

ENTITY #2

Information

The Windows are creatures in the shape of a Window. The Window has a figure inside, always pointing at the target. If the target is unaware of the creature, it will attack immediately. "Windows" will generally appear on Level 1 through Level 2, although mainly on Level 1. Some Windows are safe when there is no shadowy figure behind them. Some can lead to "Level 1.5".

Behaviors

The Windows start by pointing in the direction of a Wanderer, and whispers telling the Wanderers to enter the Window. Once close enough, the Entity will grab you, and pull you in, even if the said Window is closed. It is rumored that it's just an empty void on the other side, even if it shows land on the other side.

These Windows can come in many different shapes and sizes, and the same goes for the Shadowy Figures behind them. The Shadowy Figure always looks human and will whisper to Wanderers to lure them into its trap.

Avoid all Windows at all costs.

Do not trust any Windows in any Level if a Figure is behind it.

If The Windows wants you to follow them, do not agree to do so.

References

There currently is no actual first report about The Windows at the moment, but the group known as The Lost has referenced them as "The Men Behind The Glass".

<http://backrooms-wiki.wikidot.com>

