

Daughter of Shadows Attribution List

This document contains the list of SCPs used in Daughter of Shadows. In accordance with the [Creative Commons Attribution-ShareAlike 3.0 Unported License](#), we have listed the original article names, authors, contributors, and copyright notices as they are supplied through the [SCP Foundation](#) website.

The Contributors sections contain each author that has made a change to the listed article. These can include content additions/deletions, grammar fixes, formatting fixes, and even revision reverts. All of these articles were referenced during the timeframe of December 2013 – September 2014 while the game was being made. Any revisions after these dates are not applicable to Daughter of Shadows.

All SCPs used in Daughter of Shadows were adapted from the associated articles into game entities. Each SCP features a short paragraph in game that explains the gist of what it is and how it works in the context of the game. Some SCPs have altered behavior in Daughter of Shadows to fit in better with the game mechanics. These will be noted.

“NOTABLE DIFFERENCES FROM ORIGINAL ARTICLE” SECTIONS WILL CONTAIN SPOILERS ABOUT GAME MECHANICS.

SCP-005

Article: [SCP-005](#)

Original Author: (Account Deleted)

Listed Contributors:

[FritzWillie](#), [HAGGER](#), [snorlison](#), [Hell-spawn](#), [Kain Pathos Crow](#), [Dr Kondraki](#), [judgedeadd](#), [Mr Unimport](#), [zaratustra](#), [A Fat Ghost](#), [Foweraker](#), [lastsyllable](#), [Aelanna](#), [Roget](#), [weizhong](#), [m1n3cra4t](#), [PeppersGhost](#)

Notable Differences from Original Article:

None. It is used in game like a standard key would be.

SCP-021

Article: [SCP-021](#)

Original Author: [xthevilecorruptor](#)

Listed Contributors:

[Kain Pathos Crow](#), [HK-016](#), [FritzWillie](#), [HAGGER](#), [snorlison](#), [A Fat Ghost](#), [Quikngruvn](#), [lastsyllable](#), [Aelanna](#), [weizhong](#)

Notable Differences from Original Article:

After acquiring SCP-021 it has a 50% chance of damaging the player every few seconds, similar to a poison. This results in the loss of Thuggees and ultimately a loss of health. Possessing SCP-021 also reduces the rate of fatigue caused by using SCP-1117.

SCP-029

Article: [SCP-029](#)

Original Author: [DrBright](#)

Listed Contributors:

[pooryoric](#), [Agent Circeus](#), [Bounci](#), [MisterFlames](#), [karajade](#), [Quikngruvn](#), [lastsyllable](#), [Voct](#), [Shebleha](#), [Aelanna](#), [KuteraGenesis](#)

Notable Differences from Original Article:

SCP-029 has to fire a head shaped projectile at a male enemy to convert them into a Thuggee. Daughter of Shadows takes place after the listed "Addendum," where it is revealed that the growth of her skin pigmentation is tied to her Thuggees. SCP-029 is stylistically different and designed to look more familiar to players. She has hair, almost all white skin, and her facial features are hardly distinguishable. She retains her black eyes and clothing. SCP-029 is also unable to attack enemies and must utilize Thuggees to attack.

SCP-049

Article: [SCP-049](#)

Original Author: [Gabriel Jade](#)

Listed Contributors:

[A Fat Ghost](#), [Quikngruvn](#), [lastsyllable](#), [Dexanote](#), [Gargus](#), [Jonn Atom](#), [Djoric](#), [Devanos](#), [Dr Clockwork](#), [Kuruni](#), [IP_Invalid](#), [Zyn](#), [Accelerando](#)

Notable Differences from Original Article:

SCP-049 instantly kills all guards and damages the player on touch. He does not reanimate corpses. Two zombies exist but are only in SCP-049s containment room.

SCP-090

Article: [SCP-090](#)

Original Author: [far2](#)

Listed Contributors:

[FritzWillie](#), [Hell-spawn](#), [Lee Byron](#), [A Fat Ghost](#), [Quikngruvn](#), [Agent Circeus](#), [GXS](#), [pooryoric](#), [Aelanna](#), [Paradigma](#), [thedeadlymoose](#)

Notable Differences from Original Article:

SCP-090 does not cause containment breaches in game. If touched, it will activate SCP-173 if it's not already active. If there are SCPs roaming the facility, and SCP-090 is touched a random one will be chosen and its spawn chances will be increased.

SCP-104

Article: [SCP-104](#)

Original Author: [far2](#)

Listed Contributors:

[Dr Gears](#), [HAGGER](#), [snorlison](#), [A Fat Ghost](#), [RhettSarlin](#), [Quikngruvn](#), [Dhaos](#), [Aelanna](#), [Mafia Puppet](#)

Notable Differences from Original Article:

Once acquired, SCP-104 will simply roll toward the player constantly while in scene. It spawns in on level change after everything has been loaded.

SCP-106

Article: [SCP-106](#)

Original Author: [Dr Gears](#)

Listed Contributors:

[Dr Gerald](#), [Voct](#), [Gatemansgc](#), [Quikngruvn](#), [judgedeadd](#), [Mr Unimport](#), [Haxtonsale](#), [VAElynx](#), [MaccyTheFurry](#), [AgentTobias](#), [Dr E Cay](#), [Deeticky](#), [Bunton](#), [Aelanna](#), [Dr Schogliss](#), [Lord Pat III](#), [DrEverettMann](#), [DrKens](#), [Devanos](#), [Dr Hossain](#), [Jack Sowrd](#), [Wogglebug](#), [StevenThePotato](#), [Mike Schneider](#)

Notable Differences from Original Article:

SCP-106 does not damage the player but it does kill normal guards. It is primarily used as a game mechanic for warping the player around the facility.

SCP-173

Article: [SCP-173](#)

Original Author: [Lt Masipag](#)

Listed Contributors:

[far2](#), [JoystickHero](#), [DrClef](#), [A Fat Ghost](#), [snorlison](#), [Quikngruvn](#), [DrEverettMann](#), [Scantron](#), [DrBright](#), [thedeadlymoose](#), [Aelanna](#), [Gaffney](#), [TroyL](#)

Notable Differences from Original Article:

SCP-173 moves considerably slower than indicated in the documentation. The player cannot move backwards while maintaining eye contact, so the player must be able to escape by running away from SCP-173 (or by gradually taking steps and turning around.) SCP-173's likeness is under special copyright, so a unique statuesque form has been used in its place.

SCP-247

Article: [SCP-247](#)

Original Author: [Alias Pseudonym](#)

Listed Contributors:

[A Fat Ghost](#), [tombones](#), [OgremanSam](#), [Quikngruvn](#), [Pig catapult](#), [Dexanote](#), [Aelanna](#), [Dr Amaeus](#), [thedeadlymoose](#), [Dr Nostrand](#), [Voct](#)

Notable Differences from Original Article:

SCP-247 serves as a normal stationary enemy. The component of SCP-247s affect that compels the individual to interact with it is absent in Daughter of Shadows.

SCP-249

Article: [SCP-249](#)

Original Author: [Dr Gerald](#)

Listed Contributors:

[Quikngruvn](#), [karajade](#), [Riobren](#), [Voct](#), [Aelanna](#), [\(dozen\)](#), [Tagliafierro](#)

Notable Differences from Original Article:

SCP-249 is currently in this facility preparing to be shipped back to the location mentioned on the wiki. It is presumably on loan to this facility for experimentation.

Using the door roughly 99 times will cause the door to connect to a random location in the world(roughly 500th use.) This triggers a win condition. Under normal circumstances, SCP-249 is able to connect to any scene the player has visited in game regardless of the approximate distance away from the door.

SCP-294

Article: [SCP-294](#)

Original Author: [far2](#)

Listed Contributors:

[Dr Denizen Nomad](#), [Dave Rapp](#), [judgedeadd](#), [sloppyjoes7](#), [DrBright](#), [Robin Bobcat](#), [Dr Voss](#), [Da Nuke](#), [thefifthman](#), [Crimson King](#), [TheArchivist](#), [Gnostalgia](#), [Mr Unimport](#), [AgentSchism](#), [snorlison](#), [Moley](#), [Marathon](#), [A Fat Ghost](#), [Sophia Light](#), [OgremanSam](#), [zaratustra](#), [Pieguy259](#), [Voct](#), [Doctor Manhattan](#), [MisterFlames](#), [ProfSnider](#), [spikebrennan](#), [Riobren](#), [blademan9999](#), [Aelanna](#), [Quikngruvn](#), [TheAdrift](#), [Greymor](#), [Roget](#), [Dr Nostrand](#), [DrEverettMann](#), [DrKens](#), [Phoenix Fire](#), [Zyn](#), [Doctor Anborough](#), [Drewbear](#)

Notable Differences from Original Article:

SCP-294 is a single use healing item in Daughter of Shadows. The player will be healed 2 units on using the machine and then it ceases to function due to restocking. Using SCP-1117 before using SCP-294 will result in the machine not functioning due to restocking.

SCP-426

Article: [SCP-426](#)

Original Author: [Flah](#)

Listed Contributors:

[Gatemansgc](#), [Quikngruvn](#), [A Fat Ghost](#), [Voct](#), [sloppyjoes7](#), [spikebrennan](#), [Aelanna](#), [Paradigma](#), [thedeadlymoose](#), [DrEverettMann](#), [DrKens](#), [Toasty Ghosty](#)

Notable Differences from Original Article:

SCP-426's long term effects are not a part of Daughter of Shadows. It serves merely as a unusual set piece to intrigue players.

SCP-522

Article: [SCP-522](#)

Original Author: [Felgraf](#)

Listed Contributors:

[Yubi Shines](#), [Noaqiyuum](#), [Blade bane](#), [Sir Mize](#), [Robert Sandler](#), [madfigs](#), [Sporkaganza](#),
[Miramosa](#)

Notable Differences from Original Article:

Stepping on SCP-522 triggers its animation to play. If it is not being looked at once the kill script is called it will consume the target, including the player if applicable. If it is suddenly looked at, the animation will simply finish and go back to normal.

SCP-650

Article: [SCP-650](#)

Original Author: [Dr Talson](#)

Listed Contributors:

[Ekzentric Lohner](#), [Sensei Le Roof](#), [A Fat Ghost](#), [houk](#), [Lowell](#), [Reject](#), [Cr1m5on](#), [Aelanna](#)

Notable Differences from Original Article:

SCP-650's long term behavior is not in Daughter of Shadows. It will appear behind the player but will not change poses.

SCP-689

Article: [SCP-689](#)

Original Author: [far2](#)

Listed Contributors:

[A Fat Ghost](#), [Dr Fawkes](#), [Voct](#), [Chumley](#), [Aelanna](#), [StevenThePotato](#), [DrBright](#),
[thedeadlymoose](#)

Notable Differences from Original Article:

SCP-689 does not instantly kill the player. Instead it will spawn on top of the player and reduce their health by 1. It will only attack the player and does not kill enemy guards, even if they see it at some point.

SCP-871

Article: [SCP-871](#)

Original Author: [Seibai](#)

Listed Contributors:

[Scantron](#), [Salman Corbette](#), [hash pipe](#), [Quikngruvn](#), [Voct](#), [Reject](#), [Bland](#), [Zyn](#),
[DrEverettMann](#), [DrKens](#), [Aelanna](#), [Roget](#)

Notable Differences from Original Article:

SCP-871 instances will fill up its containment area only. It does not inhibit player movement or harm the player in any way. It simply obstructs the players vision of the scene in that room.

SCP-919

Article: [SCP-919](#)

Original Author: [Lat Ware](#)

Listed Contributors:

[Khisareth](#), [Ekzentric Lohner](#), [Sensei Le Roof](#), [Quikngruvn](#), [Lowell](#), [Aelanna](#)

Notable Differences from Original Article:

According to the documentation, SCP-919 can activate when exposed to animals. This is not the case in Daughter of Shadows. It only will activate on the player or a Thuggee.

SCP-970

Article: [SCP-970](#)

Original Author: [Freudian](#)

Listed Contributors:

[anqxyr](#), [Agent Circeus](#), [Scantron](#)

Notable Differences from Original Article:

The documentation has a specific location for the first known occurrence of this SCP. The facility of Daughter of Shadows is not specified in game, so this is presumed to be simply another instance of SCP-970. The dimension altering effects of SCP-970, triggered by large numbers of iterations, are not part of Daughter of Shadows.

SCP-1054

Article: [SCP-1054](#)

Original Author: [The Chuggy Pig](#)

Listed Contributors:

[Scantron](#), [KingHadas](#), [Aelanna](#), [Pineapple of Despair](#), [Roget](#), [Eskobar](#), [anqxyr](#)

Notable Differences from Original Article:

SCP-1054 does not spread outside of its containment room. It is not interactable and thus cannot be picked up and placed elsewhere.

SCP-1057

Article: [SCP-1057](#)

Original Author: [SiriExMachina](#)

Listed Contributors:

[Voct](#), [Aelanna](#), [TheAdrift](#), [DrKens](#)

Notable Differences from Original Article:

SCP-1057 appears as a blue silhouette of a shark. There are no internal organs/dyes seen inside of it

SCP-1117

Article: [SCP-1117](#)

Original Author: [Basilisk9466](#)

Listed Contributors:

[S_I \(Ember\)](#)

Notable Differences from Original Article:

Consuming SCP-1117 heals the player for 1 unit and reduces player movement speed. Players will never die due to consuming SCP-1117, but will eventually be nearly unable to move. This fatigue can be dramatically reduced by having SCP-021.

SCP-1131

Article: [SCP-1131](#)

Original Author: [CityToast](#)

Listed Contributors:

[Aelanna](#), [Kahruvel](#), [Eskobar](#)

Notable Differences from Original Article:

Four D-class “Oscars” are in the containment room of SCP-1131. They can be acquired as Thuggees but do not speak or give any indication that they are different from normal D-class.

SCP-1155

Article: [SCP-1155](#)

Original Author: [realityglitch](#)

Listed Contributors:

[anqxyr](#), [Theally](#), [Aelanna](#), [Eskobar](#), [Pineapple of Despair](#)

Notable Differences from Original Article:

SCP-1155 cannot be contained so its presence in a Daughter of Shadows’ breakroom is happenstance.

SCP-1202

Article: [SCP-1202](#)

Original Author: (Account Deleted)

Listed Contributors:

[Voct](#), [DrRoger](#), [ThomasRichards](#), [Aelanna](#), [Faminepulse](#)

Notable Differences from Original Article:

SCP-1202 simply repeats pre-recorded phrases. Each phrase is guaranteed to be different than the one before it. It will continue to talk at regular intervals. Many of the phrases are excerpts from the documentation.

SCP-1518

Article: [SCP-1518](#)

Original Author: [Doctor Anborough](#)

Listed Contributors:

[Aelanna](#), [Roget](#), [deliberalis](#)

Notable Differences from Original Article:

Bubbles still take a significant amount of time to spawn from SCP-1518 but it's much faster than the documentation says. SCP-1518 is also not interactable and will not damage the player.

SCP-2950

Article: [SCP-2950](#)

Original Author: [weizhong](#)

Listed Contributors:

[Aelanna](#), [Voct](#)

Notable Differences from Original Article:

Thuggees that sit in the chair are removed from the player. They stay there until killed by an enemy or the level changes. A computer is setup near SCP-2950 suggesting that testing was going on recently.

Friend and Foe Expansion Attribution List

The Contributors sections contain each author that has made a change to the listed article. These can include content additions/deletions, grammar fixes, formatting fixes, and even revision reverts. All of these articles were referenced during the timeframe of March 2016 – August 2016 while the expansion was being made. Any revisions after these dates are not applicable to Daughter of Shadows.

All SCPs used in Daughter of Shadows were adapted from the associated articles into game entities. Each SCP features a short paragraph in game that explains the gist of what it is and how it works in the context of the game. Some SCPs have altered behavior in Daughter of Shadows to fit in better with the game mechanics. These will be noted.

“NOTABLE DIFFERENCES FROM ORIGINAL ARTICLE” SECTIONS WILL CONTAIN SPOILERS ABOUT GAME MECHANICS.

SCP-079

Article: [SCP-079](#)

Original Author: [far2](#)

Listed Contributors:

[FritzWillie](#), [snorlison](#), [A Fat Ghost](#), [Quikngruvn](#), [AaronKeskitalo](#), [pooryoric](#), [Drewbear](#), [Edrobot](#), [Aelanna](#), [Figgis](#), [Voct](#), [Dr Devan](#), [Zyn](#), [Accelerando](#), [MostPro](#), [ProcyonLotor](#), [Decibelles](#)

Notable Differences from Original Article:

SCP-079 has already transferred itself into the local foundation network from his containment machine by the time the player encounters it.

SCP-429

Article: [SCP-429](#)

Original Author: [Foweraker](#)

Listed Contributors:

[Sensei Le Roof](#), [A Fat Ghost](#), [Quikngruvn](#), [SophosBlitz](#), [Cr1m5on](#), [Aelanna](#), [Dr Nostrand](#), [Fielas](#), [angxyr](#)

Notable Differences from Original Article:

SCP-429 does not age the player as a normal person would be aged. Since there is no map or way to select individual destinations, the teleporter destination can only be set to the room the player is in. Once this is set the player can warp to that room from any other room. There is also some special behavior regarding the teleporter's behavior inside of SCP-970. Warping to any SCP-970 room or iteration from outside of SCP-970 will result in the player being teleported to the first iteration starting room. Warping out of SCP-970 will result in all iteration progress being lost. While warping within SCP-970, players are allowed to warp backwards and lose iterations, but are not allowed to warp forwards.

SCP-529

Article: [SCP-529](#)

Original Author: [Lt Masipag](#)

Listed Contributors:

[FritzWillie](#), [far2](#), [Kain Pathos Crow](#), [Ivanova](#), [Agent Circeus](#), [A Fat Ghost](#), [Dr Gears](#), [Noaqiyeum](#), [Voct](#), [Quikngruvn](#), [Cr1m5on](#), [JinxAdnix](#), [Morwenyp](#), [DrClef](#), [DrKens](#), [Zyn](#), [FortuneFavorsBold](#), [anqxyr](#)

Notable Differences from Original Article:

Josie does not directly interact with the player. She will walk to doors and wait for the player to open them.

SCP-668

Article: [SCP-668](#)

Original Author: [DrClef](#)

Listed Contributors:

[Wonderful Lizard](#), [A Fat Ghost](#), [Pig_catapult](#), [SophosBlitz](#), [Inglonias](#), [Cr1m5on](#), [DrKens](#), [Roget](#), [anqxyr](#)

Notable Differences from Original Article:

SCP-668 will prevent male and female guards from shooting at the player, but they will still damage the player on physical contact. Although held by the player it cannot be used as a weapon.

SCP-682

Article: [SCP-682](#)

Original Author: [Dr Gears](#)

Listed Contributors:

[Lt Masipag](#), [CptBellman](#), [A Fat Ghost](#), [Kulzn](#), [RhettSarlin](#), [DrClef](#), [Pair Of Ducks](#), [pooryoric](#),
[MrUnimport](#), [TheDuckman](#), [Dexanote](#), [DrEverettMann](#), [Drewbear](#), [Pig_catapult](#),
[Aelanna](#), [Zyn](#)

Notable Differences from Original Article:

SCP-682 will grow in size and increase in speed as it consumes thuggees and guards. It will not morph forms or decrease in size as the wiki states.

SCP-796

Article: [SCP-796](#)

Original Author: [minmin](#)

Listed Contributors:

[Decibelles](#), [Gnago](#), [Accelerando](#)

Notable Differences from Original Article:

SCP-796 immediately transfers to the player upon acquiring the D-Class that possesses it. It has no effect on the spawning of enemy SCPs, but merely shows up at the place that an enemy SCP will spawn.

SCP-1275

Article: [SCP-1275](#)

Original Author: [RhettSarlin](#)

Listed Contributors:

[Communism will win](#), [Aelanna](#), [PetraCore](#), [Dearheart](#), [angxyr](#)

Notable Differences from Original Article:

SCP-1275 will not “regurgitate” anything like the documentation says. It will also not physically damage, kill, or steal SCP-029. It will consume guards, active thuggees, inactive thuggees and inventory SCPs acquired by the player. It will not consume any other SCPs, computers, or credentials.

SCP-1450

Article: [SCP-1450](#)

Original Author: [Arlecchino](#)

Listed Contributors:

[MisterFlames](#), [Communism will win](#), [Kahruvel](#), [Eskobar](#), [anqxyr](#), [Zyn](#), [CumaeanSibyl](#)

Notable Differences from Original Article:

SCP-1450 only attacks the player and will consume all thuggees the player may possess.
No remnants are left when SCP-1450 consumes the player.