

No. 16

DEPARTMENT OF CRIPTID CONTROL

Field Manual

Subject name:

SPACERS

TOP SECRET

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Department of Cryptid Control

Field Manual Reality and Space Distorting Entities

VOLUME V: Reality Warping Entities

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DESIGNATION

FIELD NAME: Spacer

DCC CLASS: OM-6

THREAT CATEGORY: Mild

CONTAINMENT PRIORITY: Extremely Difficult

SECURITY PRIORITY: Intermediate

GENERAL DESCRIPTION

Spacers are the vengeful souls of indigenous peoples killed during the █ conquest of Louisiana during 176█.

Spacers are not friendly.

Spacers are phantoms.

Spacers are not affected by firearms.

Spacers appear as rotting indigenous people with various objects █.

PHYSICAL CHARACTERISTICS

HEIGHT: 5' 6" feet

BUILD: Frail, rotting

LIMBS: Sometimes missing

FACIAL FEATURES: Distorted

Can appear in different colors.

The only non-variable traits are:

- Always carrying a snail shell

- Always having a look of anger or anguish
-

FEEDING STRATEGIES

Spacers can manifest snail shells that cause a pleasurable feeling, as Mr. Dingh am said, "a feeling like your first kiss."

Spacers can also manifest pine needles that create a negative effect, causing pain and destroying human flesh.

Spacers manifest these objects in both of a person's hands at the same time. The pleasurable feeling of the snail shell only manifests when holding the pine needle that causes pain. Usually, the pain is too much, and the victim drops both objects.

After dropping both objects, the victim tends to follow a line of snail shells and pine needles that lead to the Spacer's lair.

Seashells cause a 400% increase in dopamine levels for the duration of holding.

Once lured, Spacers feast on victims.

BEHAVIOR

Spacers are coldly calculated predators that do not show remorse toward prey.

Spacers will not follow entities outside of their lair. They do not communicate.

Spacers usually behave in these manners:

- Unpredictable
- Ambush patterns
- Predatory

They are usually dormant until someone enters their lair; then they hunt.

Spacers have been spotted in these locations:

- Caves
- Mines
- Abandoned buildings
- Dense thickets

- Swamps

Take extreme caution when entering these environments.

INTERACTION WITH HUMANS

Spacers almost never leave their lair preferring ambush tactics.

Fatalities occur during abomination events when:

- Deputies open fire
- People enter the lair
- People underestimate the entity
- People investigate screaming coming from a cave alone
- People enjoy snail shells

Upon engagement/contact with Spacers:

- People often lose sight of the entity
- Spacer ambushes occur
- Spacers cut, mangle, and [REDACTED] prey
- Spacers reach fast speeds within the lair to attack and surprise prey

Death is usually quick and painless.

FIELD ADVISORY

- Never enter enclosed areas where screaming or yelling is heard
- Always observe from a distance
- Never pick up snail shells
- Never go inside a designated Spacer lair
- Let law enforcement handle retrieval of information and bodies

If you see a Spacer outside of its lair, fall back and call in Squad E.

CONTAINMENT POLICY



Containment should not be attempted unless the Spacer is dormant.

Scientific extraction has high fatality rates.

Send law enforcement to attempt to contain the entity. Do not expect to receive an after-action report.

BEHAVIORAL THEORY (INTERNAL)

Spacers may not be a product of anger, but of loss.

Hypotheses include:

- Extreme pre-death trauma
- Extreme loss
- Lost souls of previous law enforcement capture teams

Further study pending.

FINAL NOTE

Spacers are unpredictable, dangerous creatures of unknown origin.

Never engage alone.

Never believe you have control of the situation.

REVIEWED BY: _____
AGENT _____
DATE: _____ / 198 _____



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Πεσινη της ανημοντ αυτηριζατιον οι λογικελεσειν οι μιστικη περσον.