

Phasmophobia: Strengths, Weaknesses and How to Collect Evidence of All Ghosts

Phasmophobia is a horror co-op game that once made a splash in the gaming world. Phasmophobia is a first-person ghost hunting game that takes a group of 4 players to haunted locations and equipped with many ghost hunting items such as EMF readers, Spirit Boxes, ...

The game Phasmophobia is not for the faint of heart because everyone will have to identify the ghosts haunting the building, and get out without being brutally slaughtered by them.



There are many ghosts in Phasmophobia and they are all scary, especially when the lights are off. Each ghost has its own characteristics that players can take advantage of to survive and find evidence of their existence.

Strengths and Weaknesses of Ghosts in Phasmophobia

Ghosts	Strength	Weakness
Banshee	Target only one player at a time	There is a special whine on the Parabolic Microphone
Demon	Start hunting more often	The effectiveness of the crucifix is ??increased by 5m
Gory?	Visible when using DOTS Projector through camera when no one is nearby	Tends to be less likely to wander out of its haunted room
Hantu	Lower temperature allows Hantu to move faster	Warmer areas will slow Hantu's movement.

Jinn	Moves at a faster speed if its victim is far away	The ability cannot be used if the fuse box is turned off
Mare	Increase the chance to attack in the dark	Turning on the lights will reduce the chance of being attacked
Myling	There is a softer sound of footsteps while hunting	Make mystical sounds more often
Obake	The fingerprints left behind disappear faster	Capable of leaving a fingerprint with 6 fingers
Oni	Increased activity and ghost events	Being active makes Oni easier to find
Onryo	Extinguishing flames can cause Onryo to attack	The presence of flame reduces the ability to attack
Phantom	Looking at the Phantom will greatly reduce the player's sanity	Taking a picture of the Phantom will make it disappear for a short time
Poltergeist	Capable of throwing multiple objects at once	Become helpless when there are no objects to throw nearby
Raiju	Move faster to electrical appliances	Move very slowly when not chasing players
Shade	Shyness makes it more difficult to locate and obtain evidence	Less hunted if more people are nearby.
Spirit	Not available	Smudge sticks are more effective, preventing a longer hunt.
The Mimic	Can mimic the abilities and characteristics of other ghosts.	Will present Ghost Orbs as a secondary proof.
The Twins	Start hunting individually, not at the same time	Interact with the environment at the same time
Wraith	Leaves no luminous footprints after stepping on salt	Become more active if it is soaked in salt
Yokai	Talking near Yokai will make it angry, increasing its attack chance	Only voices near it can be heard while hunting
Yurei	Has a stronger effect on alertness	Dirtying Yurei's ghostly room will reduce how often it roams

How to collect evidence of ghosts

Ghosts	EMF 5	Orb	Spirit Box	Freezing	Fingerprints	Writing	DOTS
Banshee		??			??		??
Demon				??	??	??	
Gory?	??				??		??
Hantu		??		??	??		
Jinn	??			??	??		
Mare		??	??			??	
Myling	??				??	??	
Obake	??	??			??		

Oni	??						
Onryo		??	??	??			
Phantom			??		??		??
Poltergeist			??		??	??	
Raiju	??	??					??
Revenant		??		??		??	
Shade	??			??		??	
Spirit	??		??			??	
The Mimic			??	??	??		
The Twins	??		??	??			
Wraith	??		??				??
Yokai		??	??				??
Yurei		??		??			??

Specific information about ghosts in Phasmophobia

Myling



Mylings emit a louder sound than other ghosts, so the player can hear it when using a parabolic microphone.

If you notice a ruckus happening, it could mean the player is dealing with Myling. However, be wary of sudden silences. Myling is known to be extremely quiet on the hunt, if all paranormal sounds stopped, people could be its next victim.

Shade



Shade is definitely a ghost that no one wants to meet because of the horror it causes when appearing right above the player's head. However, this ghost is especially shy and tends to avoid confrontation with large groups.

This means that going together will ensure safety but also make gathering evidence a bit difficult. Shade don't mind hunting when the player's sanity declines or when someone is wandering alone, but they are one of the easier ghosts to deal with.

Gory?



Along with Myling, Goryo was added to Phasmophobia in the Exposition update. Unlike Myling, Goryo can be detected with the new DOTS Projector.

It is a rather shy ghost that avoids the camera and is very difficult if the player tries to take a picture of it. They are not easily seen, so the surest way to gather photographic evidence of it is to point a video camera at the DOTS Projector and wait for Goryo to move.

The Twins



The Twins, added in the Nightmare update, always appear on the map as a pair. This can cause some confusion among players, as one can stay in a ghost room, while the other roams around and causes mischief by manipulating ghost hunters. little doubt.

However, The Twins can interact with the environment at the same time and one can initiate the hunt independently. This means that players need to be alert and ready to run away at any moment.

Spirit



One of the most common types of Phasmophobia, Spirit has no truly apparent abilities. They can range from docile to extremely violent, it all depends on the luck of the level.

Being ignorant of Spirit can make it harder for the player to take it down. This is where ghost hunting tools come in handy, as Spirits are often identified through Ghost Writing and Spirit Boxes.

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