

Ghost	Behavior	Holy Water	LOS	Evidence
<b>Revenant</b> Known to be a powerful active spirit, with reports that being haunted by one feels like literal suffocation.	Stamina drains faster when targeted	Normal	Normal speed	EMF, Radiation, Writing
<b>Banshee</b> Known for its' high pitched screams, electrical interferences, and being close to those who have a close relationship with death.	Player can hear screams from Spirit box or Spirit boom box	Normal	Normal speed	Audio, Radiation, EMF
<b>Demon</b> Malevolent entity associated with evil, and harm. There is no mistaking the demon, as its intentions are negative, and it seeks to harm humans.	Hunts as soon as 90 BPM Shorter hunt cooldown Leaves hot temps on touched objects	Increased efficiency From the time it is sprayed, it will stop the ghost from hunting for two minutes	Decreased LOS	Writing, UV, Radiation
<b>Skia</b> The Skia, often called "Spirit" or "tutelary deities" are known to protect their families, homes, or places of interest. They do not want to harm humans, but will if they feel threatened.	Unique Spirit Box responses Increased hunt cooldown Distressed sounds near player during hunt	Normal	Increased speed until near target, and then reduces speed to normal LOS	Audio, EMF, UV
<b>Wraith</b> An incredibly fast harbringer of death, the Wraith is a furious, malevolent spirit, born of hatred and sorrow.	Targets specific player Breaks LOS easily No feet when hunting	Reduces speed during hunt	Substantially increased LOS	Audio, Freezing, UV
<b>Bhoot</b> Unable to find peace in the after life, the Bhoot haunt the grounds which they've been wronged seeking revenge.	Increased hunt cooldown Room the ghost is in gets cold moments before hunting	Normal	Normal speed	Freezing, Radiation, Writing
<b>Tariaksuq</b> Representing darkness, death, and the unseen existence, the Tariaksuq lurks often unseen. Favoring the dark, frequent light trippings are reported with these beings.	Blows out candles more frequently than other ghosts Turns off lights more frequently Never turns on lights Will only appear in full form during a hunt	From the time it is sprayed, it will stop the ghost from hunting for 90 seconds.	Increases/decreases with light	Audio, EMF, Freezing
<b>Tantalus</b> Known to be aggressive, the Tantalus is considered to be close to those who have witnessed or experienced death.	Never closes doors Never slams doors (except during a hunt) Can not turn FLXPod off	Less effective	Increases speed slightly	Freezing, UV, EMF
<b>Iblis</b> Known to possess abilities like shape-shifting and invisibility, the Iblis is neither good nor evil, but free moral agency. Associated with magic, they are powerful and mysterious beings.	Shapeshifts during hunts	Normal	Increases speed slightly	Audio, Freezing, Writing
<b>Shura</b> Consumed by wrath, and an insatiable thirst for violence, they are stuck on Earth because of a curse that keeps them from entering Hell or the underworld.	Shorter cooldown Larger LOS range Harder to break LOS	Less effective	Increases speed	EMF, Writing, Freezing
<b>Phantom</b> Known to be powerful malevolent beings of darkness, created by darkness itself, Phantoms are hard to see, and keep a low profile until they're ready to strike fear into their target.	No manifest events More shadow events Turns off radios, but never on.	Normal	Normal speed	Radiation, Audio, UV
<b>Poltergeist</b> A mischievous spirit, they're believed to be responsible for causing disruptive phenomena - throwing objects, interfering with electronics, and unexplained noises.	Throws more objects than normal ghosts	Normal	Increases speed slightly	UV, EMF, Writing
<b>Strigoi</b> Often depicted as troubled spirits or living dead that can rise from the grave, typically at night. ☠️	Actively raises heart rate when in the room with the ghost Shadow events only Turns on radios, never off	Normal	Increases speed slightly	UV, Freezing, Writing
<b>Wisp</b> Portrayed as malevolent, leading travelers to harm or death. Often associated with the visibility of ghost orbs.	Turns on lights significantly more than other ghosts Never turns off lights	Increased efficiency From the time it is sprayed, it will stop the ghost from hunting for two minutes	Increases speed slightly	Audio, Radiation, Freezing
<b>The Echo</b> A passive, residual spirit that is felt through memory more than presence - quiet, elusive, and hard to track.	Can not turn FLXPod off Cant interact with main breaker, only individual breakers (except post hunt) Cant turn on or off lights Cant turn on or off radios	Normal	Normal speed	Radiation, Freezing, UV
<b>The Forgotten</b> Quiet, passive ghost, known for making rooms very cold, delayed messages, and barley interacts.	Can not turn FLXPod off The hardest ghost to identify with No Evidence.	Normal	Increases speed slightly	EMF, Radiation, UV
<b>Doppelganger</b> A deceptive spirit that takes on the persona of a person, often to trick its intended targets	Returns to favorite room before hunting Shorter distance LOS	Normal	Normal speed	Audio, Writing, UV
<b>Wewe Gombel</b> Historically known for being a vengeful ghost, Gombel is known for being malicious and unforgiving.	Turns off lights only. Short cooldown. Cant interact with main breaker, only individual breakers (except post hunt)	Increased efficiency	Increases speed drastically	Radiation, EMF, Freezing