

PHASMOPHOBIA

Ghosts Guide

V1.0

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Spirit

Spirits are the most common kind of ghost you will come across during an investigation, but it can still be incredibly dangerous. It is commonly mistaken as other ghosts such as a Demon due to its interest in replying to a Spirit Box prompt. They are usually discovered at their hunting grounds after an unexplained death.

Strength:

Spirits do not have any unique strength.

Weakness:

Smudging a Spirit will make it stay passive for twice as long as other ghosts.

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Wraith

A Wraith is one of the most dangerous ghosts you may find. Fueled by rage, they tend to be more aggressive than other ghost types. They also become much more lethal during hunts and are more passionate in catching their prey.

Strength:

During a hunt, a Wraith can break up to three doors trying to catch a player. Wraiths are drastically more likely to smash three doors during a hunt.

Weakness:

Coming into contact with salt placed on the ground slows it down significantly.

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Phantom

Phantoms are a less common ghost that tends to not enjoy being seen or recorded. As such, it tries to scare away hunters by instilling fear and draining away their remaining sanity.

Strength:

Witnessing the ghost's physical form has an increased effect on your sanity.

Weakness:

It does not like having Cameras placed in the ghost room. Each additional Camera you place lowers its chances of performing actions even more.

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Poltergeist

Known as one of the most famous ghosts, Poltergeists love to mess with objects. They have been known to mess with doors and lights as well as manipulate house objects to spread fear.

Strength:

The ghost has an increased chance of messing with doors.

Weakness:

The ghost is more focused on messing with doors and objects, and such, is less likely to perform aggressive actions.

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Banshee

A Banshee is a natural hunter and one of the most feared ghosts. It has been known to attack fiercely and stalk its prey, until it goes for the kill. It is best to identify its target as quickly as possible, or they may face their untimely demise.

Strength:

The ghost locks onto one target and will continue to hunt them until they are dead. The ghost will become more excited and active if its target is inside the house.

Weakness:

Crucifixes have a double effectiveness range when placed down near the ghost's spawn spot.

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Jinn

A Jinn is a peculiar ghost with an interest in power and lights. Unlike all other ghost types, Jinn prefer the lights to be on in the house. They feel invigorated by the light and become much more active when they are bathed in it.

Strength:

Being in rooms with the lights on boosts its chances of performing actions.

Weakness:

Being in rooms in the dark makes it less likely to perform actions. It also is significantly more likely than other ghosts to turn lights on, making it possible to guess its type without even checking for evidence.

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Mare

A Mare is the source of all ghost-related nightmares. Shrouding itself in darkness, this kind of ghost feels most at home in pitch-black rooms. The longer it remains in the darkness, the more terrifying it becomes.

Strength:

The ghost becomes excited in the dark, making it much more likely to perform actions.

Weakness:

Being bathed in the light of a lit room will lower its odds of performing actions.

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Revenant

A Revenant is a slow but violent ghost that is feared by many. There are rumors that can travel at significant speeds during a hunt in order to catch its target. Hunters must take extreme care to not become complacent if the ghost is a Revenant.

Strength:

During a hunt, the ghost will greatly increase its movement speed if it spots a player.

Weakness:

If it does not see a player, it slows its speed during a hunt.

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Shade

Shades are known as shy ghosts that tend to hide away quietly if they are in the presence of groups of people. But be warned! If it catches players alone, it quickly changes from passive to aggressive!

Strength:

If one player is alone with it in the ghost room, the odds of it performing actions are greatly increased.

Weakness:

The more crowded the ghost room gets, the less likely it is to perform actions at all.

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Demon

A Demon is one of the worst kinds of ghosts you can encounter. It is filled with rage and has been known to attack without reason. It is of vital importance that you treat Demons with respect and take extreme caution to avoid finding yourself inside the location when the lights start to flicker.

Strength:

The ghost is much more likely to perform aggressive actions than other ghosts.

Weakness:

In the correct conditions (same room and in the dark), it always replies to a Spirit Box prompt.

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Yurei

A Yurei is a ghost that has returned to the physical world, usually for the purpose of revenge or hatred. Their rage makes them very aggressive, and investigations into these ghosts should be handled with caution. They have also been known to hate company, and love to scare off hunters if they get too comfortable.

Strength:

When the ghost physically appears, it has a much stronger effect on sanity than other ghosts.

Weakness:

Smudging a Yurei forces it to do nothing at all for the next 90 seconds.

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Oni

A cousin to the Demon, this kind of ghost possesses extreme strength. They also tend to become much more aggressive the more people enter the rooms it frequents. However, being alone does not interest it as much.

Strength:

The more players it finds grouped together in the Ghost Room, the more likely it is to act.

Weakness:

Only having one player in the Ghost Room at a time lowers its odds of performing actions.

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Dybbuk

A ghost from Jewish origin, it is a malicious spirit that has returned to the world to complete a mission or goal of some kind. In other words, they have returned to enact blind rage or fury towards living souls. Until it completes its task, the ghost will become more and more angry. Perhaps, its task might be to kill you and your entire team?

Strength:

For each player a Dybbuk kills, it builds a “moxie.” For each player they kill, they maximize their hunt odds and raise them higher than normally possible. After killing three players, they become drastically more likely to attack and kill the fourth!

Weakness:

The “moxie” it builds makes it much easier to identify. At max “moxie,” it is much more aggressive than even a Demon!

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Bloody Mary

The Bloody Mary is a famous ghost that has been rumored to appear to those found in bathrooms, normally in mirrors. When summoned using its name, it tends to become hostile. In the case here, it always arrives with an appetite for blood.

Strength:

Using a Spirit Box on it immediately increases its odds of hunting to maximum.

Weakness:

The Ghost Room is always found in a bathroom.

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Funnel

Love is a strong bond, and some say true love can transcend even death. Funnels are created when an individual passes away tragically, but still desires to protect the ones they love. They return to the physical world as a kind of “twisted guardian angel.”

It will select a random player when you arrive, and that player will never be hunted or attacked.

Strength:

The player it targets must be careful. The more they group with other players (especially in the Ghost Room), the more likely it is that it will attack.

Weakness:

The player it selects to protect cannot be killed or hunted.

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Stafie

A Stafie is a playful ghost that is usually trying to show you around. Think of it as a “ghost greeter.” They love to mess with the doors and lights as well as cause things to happen around the house. Don’t be fooled, there isn’t a single violent impulse in their “bodies.”

Strength:

A goofy ghost, it tends to spend more time messing with objects in the house then performing aggressive actions.

Weakness:

Despite the appearance, all hunts it attempts are fake. It is unable to kill any players. It will only spook the player it catches.

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Duppy

A ghost with African origin, commonly mentioned throughout the Caribbean islands. Rumor has it, they come out during the pitch-black night and seek souls who have been wandering the islands after hours. However, they have poor eyesight and can only follow players they can hear. If its target stands still, it cannot detect their presence and won't be able to kill them.

Strength:

Crucifixes are not strong enough to block a Duppy from hunting.

Weakness:

During a hunt, it becomes blinded with fury. As such, it can only kill players that are moving. Holding perfectly still will guarantee you survive.

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Moroi

A Moroi is a vampiric ghost, most likely connected to Romania's legends of Dracula. It can suck the remaining sanity players have right out of their bodies. Being too close to one is sure to make a hunter become insane.

Strength:

With vampiric powers, a Moroi sucks additional sanity away from players who are in the Ghost Room or too close to it.

Weakness:

Shining a UV Lantern close to it will reduce its aggressive instinct.

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Nocturn

From American culture, Nocturns are the most feared ghost possible. The mere mention of its name gives veteran hunters nightmares. Nocturns are ghosts that possess unparalleled strength but tend to become drowsy after exerting too much at once. While asleep, they cannot move or hardly do anything. But if you wake them up with a Spirit Box, they will become the worst experience you could possibly imagine.

Strength:

You do not want to wake a Nocturn up. When awoken from their slumber by a Spirit Box, they become enraged. They maximize their hunt odds immediately and can sprint for their prey during a hunt.

Weakness:

If you do not wake it up using a Spirit Box, it is relatively harmless. It will never hunt or spook a player and will only mess with objects around the house using its mind. It will remain immobile at its point of origin.

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Yokai

Yokai are a kind of ghost from Japanese legend that tend to be regarded as unlucky. They are rumored to bewitch and trick their prey, misleading them to think they cannot be harmed. Yokai hunt players who seem to have a grip on their sanity, and desire nothing more than to see them harmed.

Strength:

Preys on people with higher sanity. Players in the house with higher sanity are more likely to make it perform actions.

Weakness:

It can only hunt the player with the highest available sanity. The lower sanity you get, the less likely it is to perform actions.

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