaction must be undertaken in AR-II maximum security sites, after a general non-essential staff evacuation. All staff (Research, Security, Class D, etc.) are to remain at least sixty meters away from the containment cell at all times, except in the event of breach events.

SCP-106 is to be contained in a sealed container, comprised of lead-lined steel. The container will be sealed within forty layers of identical material, each layer separated by no less than 36cm of empty space. Support struts between layers are to be randomly spaced. Container is to remain suspended no less than 60cm from any surface by ELO-IID electromagnetic supports.

Secondary containment area is to be comprised of sixteen spherical “cells”, each filled with various fluids and a random assembly of surfaces and supports. Secondary containment is to be fitted with light systems, capable of flooding the entire assembly with no less than 80,000 lumens of light instantly with no direct human involvement. Both containment areas are to remain under 24 hour surveillance.

Any corrosion observed on any containment cell surfaces, staff members, or other site locations within two hundred meters of SCP-106 are to be reported to Site Security immediately. Any objects or personnel lost to SCP-106 are to be deemed missing/KIA. No recovery attempts are to be made under any circumstances.

*Note: Continued research and observation have shown that, when faced with highly complex/random assemblies of structures, SCP-106 can be “confused”, showing a marked delay on entry and exit from said structure. SCP-106 has also shown an aversion to direct, sudden light. This is not manifested in any form of physical damage, but a rapid exit into the “pocket dimension” generated on solid surfaces.*

*These observations, along with those of lead-aversion and liquid confusion, have reduced the general escape incidents by 43%. The “primary” cells have also been effective in recovery incidents requiring Recall Protocol █████ -█████ -█. Observation is ongoing.*

**Description:** SCP-106 appears to be an elderly humanoid, with a general appearance of advanced decomposition. This appearance may vary, but the “rotting” quality is observed in all forms. SCP-106 is not exceptionally agile, and will remain motionless for days at a time, waiting for prey. SCP-106 is also capable of scaling any vertical surface and can remain suspended upside down indefinitely. When attacking, SCP-106 will attempt to incapacitate prey by damaging major organs, muscle groups, or tendons, then pull disabled prey into its pocket dimension. SCP-106 appears to prefer human prey items in the 10-25 years of age bracket.

SCP-106 causes a “corrosion” effect in all solid matter it touches, engaging a physical breakdown in materials several seconds after contact. This is observed as rusting, rotting, and cracking of materials, and the creation of a black, mucus-like substance similar to the material coating SCP-106. This effect is particularly detrimental to living tissues, and is assumed to be a “pre-digestion” action. Corrosion continues for six hours after contact, after which the effect appears to “burn out”.

SCP-106 is capable of passing through solid matter, leaving behind a large patch of its corrosive mucus. SCP-106 is able to “vanish” inside solid matter, entering what is assumed to be a form of “pocket dimension”. SCP-106 is then able to exit this dimension from any point connected to the initial entry point (examples: “entering” the inner wall of a room, and “exiting” the outer wall. Entering a wall, and exiting from the ceiling). It is unknown if this is the point of origin for SCP-106 or a simple “lair” created by SCP-106.

Limited observation of this “pocket dimension” has shown it to be comprised mostly of halls and rooms, with [DATA EXPUNGED] entry. This activity can continue for days, with some subjected individuals being released for the express purpose of hunting, recapture

-----Don't worry if this part sounds complicated, we won't be diving this deep into lore.

## 5-Other Organizations:

There are many anti-SCP organizations due to various concerns. These organizations will create issues that the delegates will face during the committee. Therefore, knowing the basics of each organization is key.

### 5.1-Serpent's Hand:

The Serpent's Hand is a small but formidable organization that seems to be growing at a rapid rate and is responsible for several security breaches.

The group embraces the use and existence of paranormal items, and in particular, embraces humanoid and sapient SCP objects. The Serpent's Hand has been highly vocal in criticizing the containment and destruction of these SCPs, especially those which are not particularly destructive.

At least one hundred and seventy-seven individuals belonging to the Serpent's Hand have been identified, of which several dozen have taken part in raids on Foundation facilities, many of whom used anomalous items for infiltration purposes.

The total number of members belonging to this organization is unknown, as is their level of technology, number of possible SCPs held, or total level of threat. It is clear they are highly coordinated and often dangerous. Their numbers appear to be increasing faster as more anomalies appear in the world.

The Serpent's Hand came to Foundation attention after encounters with the individual known as L.S. who seems to be a leader within the Serpent's Hand, and is personally responsible for two security breaches in Foundation sites.

The Serpent's Hand seems to be extremely active in the general paranormal community. They have a high level of interest in the Global Occult Coalition (check 5.3 for details) and the SCP Foundation itself (referred to as "The Jailors" or "Jailers"), regarding both with animosity.

The Hand's relationship with the GOC is particularly hostile; most recorded cases of unprovoked violence by Serpent's Hand members have been against GOC agents. The Serpent's Hand seems estranged from the GOC's 108 member organizations, despite similarities in focus on thaumotology and other occultic practices, and a number of shared methods.

This situation seems to be due to the GOC policy of destroying most anomalous entities which are non-human in origin or which they cannot efficiently control. Additionally, the GOC treats Hand members as enemy agents to be engaged or killed on sight. The Foundation seems to be the focus of less anger from the Serpent's Hand due to the Foundation's policy of containing and not destroying most anomalous entities; however, Hand animosity towards the Foundation is still high.



Hand raids on Foundation facilities have been steadily increasing in number, as has their ability to evade capture and to successfully "liberate" SCP items. Formerly, the GOC seemed to be able to keep Hand numbers in check, but this no longer seems to be the case.

Efforts to neutralize the Serpent's Hand are still ongoing.

## 5.2-Chaos Insurgency:

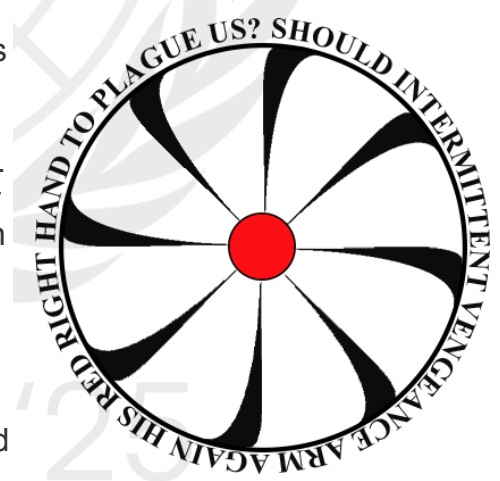
In 1924, the SCP Foundation formed a covert special task force, known only to the O5 Council, codenamed the "Insurgency." The leadership of the Insurgency was comprised mostly of the Red Right Hand, famed for their loyalty to the O5 Council and the total secrecy of their origins, identities, and operations. The Insurgency leadership was supported by research, security, and retrieval personnel, all taken from Foundation ranks.

The O5 Council had created the Insurgency to complete missions with ethically questionable methods and politically unsavory results while keeping the Foundation's public reputation clean. For approximately twenty-four years, the Insurgency operated under the guise of Foundation defectors, using anomalous objects to secretly further the goals of the O5 Council.

In 1948, as part of a seemingly routine staged operation, the Insurgency removed several SCP objects from Foundation containment and transported dozens of defecting Foundation researchers to various safe locations. That same day, multiple other unplanned raids of Foundation facilities occurred. The Insurgency seized SCP objects with great research and military potential and inflicted severe casualties on Foundation personnel. The Foundation's biggest lie had become a reality. Their covert black ops team had defected, and the Foundation faced a new threat from an organization now calling itself by a new name: The Chaos Insurgency.

The O5 Council was stunned. The defection or even the slightest hint of disloyalty from Red Right Hand personnel had been unprecedented. The motives behind the Insurgency's betrayal remain unknown to the Foundation. All attempts to find, apprehend, or assassinate the defecting Insurgency operatives failed. This information is classified within the Foundation, which maintains that the Insurgency defected in 1924 and that the actual defections in 1948 were simply raids made by the already-existing splinter organization.

The Insurgency is split into two divisions: military and R&D(research and development). Cells within both divisions work independently, unaware of the exact actions and goals of other cells. New recruits receive instructions from their superiors and are expected to follow them unquestioningly, not knowing that every action they take is part of a larger plan orchestrated by the leaders. They are told that they are carrying out a great rebellion to form a world where "consensus reality" itself is an illusion, history's great lie, perpetrated by the Foundation. They are told that they will



use the anomalies to build a utopian future, where humanity is the master of everything, not just a mirage.

But really, who knows what the Chaos Insurgency actually wants?

### **5.3-Global Occult Coalition:**

If the SCP Foundation was dedicated to finding, capturing, and containing paranormal objects, the Coalition would be dedicated to a much different, more direct approach: outright destruction of the paranormal.

Since then, the concept has been refined somewhat into the current iteration. The Global Occult Coalition is now intended to be an openly political organization, taking actions that affect the world stage. Seen in that light, their policy of destruction of paranormal objects differs from the SCP Foundation's: if the Foundation are the jailers, then the Coalition are the executioners. But, like any executioner, they cannot act without the permission of a judge and jury of the United Nations' secret Council of 108.

The GOC has a complicated relationship with the SCP Foundation. The GOC is known to criticize the Foundation for the use of D-Class personnel (a UN human rights violation in their eyes) as well as not always destroying anomalies. The Foundation on the other hand does not always agree with the GOC's methods as well, stating that destroying something anomalous might sometimes make things worse. Despite this, the two groups often act as allies when it comes to global threats.

Similar to SCP's Secure, Contain, Protect GOC also has 5 main missions which are Survival, Education, Destruction, Protection and Concealment (as seen on the logo).



### **6-Goals and Quests:**

#### Creating an Encyclopedia:

Your main quest is to create an encyclopedia where you register the SCPs you have encountered during the sessions. You have to record them in the format as written on this study guide.

### Decrease The Influence of Anti-SCP Organizations:

As mentioned in the 5th part, you will be dealing with various anti-SCP organizations with distinct ideologies, goals. You have to be aware that these organizations have attempted containment breaches in the past, so they are a serious threat to your organization. They also share propaganda against you from time to time to declare you the enemy.

### Search and Contain as many SCPs as you can:

You will register new SCPs but you have to bear in mind to have a containment procedure or else you may face consequences. As well as the new ones you will also be containing a lot of SCPs when the committee starts so don't forget to flawlessly operate the previous procedures.

### Protect Your Sites and SCPs From Breaches:

As mentioned in the 4th part there have been couple of containment breaches before. Therefore maintaining and managing your facilities safely is key for the O5 Council and SCP organization.

### Stay Secret and Silence People If Needed:

You shall always and always stay secret. You should try to control the media and prevent information, data leaks. No one can be trusted, you are the most important foundation of the globe, so act accordingly. DON'T HESITATE TO DESTROY ANY OBSTACLE STANDING ON YOUR WAY!

### Try to Form Alliances:

Try to form new alliances with governments or organizations. If you can achieve to have influence over governments you may also be able to use their soldiers, resources, etc. You can also work on strengthening your existing alliances as well.

And many more...

## **7-SCPs To Know:**

### SCP-999:

**Item #:** SCP-999

**Object Class:** Safe

**Special Containment Procedures:** SCP-999 is allowed to freely roam the facility should it desire to, but otherwise must stay in its pen either between 8PM-9PM for

sleeping, or during emergency lockdowns for its own safety. Subject is not allowed out of its pen at night or off facility grounds at any time. Pen is to be kept clean and food replaced twice daily. All personnel are allowed inside SCP-999's holding area, but only if they are not assigned to other tasks at the time, or if they are on break. Subject is to be played with when bored and spoken to in a calm, non-threatening tone.

**Description:** SCP-999 appears to be a large, amorphous, gelatinous mass of translucent orange slime, weighing about 54 kg (120 lbs) 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 roughly 2 meters wide and 1 meter in height. The surface of SCP-999 consists of a thin, transparent membrane similar to that of an animal cell roughly .5 cm thick, and is highly elastic, allowing SCP-999 to flatten portions of its body up to 2 cm thin. This surface is also hydrophobic, although SCP-999 can willfully absorb liquids (see Addendum SCP-999-A). The rest of SCP-999's body is filled with a viscous orange substance of unknown chemical makeup, though it is capable of digesting organic materials with ease.



Subject's temperament is best described as playful and dog-like: when approached, SCP-999 will often react with overwhelming elation, slithering over to the nearest person and leaping upon them, "hugging" them with a pair of pseudopods while nuzzling the person's face with a third pseudopod. Simply touching SCP-999's surface causes an immediate mild euphoria, which intensifies the longer one is exposed to SCP-999, and lasts long after separation from the creature. The subject's favorite activity is "tickle-wrestling", often by completely enveloping a person from the neck down and tickling them until asked to stop (though it does not always immediately comply with this request). Though injuries may occur, SCP-999 has never been found to purposefully attempt to harm others. While the creature will interact with anyone, it seems to have a special interest in those who are unhappy or hurt in any way. Persons suffering from crippling depression or PTSD, for example, have reported having a far more positive outlook on life after multiple interactions with SCP-999. The possibility of manufacturing antidepressants from SCP-999's slime is currently being discussed.

### SCP-131:

**Item #:** SCP-131

**Object Class:** Safe

**Special Containment Procedures:** No special safety procedures are to be taken with SCP-131-A and SCP-131-B. They are free to travel about Site-19 so long as they do not attempt to enter any restricted areas or attempt to leave the facility.

Casual contact with the subjects is permitted, but it is recommended that such contact be kept to a minimum to prevent the creatures from forming an attachment to personnel. Hourly tabs are to be kept on subjects at all times; failure to account for their presence at these times constitutes a level one lockdown situation. Any report of abuse or mistreatment of the subjects will result in a harsh reprimand.



**Description:** SCP-131-A and SCP-131-B (affectionately nicknamed the "Eye Pods" by personnel) are a pair of teardrop-shaped creatures roughly 30 cm (1 ft) in height, 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. At the base of each creature is a wheel-like protrusion which allows for locomotion, suggesting that the creatures may be biomechanical in origin. The subjects can move surprisingly fast, covering over 60 m (200 ft) in a matter of seconds. The subjects, however, lack a braking system, which has led to some rather spectacular, if not overly amusing, mishaps involving the creatures. The subjects have also shown the ability to climb sheer surfaces, and have gotten lost in the air vents on more than one occasion.

The subjects seem to have the intelligence of common house cats and are insatiably curious. Most of the time they simply roll around the facility, observing personnel at work and catching peeks at other Safe class SCPs. The subjects seem to be able to communicate with each other via an untranslatable high-pitched babbling. The subjects have never been observed to blink, even in laboratories when the subjects have been videotaped for over 18 consecutive hours.

## SCP-294:

**Item #:** SCP-294

**Object Class:** Euclid

**Special Containment Procedures:** There are no standard special containment procedures on file for Item SCP-294. However, only personnel of security clearance level 2 or higher are allowed to interact with it (see document SCP-294a). SCP-294 is currently being stored in the 2nd floor personnel break room and is monitored by two guards of security clearance level 3 at all times.

**Description:** Item SCP-294 appears to be a standard coffee vending machine, the only noticeable difference being an entry touchpad with buttons corresponding to an English QWERTY keyboard. Upon depositing fifty cents US currency into the coin slot, the user is prompted to enter the name of any liquid using the touchpad. Upon doing so, a standard 12-ounce paper drinking cup is placed and the liquid indicated is poured. Ninety-seven initial test runs were performed (including requests for water, coffee, beer, and soda, non-consumable liquids such as sulfuric acid, wiper fluid, and motor oil, as well as substances that do not usually exist in liquid state, such as nitrogen, iron and glass) and each one returned a success. Test runs with solid



materials such as diamond have failed, however, as it appears that SCP-294 can only deliver substances that can exist in liquid state.

### SCP-524:

**Item #:** SCP-524

**Object Class:** Safe

**Special Containment Procedure:** As it has a benign nature, little security is needed for this SCP. More commonly known as "Walter", SCP-524 must be kept under surveillance in order to prevent accidental damage to any vital material within the site. Whilst not under the direct care of a personnel member, SCP-524 may be kept in a specially designed pen, roughly 5 by 5 meters, with sensors placed within to notify SCP-524's current keeper of any escapes. Due to its abilities, there are no specific diets to be assigned to this SCP.

**Description:** SCP-524 is a common white rabbit, of the species *Oryctolagus cuniculus*. It can be identified by its white fur with symmetrical black markings on its body.

SCP-524 has shown the ability to be able to consume any material, regardless of edibility. It eats in the same fashion as any other member of its species, though it can eat substances that are not only inedible, but dangerous. SCP-524 has been recorded chewing through wood, steel, glass, and in one instance, several kilos of radioactive material. SCP-524 shows no adverse effects from anything it has consumed.



### SCP-682:

(Check the "Brief Background" part for further information.)

**Item #:** SCP-682

**Object Class:** Keter

**Special Containment Procedures:** SCP-682 must be destroyed as soon as possible. At this time, no means available to SCP teams are capable of destroying SCP-682, only able to cause massive physical damage. SCP-682 should be contained within a 5 m x 5 m x 5 m chamber with 25 cm reinforced acid-resistant steel plate lining all inside surfaces. The containment



chamber should be filled with hydrochloric acid until SCP-682 is submerged and incapacitated. Any attempts of SCP-682 to move, speak, or breach containment should be reacted to quickly and with full force as called for by the circumstances.

Personnel are forbidden to speak to SCP-682, for fear of provoking a rage-state. All unauthorized personnel attempting to communicate to SCP-682 will be restrained and removed by force.

**Description:** SCP-682 is a large, vaguely reptile-like creature of unknown origin. It appears to be extremely intelligent. SCP-682 appears to have a hatred of all life, which has been expressed in several interviews during containment. SCP-682 has always been observed to have extremely high strength, speed, and reflexes, though exact levels vary with its form. SCP-682's physical body grows and changes very quickly, growing or decreasing in size as it consumes or sheds material. SCP-682 gains energy from anything it ingests, organic or inorganic.

### SCP-354:

**Item #:** SCP-354

**Object Class:** Keter

**Special Containment Procedures:** Due to SCP-354's immobile nature, Area-354 has been built around it. Area-354 houses forces and D-class personnel prepared to deal with threats emerging from SCP-354, as well as researchers studying SCP-354 and its properties. For their own safety, no on-site personnel are to approach SCP-354 at any time. Direct interaction with SCP-354 is permitted only for the purpose of research to eliminate SCP-354 and must be approved by O5 personnel.

**Description:** SCP-354 is a pool of red liquid discovered in northern Canada. The liquid is of a consistency similar to that of human blood (hence the colloquial name Blood Pond) but is not of a biological nature. The pool does not have definite banks; soil mixes with the liquid until, at a certain point, there is more soil than liquid and the ground is mostly solid. The liquid becomes denser as one descends deeper into the pool; if the pool has a bottom, it has yet to be reached.



Periodically, entities emerge from the pool and attempt to escape from the enclosure. Thus far, nearly all creatures emerging from SCP-354 have been extremely hostile and highly dangerous.

### SCP-096:

**Item #:** SCP-096

**Object Class:** Euclid

**Special Containment Procedures:** SCP-096 is to be contained in its cell, a 5 m x 5 m x 5 m airtight steel cube, at all times. Weekly checks for any cracks or holes are mandatory. There are to be absolutely no video surveillance or optical tools of any kind inside SCP-096's cell. Security personnel will use pre-installed pressure sensors and laser detectors to ensure SCP-096's presence inside the cell.

**Description:** SCP-096 is a humanoid creature measuring approximately 2.38 meters in height. 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, with an approximate length of 1.5 meters each. Skin is mostly devoid of pigmentation, with no sign of any body hair.



SCP-096's jaw can open to four (4) times the norm of an average human. Other facial features remain similar to an average human, with the exception of the eyes, which are also devoid of pigmentation. It is not yet known whether SCP-096 is blind or not. It shows no signs of any higher brain functions, and is not considered to be sapient.

SCP-096 is normally extremely docile, with pressure sensors inside its cell indicating it spends most of the day pacing by the eastern wall. However, when someone views SCP-096's face, whether it be directly, via video recording, or even a photograph, it will enter a stage of considerable emotional distress. SCP-096 will cover its face with its hands and begin screaming, crying, and babbling incoherently. Approximately one (1) to two (2) minutes after the first viewing, SCP-096 will begin running to the person who viewed its face AND KILL THEM.

SCP-049:

**Item #:** SCP-049

**Object Class:** Euclid

**Special Containment Procedures:** SCP-049 is contained within a Standard Secure Humanoid Containment Cell in Research Sector-02 at Site-19. SCP-049 must be sedated before any attempts to transport it. During transport, SCP-049 must be secured within a Class III Humanoid Restriction Harness (including a locking collar and extension restraints) and monitored by no fewer than two armed guards. While SCP-049 is generally cooperative with most Foundation personnel, outbursts or sudden changes in behaviour are to be met with elevated force.

**Description:** SCP-049 is a humanoid entity, roughly 1.9 meters in height, which bears the appearance of a medieval plague doctor. While SCP-049 appears to be wearing the thick robes and the ceramic mask indicative of that profession, the garments instead seem to have



grown out of SCP-049's body over time<sup>1</sup>, and are now nearly indistinguishable from whatever form is beneath them. X-rays indicate that despite this, SCP-049 does have a humanoid skeletal structure beneath its outer layer.

SCP-049 is capable of speech in a variety of languages, though tends to prefer English or medieval French<sup>2</sup>. While SCP-049 is generally cordial and cooperative with Foundation staff, it can become especially irritated or at times outright aggressive if it feels that it is in the presence of what it calls the "Pestilence". Although the exact nature of this Pestilence is currently unknown to Foundation researchers, it does seem to be an issue of immense concern to SCP-049.

SCP-049 will become hostile with individuals it sees as being affected by the Pestilence, often having to be restrained should it encounter such. If left unchecked, SCP-049 will generally attempt to kill any such individual.

### SCP-173:

**Item #:** SCP-173

**Object Class:** Euclid

**Special Containment Procedures:** Item SCP-173 is to be kept in a locked container at all times. When personnel must enter SCP-173's container, no fewer than 3 may enter at any time and the door is to be relocked behind them. At all times, two persons must maintain direct eye contact with SCP-173 until all personnel have vacated and relocked the container.

**Description:** Origin is as of yet unknown. It is constructed from concrete and rebar with traces of Krylon brand spray paint. SCP-173 is animate and extremely hostile. The object cannot move while within a direct line of sight. Line of sight must not be broken at any time with SCP-173. Personnel assigned to enter container are instructed to alert one another before blinking. Object is reported to attack by snapping the neck at the base of the skull, or by strangulation. In the event of an attack, personnel are to observe Class 4 hazardous object containment procedures.



Personnel report sounds of scraping stone originating from within the container when no one is present inside. This is considered normal, and any change in this behaviour should be reported to the acting supervisor on duty.

### SCP-035:

**Item #:** SCP-035



**Object Class:** Keter

**Special Containment Procedures:** SCP-035 is to be kept within a hermetically sealed glass case, no fewer than 10 centimeters (4 inches) thick. This case is to be contained within a steel, iron and lead-shielded room at all times. Doors are to be triple-locked at all times, with the exception of allowing personnel in or out. No fewer than two (2) armed guards are to be posted at any time. Guards must remain outside at all times and are not allowed within the containment room under any circumstances. A trained psychologist is to remain on site at all times. Research personnel are not to touch SCP-035 at any time.

**Description:** SCP-035 appears to be a white porcelain comedy mask, although, at times, it will change to tragedy. In these events, all existing visual records, such as photographs, video footage, even illustrations, of SCP-035 automatically change to reflect its new appearance.

A highly corrosive and degenerative viscous liquid constantly seeps from the eye and mouth holes of SCP-035. Anything coming into contact with this substance slowly decays over a period of time, depending on the material, until it has decayed completely into a pool of the original contaminant. Glass seems to react the slowest to the effects of the item, hence the construction choice of its immediate container. Living organisms that come into contact with the substance react much the same way, with no chance of recovery. Origin of the liquid is unknown. Liquid is only visible from the front, and does not emerge or is even visible from the other side.

Subjects within 1.5 to 2 meters (5-6 feet) of SCP-035, or in visual contact with it, experience a strong urge to put it on. When SCP-035 is placed on the face of an individual, an alternate brain wave pattern from SCP-035 overlaps that of the original host, effectively snuffing it out and causing brain death to the subject. Subject then claims to be the consciousness contained within SCP-035. The bodies of "possessed" subjects decay at a highly accelerated rate, eventually becoming little more than mummified corpses. Nevertheless, SCP-035 has demonstrated the ability to remain in cognitive control of a body experiencing severe structural damage, even if the subject's body literally decays to the point where motion is not mechanically possible. No effect is found to be had when placed on the face of an animal.

SCP-2006:

**Item #:** SCP-2006

**Object Class:** Keter

**Special Containment Procedures:** SCP-2006 is to be contained at Site 118 in an airtight containment cell. SCP-2006 must be constantly monitored for changes in form, which are to be noted immediately. All personnel coming into contact with SCP-2006 are required to enroll in an acting course with a focus on expressing fear and surprise.

Every month, SCP-2006 is to be shown at least one new extremely low-quality horror or science fiction movie containing horror elements. All interaction with SCP-2006 must confirm that SCP-2006 continues to believe that said works demonstrate a superb grasp of horror.

**Description:** SCP-2006 is an anomalous spherical entity roughly 50 centimeters in diameter when in its default state. SCP-2006's stated goal is to cause feelings of fear and/or horror in as many humans as possible. To accomplish this purpose, SCP-2006 possesses the ability to change its shape, mass, volume, density, chemical structure, and voice to any form that it desires. Currently, there is no known way to damage SCP-2006. The extent of its shape-shifting abilities is unknown, and is currently thought to be unlimited.



SCP-2006 is capable of speaking even when it possesses the form of an entity that is normally unable to speak. SCP-2006 will generally attempt to startle and/or scare any individual it comes into contact with, but after doing so, will become affable and friendly. The reason behind this is currently unknown. Although SCP-2006 has repeatedly stated its goal of causing as much fear as possible, SCP-2006 is a poor judge of concepts that cause fear in humans, and constantly searches for new methods in which to accomplish its goal. This poor recognition extends to recognition of emotions in humans, as SCP-2006 is incapable of distinguishing between subtle differences in emotion that would be obvious to a human.

## 8-Members of The O5 Council:

Note 1: These characters are made up by me and don't have full significance. You all still have full power and equal access to every qualification the O5 Council holds. So you being a scientist doesn't indicate you can't do anything other than science.

Note 2: You all have personal desires and side missions as written below however you should never forget the main aim of the O5 Council and you must always work in cooperation, rather than arguing between yourselves.

Note 3: The O5 Council. O5 Command. The Overseers. Overwatch. These are the people who have ultimate control over the Foundation. Each O5 member knows almost everything there is to know about the Foundation and its activities. Between them all, they know every single secret that the Foundation holds. Most Foundation personnel spend their entire careers without seeing them. Most people outside the Foundation have never heard of them, or don't think they are real. Most everyone is afraid of them. An O5 walks into a room, and everyone pisses their pants. That's

what happens when you hold supreme power over one of the scariest organizations in world history.

### Sarbo Chino:

Sarbo is a 209 year old man who wants to die but unfortunately can't. Due to a paranormal event in the past which he doesn't remember he became immortal to death by age or illnesses. He can still die from a gunshot or something else and experiences pain. He is full of wisdom but has Alzheimer's. So he has seen a lot of SCPs but forgot most of them. Sarbo can also be considered one of the leaders of the O5 Council.



### Lightwater Harder:

Lightwater is a mad scientist who is known in the O5 Council for conducting non-ethical experiments on SCPs just because he enjoys it. Just like every O5 Council member, the general public doesn't know his existence but he likes to be among civilians. He says he likes to see them suffer and yell. He can be considered one of the leaders of the O5 Council as well.



### Geter Priffin

Geter is a fat and chill guy. He is obsessed with Keter class SCPs (the most dangerous SCPs). It is also noted that he loves SCP-458 and especially supports researches on finding more useful SCPs like SCP-458. Also, Geter wants to clone SCP-458 to end world hunger.



### Christian Ronald

Christian Ronald is an old footballer who randomly went missing after going on a trip to Saudi Arabia. The public accepted the fact that he was kidnapped but in reality, this was his strategy to secretly join the O5 Council. He misses his family though, and says he would die to see them again.



### Narto Zumaki

Narto is an anime freak and "loves women". Rumors among the O5 Council have risen about him raping women SCPs in their containers. However, since no one including the workers in SCP sites know about the O5 Council members he doesn't have a bad reputation and continues his disgusting acts.



### Gevgeni Rinko

Gevgeni believes in destruction and stands out among other O5 Council members. He believes that the SCP Foundation should always work in cooperation with GOC. He also states that an assassination attempt



targeting him happened inside the O5 Council in the past. It is safe to say that he is not the most liked member inside the council.

### Buled Ecvit

Buled Ecvit strongly supports the idea of the SCP Foundation working with some governments to raise influence. Currently, the US government is working with SCP Foundation and both sides hold equal power and influence on each other. Buled's main aim is the foundation to hold great power among every government.



### Best Sprout

Best claims that she is a wizard and if she meditates enough will be able to cast various spells, fly, and even teleport. No one in the O5 Council believes her but she is dedicated to reaching her full potential and proving herself right.



### Moonca Moonless

Moonca comes from an alien background outside the Milky Way galaxy. She sees herself as the superior life form in the O5 Council. She knows a lot about some languages SCPs use to communicate between themselves. If she can master this skill she will be able to understand nearly every SCP.



### Elfi Toughrock

Elfi has his own religion and his main goal is to declare himself the god of all SCPs. Every night he dreams of all kinds of SCPs praying for him and serving him. Although the members of the O5 Council don't believe him he is dedicated to writing a holy book for creature SCPs.



### Kaln Love

Kaln is just a regular guy who joined the council because of his hate towards the SCPs. Since he believes they harm humanity and pose danger, Kaln wants to create his own torturing facility, especially for Keters. Some O5 Council Members have the same perspective as him but not as strong.



### Frank Edgar

Frank is a sweetheart and believes only Keters must be dealt with using strict harsh procedures. However, he believes that the containment of Euclids must be by creating a luxury hotel. Frank truly wants his colleagues to accept this ideology as well.



## 9-Bibliography:

<https://scp-wiki.wikidot.com>

<https://villains.fandom.com>

## 10-Further Readings and Videos:

<https://scp-wiki.wikidot.com/guide-for-newcomers> every info you should know is on this site

[https://youtu.be/G6QVvBIBZLc?si=YIJUeIns\\_aPR90j0](https://youtu.be/G6QVvBIBZLc?si=YIJUeIns_aPR90j0)

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