

# Phasmophobia

## Ghost Encyclopedia

### Banshee |

- Targets a particular player
  - Will prioritize that player for interactions and hunts, ignoring non-targets during hunts
  - Chosen target is random
  - Manually navigates to target to start a hunt, regardless of sanity
  - When a target dies or quits, the first player in the list becomes the new target
  - If the target is outside, the Banshee hunts like a Spirit
- Crucifix range is increased to 5 meters

### Demon |

- Initiate hunts more often than other Ghosts
- Can initiate a hunt at 70% sanity
- Successful questions on the Ouija Board have a lower effect on sanity

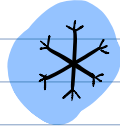
### Goryo |

- The D.O.T.S. Projector evidence can only be viewed on-camera, and only when the room is empty
- Rarely wanders from the ghost room

### Hantu |

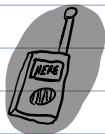
- Moves faster in colder areas ( $\approx 1.8 \text{ m/s}$ )
- Moves slower in warmer areas ( $\approx 1.0 \text{ m/s}$ )

## Jinn



- If the Fuse Box is on:
  - Can decrease sanity of anyone within 3 meters by 25%
  - Moves very fast ( $2 \text{ m/s}$ ) when further than 3 meters from a player during a hunt
- Interacts with electronics more than any other Ghost
- Much more active when players are inside the ghost room

## Mare



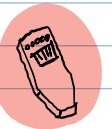
- Can initiate hunts at 60% sanity if the lights in the ghost room are off
- Can only initiate hunts at 40% sanity or lower if the lights in the ghost room are on
- Turns off lights and the Fuse Box more often than any other Ghost
- Will never turn lights on

## Myling



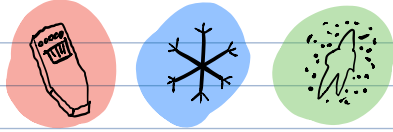
- Make paranormal sounds more frequently when idle, only audible through a parabolic microphone
- During a hunt, while vocalizations remain the same, their footsteps are only audible when close by
  - The same range as electronic disturbances

## Obake



- Has a reduced chance ( $\approx 40/50\%$ ) of creating fingerprints
- When it does leave prints, however, it may leave a unique handprint with six fingers instead of five
- There is a separate chance for fingerprints to disappear in 30 seconds instead of one minute
- May sometimes move an object back to its original position after touching it
- Does **NOT** visibly shape-shift; the "unique evidence" is the six-fingered handprint

# Oni



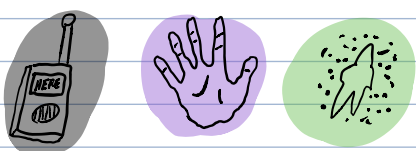
- Much more active when multiple players are nearby, and much less active when players are alone
- Tends to wander far from the ghost room often
- Can throw objects with great force when interacting with them

# Onryo



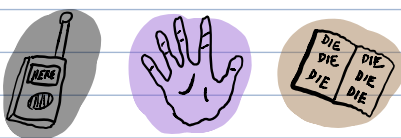
- When a flame is extinguished, either naturally or by the Ghost, there is a chance the Onryo will initiate a hunt, regardless of sanity
  - The hunting chance increases with each successful kill
- Afraid of fire, and less likely to hunt when near fire - until and unless the fire is extinguished

# Phantom



- Looking at a Phantom will drop sanity twice as fast as other Ghosts, including while hunting
- Taking a photo will cause them to turn invisible immediately after the camera flash, though the croaking voice and footsteps can still be heard
- When hunting, they will flash visible less frequently (every 1-2 seconds instead of every 0.3-1 seconds)
- Can use its ability to navigate to a random player's location and manifest, leaving an Interaction EMF at its original location

# Poltergeist



- Can use its ability to throw all nearby items, decreasing nearby players' sanity by  $2 \times$  (number of thrown items)
  - Creates an EMF 3
- Roam more often than all other Ghosts, going far to move objects far from the ghost room
- Throws items with higher force than all other ghosts, except an Oni
- Opens or closes multiple doors at once
- Drains sanity when throwing objects, regardless of whether or not the player actually saw the object being thrown

# Bairui



## Wraith

- When near any powered electronic equipment, increasing its movement speed at all times
  - Its max speed is comparable to a Revenant (in pursuit of a player)
  - Head-Mounted Cameras, Motion Sensors, and Sound Sensors are not included
  - Also applies to equipment in your hand (ex. EMF Reader or Flashlight)
- Can initiate an early hunt ( $\approx 60/70\%$  sanity) when near activated electronic equipment
- Constantly disrupts electrical equipment when hunting, more so than other ghosts

## Revenant



- Moves twice as fast during a hunt when chasing a player it can see
- Moves at half-speed during a hunt when it isn't chasing a player
- Unlike most Ghosts, who select a random target at the start of a hunt, Revenants freely switch to whoever is closest

## Shade



- Rarely performs actions in the presence of two or more people
- Will not hunt if players are grouped together
- During a hunt, they prefer to target players who are alone

## Spirit



- Especially susceptible to Smudge Sticks (no hunting for 180 seconds instead of 90 seconds)
- No special strengths

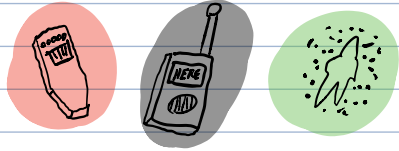
## The Twins



- Exist as a "pair" of ghosts (referred to here as "Main" and "Secondary" Twin), with unique mechanics
  - The Main Twin mostly stays within the Ghost Room
  - The Secondary Twin wanders around the map
    - Does NOT respond to Spirit Box or generate Freezing Temps, though it can still generate EMF 5
    - Does NOT trigger motion sensors

- Can act as a red herring, interacting with objects far from the Ghost Room
- When a Hunt begins, there's a 50% chance it may begin at either Twin
  - The initiating Twin follows normal hunting rules
  - Both Twins cannot hunt simultaneously; while one hunts, the other remains dormant until the hunt is over
  - The grace period between hunts remains unchanged
- Will often mimic each other's interactions, with the second Twin doing something identical within a few seconds

## Wrath



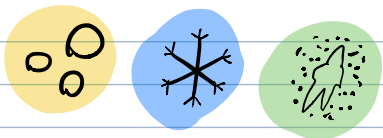
- Never leaves visible footsteps, though they can be heard
- Stepping in salt increases ghost activity and chance to hunt
  - Beware: Multiple salt piles have stacking effects
- Can walk through walls by teleporting to the other side
- During a hunt, their model "floats" instead of walks, unless it's a crawler
- They can use this ability to teleport to within 3 meters of a random player, creating a level 2 EMF reading
- There is a small chance for them to teleport back to the ghost room during a hunt if they step on salt

## Yokai



- Much more aggressive when players are talking close by, capable of hunting at very high sanity (80%)
- During a hunt, however, its hearing radius is very short (≈ 2 meters)

## Yurei



- When manifesting, it drains sanity twice as fast
- During a hunt, it drains the sanity of anyone within 10 meters of it
- Especially susceptible to Smudge Sticks (no roaming for 90 seconds)



## Changelog

June 18, 2021

- Added DOTS, Myling, & Gorys

Oct. 25, 2021

- Added Onryo, The Twins, Obake, & Prayie
- Changed Demon weakness