

# PHASMOPHOBIA

## Items Guide

V1.0

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EMF Reader

Camera

UV Lantern

Ghost Writing Book

Spirit Box

Flashlight

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Smudge Stick

Motion Sensor

Salt Shaker

## **Experimental Items**

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Sanity Tablet

Voodoo Doll

Master Key

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Evidence Book

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*Click on an item to jump to the page.*

## Thermometer

The Thermometer is the most commonly used tool for ghost hunting. Ghosts are known to chill the air around their hunting grounds. When hunting for the ghost, cold rooms could signify the nearby presence of the ghost.



## How to Use

To turn on the Thermometer, [\[Right-Click\]](#) while holding it in your hand. The display will begin showing the current room's temperature. To turn off the Thermometer, [\[Right-Click\]](#) on it again while holding it in your hand.

You want to look for rooms that are below 15 Celsius. Any room below this temperature either marks the Ghost Room or a room the ghost has spent a decent amount of time in.

## Evidence

The Thermometer is used to detect [Freezing Temperatures](#).

- Temperatures above 15 Celsius are normal rooms.
- Temperatures between 10 and 15 Celsius are rooms the ghost has been frequenting.
- Temperatures between 0 and 10 Celsius mark the Ghost Room.
- Temperatures below 0 Celsius mark a room with a [Freezing Temperature](#).

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## EMF Reader

The EMF Reader is a small remote with a powerful sensor attached. It has the ability to record variations in spectral energy created by paranormal activity. This is an essential tool for all paranormal investigators.



## How to Use

To turn on the EMF Reader, [\[Right-Click\]](#) while holding it in your hand. When on, the device will show one green light. To turn off the EMF Reader, [\[Right-Click\]](#) on it again while holding it in your hand.

The EMF Reader has five levels. Each level means something different.

- EMF 1 occurs when there is no activity within 3 blocks.
- EMF 2 occurs when a door, object, or light switch was touched by a ghost.
- EMF 3 occurs when you are standing close to the ghost.
- EMF 4 occurs when you are standing close to the ghost during an activity level of 4 or higher.
- EMF 5 occurs when you are standing next to the ghost when the activity is 5 or higher. This may not necessarily happen if the ghost is not capable of producing an EMF of 5.

## Evidence

Recording a level of 5 signifies **EMF 5**. The activity in the house must be at least a 5 for the ghost to produce this result on the EMF Reader.

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## Camera

Cameras are useful for investigations, but only when put in night vision mode. While in night vision, you may notice tiny orbs of energy circling around the ghost room. These are known as **Ghost Orbs**.

## How to Use

To place a Camera, [Right-Click] while holding [Sneak/Shift] with the camera in your hand. It will be placed at your feet facing in the direction you were looking. You can pick up the Camera by performing a [Right-Click] while holding [Sneak/Shift] with the Pickup Tool in your hand.



The Camera you placed can be viewed by hitting the blue button to the left of the computer in the truck. Use the [Sneak/Shift] key to cycle through Cameras.

## Evidence

If you look carefully through a camera, you may spot a **Ghost Orb**. Ghost Orbs are tiny little white circles that spawn close to where the ghost originates from. They are uncommon, so you may need to wait patiently to see one. You may also need to rotate the Camera around the room to get different views.

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## UV Lantern

Ghosts can leave traces of energy on doors around the place they haunt. They are most likely to touch doors that are shut and close to its Ghost Room. It features gothic-inspired designs and gives off a creepy essence.

### How to Use

To turn on the Lantern, [\[Right-Click\]](#) while holding it in your hand. When on, the device will light the inside bulb with blue fire. To turn off the Lantern, [\[Right-Click\]](#) on it again while holding it in your hand.



The UV Lantern can be used to look for [Fingerprints](#).

### Evidence

As ghosts begin to get more active, they have a chance of leaving [Fingerprints](#). Or rather, ectoplasm. Every time a ghost passes a door, they have a chance of leaving green goopy traces on it. Closed doors are usually the most likely to have [Fingerprints](#). Standing close to a door that has been touched by the ghost will show goop dripping off.

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## Spirit Box

Used by the best paranormal investigators, the Spirit Box is a must-have for ghost investigations. Some ghosts may be bored from an eternity of haunting and might feel willing to respond to some common questions. Unfortunately, only the most aggressive and dangerous ghosts are the kinds that would reply.



## How to Use

To turn on the Spirit Box, [\[Right-Click\]](#) while holding it in your hand. The device will prompt you with questions you can ask the ghost. To turn off the Spirit Box, [\[Right-Click\]](#) on it again while holding it in your hand. It will also turn off automatically once you ask the question.

The Spirit Box has three possible outcomes.

- “Nothing Detected” means the ghost is not in the same room as you.
- “No Reply” means the ghost did not want to reply. The ghost will never reply if the lights in the room are on. There is also a chance the ghost cannot respond.
- A dark red response signifies **Spirit Box** as a form of evidence.

## Evidence

If the ghost replies to the question, you have evidence of **Spirit Box**. Some responses will anger the ghost and spike its activity!

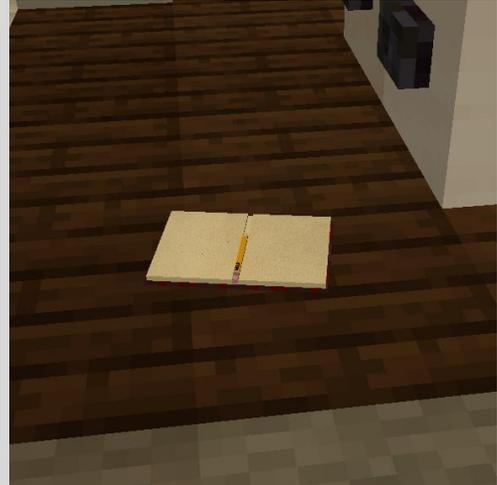
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## Ghost Writing Book

Some investigators have noted that ghosts sometimes will write in special kinds of ghost books. Unfortunately, the messages a ghost leaves reveal what its true intentions are. And they may be violent...

### How to Use

To place a Ghost Writing Book, [Right-Click] while holding [Sneak/Shift] with it in your hand. It will be placed at your feet facing in the direction you were looking. You can pick up the Book by performing a [Right-Click] while holding [Sneak/Shift] with the Pickup Tool in your hand.



Note: Books that have been written in cannot be placed on the ground again.

The Ghost Writing Book can be written in if placed on the ground. A ghost, on rare occasions, may write in a book that is in a hunter's hand.

### Evidence

The ghost can write in a book if they are close enough to it, whether it be on the ground or in a player's hand. The odds of a ghost writing on a book placed on the ground are noticeably higher than a player holding it. If you get a note, it signifies **Ghost Writing**.

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## **Flashlight**

A simple flashlight. Entering a haunted location without one is not a smart idea.

## **How to Use**

Make sure you have a flashlight in your inventory when you enter a location.

The sheer strength of the ghost is enough to blind all players who do not have one.



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## Crucifix

A holy cross obtained from a local Church. The cross has the power to banish aggressive and violent thoughts and temporarily pacify a demon or ghost. It is warded with creepy eyes, possibly to strengthen its effects.

## How to Use

To place a Crucifix, **[Right-Click] while holding [Sneak/Shift]** with it in your hand. It will be placed at your feet facing in the direction you were looking. You can pick up the Crucifix by performing a **[Right-Click] while holding [Sneak/Shift]** with the Pickup Tool in your hand.



Place the Crucifix as close as you can to where the ghost originates itself from. If you are within 4 blocks (8 if it is a Banshee), the Crucifix will tank the hunt and explode. Each Crucifix can block one hunt.

The Crucifix must be placed on the ground to work, not dropped as an item.

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## Sanity Pills

A bottle of pills. What they are is a mystery, but somehow you acquired them over-the-counter. These “legally-obtained” pills allow you to get a grip on yourself if you start going completely insane in the membrane.

## How to Use

To eat a bottle of Sanity Pills, [\[Right-Click\]](#) while holding it in your hand. The bottle is probably digestible.

Each pill bottle restores 40 sanity. You cannot stack “extra” sanity over 100.

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## Smudge Stick

A stick of some kind of creepy wax that produces a cleansing aroma when lit on fire. Performing a successful smudge on the ghost will pacify it for a short time.

### How to Use

To light the Smudge Stick, [Right-Click] while holding it in your hand. It will become engulfed in flames for 45 seconds, giving you only a narrow window of time to find the ghost. The Smudge Stick will burn out if you run out of time, smudge the ghost, or drop the item.



Smudging the ghost will result in a sound cue followed by smoke appearing around the ghost. The ghost will be forced to stay passive for at least 90 seconds after a cleanse.

Dropping a lit Smudge Stick will put it out.

Do not light several Smudge Sticks at the same time. One at a time, or they will all burn out simultaneously.

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## Motion Sensor

A tiny little device with a sensor that can detect the ghost's presence. If a ghost passes by, it will light up and make a quiet beep sound. Can be useful for discovering which way a ghost is traveling around a room.



## How to Use

To place a Motion Sensor, [Right-Click] while holding [Sneak/Shift] with it in your hand. The sensor will be placed on the wall you are currently looking at. You can pick up the sensor by performing a [Right-Click] while holding [Sneak/Shift] with the Pickup Tool in your hand.

Note: The wall space must be clear where you are attempting to place it. You must also be trying to place the device on a solid three-block-tall wall.

The sensor will detect up to 10 blocks in the direction it is facing.

The Motion Sensor can only detect ghosts. Players will not set it off.

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## Salt Shaker

A shaker filled with common table salt. It may contain other ingredients that somehow make a ghost footprint appear. Hopefully leaving salt all over the location won't lower the property value.

## How to Use

To place a pile of Salt, [\[Right-Click\]](#) while holding [\[Sneak/Shift\]](#) with it in your hand. Salt cannot be picked up once it is placed down.

If the ghost walks over the salt, it will leave a footprint. All ghosts can leave a footprint in salt.

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## Activity Tablet (EXP)

A terrible old tablet purchased online. It has a horrible battery life and is connected to your truck using one of the oldest and weakest communication standards in existence. It receives an occasional packet containing useful information, but it powers off during a hunt due to the amount of spectral energy in the air.



### How to Use

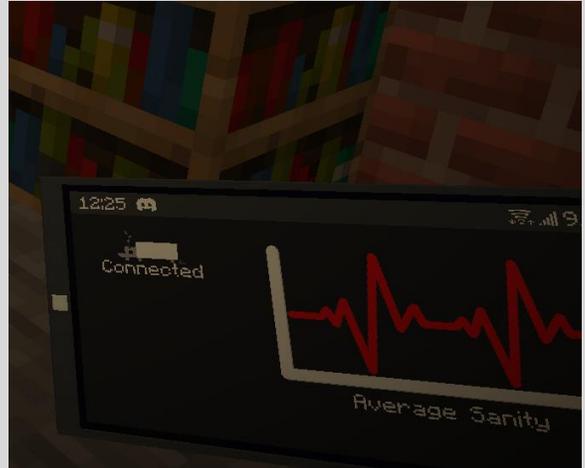
While actively holding the tablet, it will respond with packets containing the current and recent activity levels.

The tablet has three minutes of battery life left. Unselecting the device from your mainhand puts it into sleep mode to conserve battery life.

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## Sanity Tablet (EXP)

A terrible old tablet purchased online. It has a horrible battery life and is connected to your truck using one of the oldest and weakest communication standards in existence. It receives an occasional packet containing useful information, but it powers off during a hunt due to the amount of spectral energy in the air.



### How to Use

While actively holding the tablet, it will respond with packets containing the current sanity of all players.

The tablet has three minutes of battery life left. Unselecting the device from your mainhand puts it into sleep mode to conserve battery life.

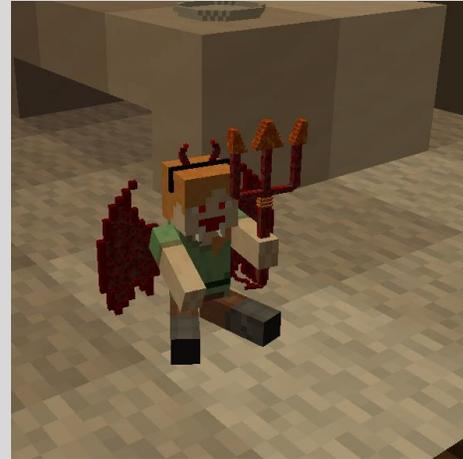
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## Voodoo Doll (EXP)

A small creepy toy that seems to be filled with evil energy. For some reason, ghosts seem to love this demonic doll.

### How to Use

To place a Voodoo Doll, [Right-Click] while holding [Sneak/Shift] with it in your hand. It will be placed at your feet facing towards you. You can pick up the Doll by performing a [Right-Click] while holding [Sneak/Shift] with the Pickup Tool in your hand.



If the ghost gets close enough to the doll, it will instantly stop doing whatever it was doing and take it with it back to its Ghost Room. It even can cancel a hunt.

It is recommended to leave it somewhere in the house the ghost does not normally walk. During a hunt, lead the ghost to its favorite toy.

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## [Master Key \(EXP\)](#)

A magical key that is also called a “universal key.” It has the ability to banish the ghost energy locking you inside during a hunt.

### How to Use

To use the Master Key, [Right-Click] while the ghost is hunting. The front door will unlock, and you will be free to leave.



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## Objectives Book

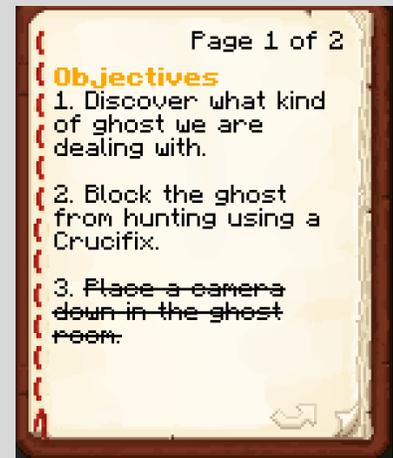
A book filled with your current tasks. For each location you visit, you will be assigned four tasks.

Task 1 is to determine the type of ghost.

Tasks 2 and 3 either ask you to perform a task or use an item.

Task 4 is an expert challenge that may be quite difficult to complete. If you do, you will be given bonus experience and money.

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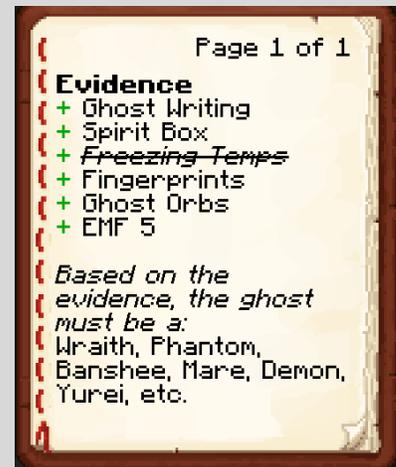


## Evidence Book

As you discover evidence, click the + signs next to the evidence options to add it to the page. The book will tell you what kinds of ghosts are possible based on your selection.

The book is a global book. If one player makes a change, it makes the same change for all Evidence Books.

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## Pickup Tool

A gigantic hammer. Somehow, you are able to gently remove a placed item from the ground and safely return it to your inventory.

## How to Use

To pick up an item that was placed on the ground, **[Right-Click] while holding [Sneak/Shift]** with it in your hand. It will pop back into item form.



You must be within 3 blocks of an item to trigger it.

You can pick up Cameras, Ghost Writing Books, Motion Sensors, Crucifixes, and Voodoo Dolls once they are placed. Salt cannot be picked up.

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