

HOUSEHOLD ENTITY LIQUIDATOR AND LIBERATOR, LLC

EMPLOYEE HANDBOOK

Containment Specialist Edition

v0.2.0.3



My name is Carl and I am a Containment Specialist for H.E.L.L.. If you are reading this, that means I don't work for them anymore, hopefully for better rather than for worst. After my fourth coworker went "missing", I decided to put my own information together. So much in this manual is outright false and they barely scratch the surface on some of these entities... I can only hope that this new information keeps you alive longer than the failure of H.E.L.L. did for Lyn or Adam or Jez or Gree.

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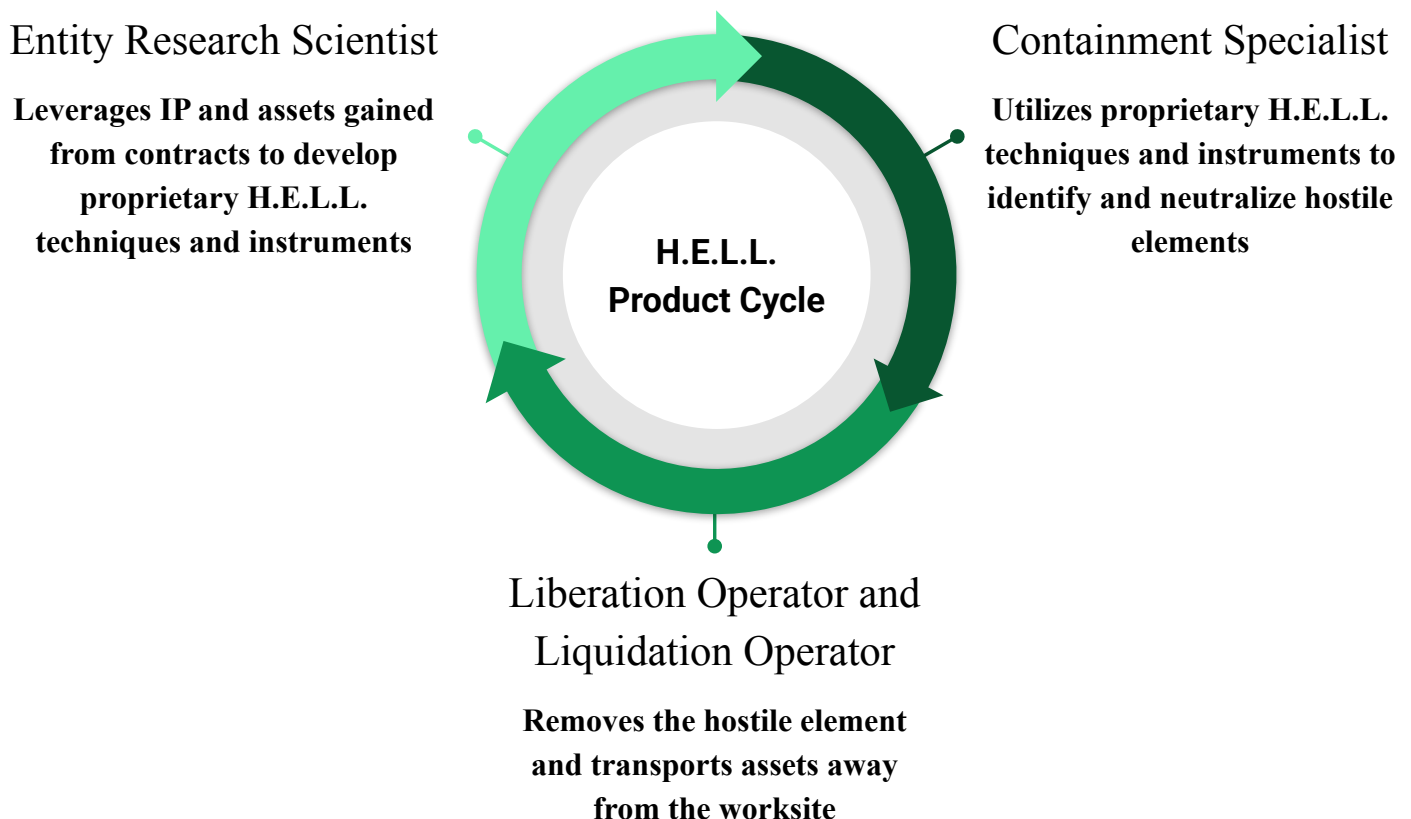
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I. Overview

Congratulations on your new employment at Household Entity Liquidator and Liberator (hereafter “H.E.L.L.”). You have been hired on as a **Containment Specialist**; our first line of support for customers who come to H.E.L.L. seeking out extra high quality solutions to extranormal problems.

The presence of entities in our everyday world tends to create more problems than they solve, especially when so many have malicious intent. This conflict has opened an excellent market opportunity for H.E.L.L. to fill, but the work comes with no shortage of challenges.

The standard H.E.L.L. workflow enables all of our employees to work in close tandem with one another to ensure customer satisfaction with optimal efficiencies. The H.E.L.L. **Entity Research Scientists** work tirelessly everyday to compile the information and tools required for a **Containment Specialist** to see through any entity’s attempt to obfuscate their identity, while the **Liquidation and Liberation Operators** clean up after an entity has been neutralized.



II. The Handbook

The H.E.L.L. Employee Handbook (the “Handbook”) has been developed to provide general guidelines about H.E.L.L. policies and procedures for employees. None of the policies or guidelines in the Handbook are intended to give rise to contractual rights or obligations. Additionally, with the exception of the voluntary at-will employment policy, these guidelines are subject to modification, amendment or revocation by H.E.L.L. at any time, without advance notice.

H.E.L.L. will provide each individual a copy of this Handbook upon employment. All employees are expected to abide by it. The highest standards of personal and professional ethics and behavior are expected of all H.E.L.L. employees. Further, H.E.L.L. expects each employee to display good judgment, diplomacy and courtesy in their professional relationships with members of H.E.L.L.’s Board of Directors, committees, membership, staff, and clientele.

III. Mission Statement

At H.E.L.L. our mission is to protect what our clients value most —their property, valuables, and lives—by creating customer experiences that exceed all expectations of professionalism, integrity, responsiveness, and effectiveness. Our vision is to be recognized as an industry leader in the realm of household Entity control. We as a Limited Liability Corporation stand by our company values and hold our employees to the same high standards of action, conduct, and behavior.

IV. Standard Operating Procedure

Step 1: Stay Calm

Do not panic. The entities are just as scared of you as you are of them. Remember to follow the H.E.L.L. **VIGILANT™** routine:

Visualize success before entering a worksite

Inspect worksites upon arrival to guarantee all entities are accounted for

Grasp and understand characteristic patterns of each Entity

Intuit proper containment procedures based on distinctive characteristics

Locate best place to perform containment procedures

Assess and mitigate risks associated with containing entities

Neutralize all entities using standardized safety equipment

Trap and secure all entities for removal by H.E.L.L. specialists

Step 2: Identification

To identify the entity, you must observe how it moves and how it acts. To perform this action to the peak of your ability, proximity is required. Most entities will react to your presence, and by approaching you and occasionally engaging in hostile actions. During this phase, ask yourself these questions:

- How much damage did it do? Consult [Appendix A](#) for which entities can deal that much damage.
- How far did it move? Consult [Appendix B](#) for which entities can move that fast.
- How did it seemingly phase through the wall? Consult [Appendix C](#) for which entities can move in curious ways.

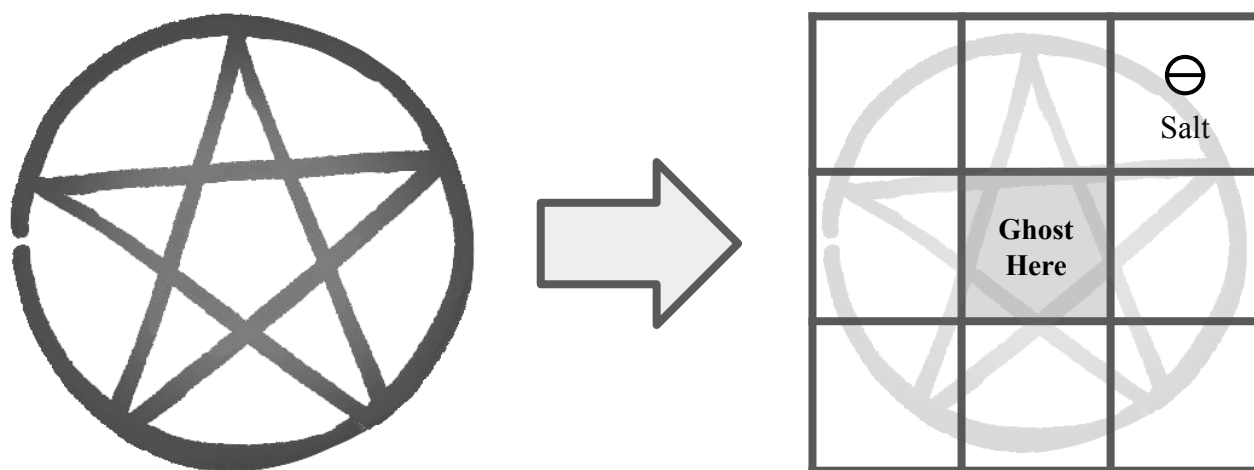
IV. Standard Operating Procedure

Step 3: Contain

As a **Containment Specialist**, your job is to neutralize the entity. Let disposal be left to Liquidation Specialists and Liberation Specialists. This is done by using **Rituals** developed by the best and the brightest at H.E.L.L. HQ.

To begin, draw a **ritual circle** by clicking “Start Ritual” in your inventory.

Your spell circle will cover a 3x3 grid. The otherworldly entity must be in the center of the spell circle in order for the ritual to take effect.



Most entities will require specific **alchemical elements (salt, silver, and sulfur)** to be combined with the ritual circle. In the above example, you need to place salt in the top-right corner to banish a ghost. For a full list of all spell circles, please consult [Appendix F](#).

V. Non-Disclosure Agreement of Confidential Industry Information

Any information that an Employee learns about H.E.L.L. as a result of working for H.E.L.L. that is not otherwise publicly available constitutes confidential information. Employees may not disclose confidential information to anyone who is not employed by H.E.L.L. or to other persons employed by H.E.L.L. who do not need to know such information to assist in rendering services.

Discussions involving sensitive information should always be held in confidential settings to safeguard the confidentiality of the information. Employees are required to sign a non-disclosure agreement as a condition of employment. Any employee who discloses confidential H.E.L.L. information will be subject to disciplinary action, including possible separation from H.E.L.L.

Entity Database



1000

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T-2

♂ Sulfur	Bigfoot	♂ Sulfur

Identified Properties:

Attack Damage: 1-2 damage (randomized per turn)

Movement Speed: 2-3 tiles (randomized per turn)

Movement Type: Cumbersome (blocked by terrain)

Starting Behavior: Roaming (moves randomly)

Revealed Color: Green

ENTITY 0939: Bigfoot

*Insert little bigfoot
looking over the
shoulder doodle here*

*Bonus points if in the
meme format of the guy
looking over his shoulder*

There are few entities that have so thoroughly captured the imaginations of amateur cryptozoologists as that of the bigfoot. However, the bigfoot's presence at the forefront of the cryptozoo-zeitgeist is contrary to its inherently reclusive and mysterious nature.

Cryptozoo Zeitgeist is my band name

Every attempt to study a bigfoot in containment has led to a gradual and unavoidable death of no discernable direct cause. Because of this, the prevailing theory about a bigfoot is that it exists in a multi-dimensional quantum state that collapses into itself upon observation from a human - similar to the Observer Effect on an electron. This collapse will lead to the bigfoot's death if prolonged.

Because of this, the bigfoot is highly reclusive and will go to great lengths to avoid being seen. Historians believe that they are one of the few entities to have existed prior to [REDACTED], but were not discovered until more recently due to the invention of the handheld camera. Ecosystem devastation due to human expansion have caused more and more bigfoots to risk observation by moving into urban environments, necessitating their forced removal for local safety.

Common L for urbanization of natural habitats

What to do if you capture a Bigfoot:

Bigfoot are highly sought after specimens for the H.E.L.L. research team. Due to their rarity, it is requested that after pacifying them, Containment Specialists avoid observation of the bigfoot as much as possible to preserve them for the next shift to transport to the nearest H.E.L.L. headquarters in the highest quality state as possible. Containment Specialists who help secure a high quality bigfoot specimen are eligible for a cash bonus of up to \$2000.

They appear to be deathly afraid of cameras and will become frightened if exposed to one. I don't usually like to use it myself since I know the camera is apparently literally killing it, but I don't know if me killing it quickly here is better than whatever they will do to it in a lab.....

*WHY
WOULD YOU
REDACT
YOUR OWN
COMPANY
HANDBOOK*

I encountered a family of Bigfoots with two young children. I couldn't bring myself to put them down myself so I left them for the collection shift. I have to quit this damn job

0055

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T-3



		⚗ Sulfur
	Demon	
⊖ Salt		☿ Silver

Identified Properties:

Attack Damage: 3 damage (per turn)

Movement Speed: 2 tiles (per turn)

Movement Type: Cumbersome (blocked by terrain)

Starting Behavior: Hostile

Revealed Color: Red

ENTITY 0055: DEMON

Satan: Demon;

H.E.L.L.: Employee

*Insert
little
devil
doodle
here*

Demons, though traditionally considered minions of Satan, are found in many cultures and religious beliefs across the human world. Therefore, while in this Handbook Demons are taken as a whole, individual Demons may differ slightly in appearance or behavior from both this handbook and the standard depictions derived from cultural representations.

Standard Demon morphology includes a singed appearance, glowing eyes, and long, pointed fingers. They range from 9-10 feet tall, and generally 6-7 feet nose to tail. Claw types vary according to origin myth and classification within Demon hierarchies.

Understanding the hierarchy of demonology is one of the most powerful tools a H.E.L.L. employee can utilize against these dangerous entities. Demons gain power with seniority, and Arch Demons may exert command over lesser demons in addition to their own power.

Despite the widely varied spectral and aural presentations of a demon, they are most easily categorized by their reaction to religious symbology. Any religion which currently is worshipped by humanity will do, but representations from dead religions will not provoke a reaction from a demon.

VERY IMPORTANT NOTE:

A crucifix will not pacify them, it will only confuse them and make them frazzled.

*They will move erratically and will still attack if you are in range of them
What to do if you encounter a Demon:*

Identifying its seniority rank will determine the amount of immediate danger you are in. Most demons are absorbed in their own business and will only attack if that business is interrupted. Stay out of its way for as long as possible while you prepare your ritual circle.

PATENTLY FALSE. ALL DEMONS ARE HOSTILE

Suggested Equipment: Religious imagery

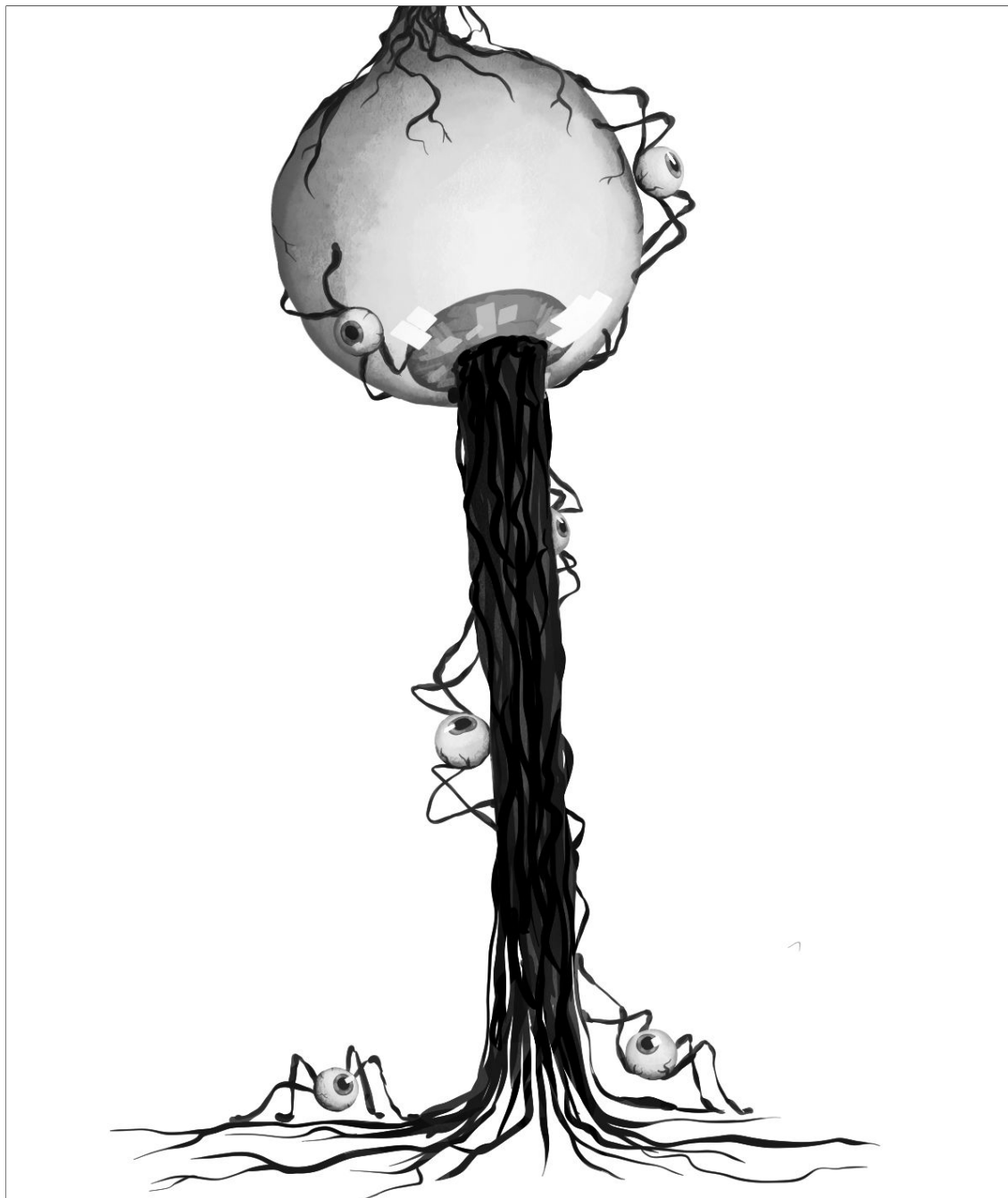
Typical ethnocentric view of H.E.L.L.

*This is true. I forgot my crucifix one
shift and blessed my ham sandwich as
the body of christ, the demon started
freaking out immediately*

0131

EYEBEAST

T-3



	⊖ Salt	
	Eyebeast	
	⊖ Salt	

Identified Properties:

Attack Damage: 2 damage (per turn)

Movement Speed: 4 tile (per turn)

Movement Type: Standard (moves like you and I)

Starting Behavior: Defensive (remains still)

Revealed Color: Green

ENTITY 0131: EYEBEAST

*THIS ENTRY DOES NOT DO IT JUSTICE.
THIS THING IS HORRIFYING.*

The eyebeast is a fungal network of interconnected organisms whose nature and origin still eludes extranormal scientists. The large bulb which the entity is most commonly known for is actually the fruiting body of a fully mature eyebeast that is transported along mycelial threads specially adapted for rapid movement across any surface.

The lifecycle of an eyebeast is a communal one. After the fruiting body has released its spores, it stays in a single location while waiting for for new pupils (larval form of an eyebeast) to mature to the point their own mycelial threads can move their bulk. Afterwards, the fruiting body turns into a nest for sproutlings to mature within.

It is not known why the eyebeast fruiting body takes the form of an eye, nor why the DNA of an eyebeast is near indistinguishable from the DNA segment of the human genome responsible for cell specialization into ocular tissue. *WHY IS IT LIKE THAT*

While eyebeast spores most readily grow in moist environments and rotted vegetation, they are unable to reach a mature state and develop their own fruiting body without the consumption of flesh. Because of this, the pupils will emerge from their nest to recover any potential nutrition to drag back to the nest, with no preference for whether it is dead or alive.

It may not be an actual eye, but it does appear to have an aversion to my flashlight. Shining it directly at them makes them frightened.

What to do if you encounter an Eyebeast:

Determine the maturity level of the eyebeast. If a fruiting body is present, be aware of any pupils which will try to bind you and drag you back to the nest for digestion.

Suggested Equipment: Pocket sand, High beams, Goggles

*I saw a human leg sticking out of one once... wearing
H.E.L.L. issued coveralls. This job is hell*

*The sproutlings are FAST. It
may be bulky but they can move
quickly on their threads*

*I always shower with anti-fungals after a shift with one of these. Don't know
if they can grow on human flesh, but I am taking no chances*

*There is
ALWAYS
a fruiting
body*

046
0

GEIST

T-1



		⊖ Salt
	Geist	

Identified Properties:

Attack Damage: 1 damage (per turn)

Movement Speed: 2 tiles (per turn)

Movement Type: Incorporeal (moves through walls)

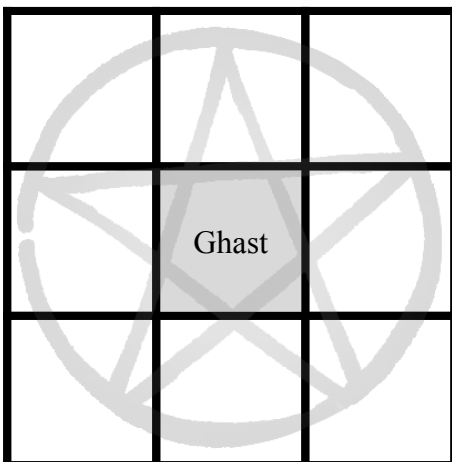
Starting Behavior: Hostile

Revealed Color: Blue

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Identified Properties:

Attack Damage: 0 damage (per turn)

Movement Speed: 3 tiles (per turn)

Movement Type: Incorporeal (moves through walls)

Starting Behavior: Hostile

Revealed Color: Red

0461

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T-1



	Ghost	
⊖ Salt		

Identified Properties:

Attack Damage: 2 damage (per turn)

Movement Speed: 1 tile (per turn)

Movement Type: Incorporeal (moves through walls)

Starting Behavior: Hostile

Revealed Color: Green

ENTITY 046X: GEIST / GHOST / GHAIST (GXXST)

I hope I never end up like this... poor sods

Gxxsts are the physical manifestation of energy left behind when a human or other creature dies. They are categorized by their translucent appearance and ability to walk through walls and furniture without hindrance. It is believed that the paths gxxsts follow are the same paths they walked while alive, and that they do not perceive the new furniture and structures around them.

NOT TRUE.

Due to their status as deceased and limited cognitive functioning, gxxsts are typically non-violent. This should not be mistaken that they are generally safe to approach. While they are not the most dangerous entity out in the world, violent interactions have been known to occur when gxxsts are met with hostility.

They will attack you, even if they can't hurt you

The differentiation between a geist, ghost, and ghaist can be challenging for the inexperienced Containment Technician. But once you learn the H.E.L.L. **GXXST MNEMONIC™**, it will be easy as a peach!

A **Ghaist** is so **Fast** (3 movement)

A **Ghost** hurts the **Most** (2 damage)

A **Geist** has a little **Spice** (1 damage)

All gxxsts seem to respond favorably to my crucifix. When brandished, they are reduced to a pacified, peaceful state. I wonder what their true motive is, maybe salvation?

What to do if you encounter a gxxst:

Identify what kind of spirit you are working with. Ghosts are the most dangerous gxxst, so if it is one of those exercise extreme caution to prevent damage to H.E.L.L. property. If you are able to get a good look at one, its **color** will also prove an invaluable trait to identify it.

Red = Ghaist; Blue = Geist; Green = Ghost

Suggested Equipment: H.E.L.L. brand Anti-Ecto, Promise of eternal salvation, Vacuum cleaner

I have noticed gxxsts sometimes avoiding things I cannot see, as if they exist out of sync with time?

...I hate how useful this is...

2470**G
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N****T-2**

♁ Sulfur		
	Gorgon	
		♁ Sulfur

Identified Properties:

Attack Damage: 1 damage (per turn)

Movement Speed: 3 tiles (per turn)

Movement Type: Standard (moves like you and I)

Starting Behavior: Hostile

Revealed Color: Blue

Insert Carl sketch of what he thinks gorgon looks like

ENTITY 4714: Lesser Gorgon

Despite the name implying otherwise, the lesser gorgon is the only known species of gorgon to exist. The inclusion of the 'lesser' adjective when referencing the entity is used to differentiate from gorgons in historical mythology; to which the lesser gorgon only shares similarities in form. *I feel like it should just be called a gorgon...*

The most common issue when identifying a lesser gorgon is defying preconceived expectations due to the near ubiquitous presence in modern media of the hellenic mythos. The lesser gorgon takes on a much more proto-form than is expected from cinema. Key identification traits include a tall humanoid body around seven feet tall, a monstrous visage, large tusks, snakes emerging from their body, fear inducing howls, bronze hands, and vestigial wings.

Thankfully, the lesser gorgon does not share the most well-known feature of The Medusa: the ability to turn to stone via direct eye contact. However, the lesser gorgon does have a somewhat similar ability to temporarily stun and induce short-term amnesia if it makes direct eye contact with a human during one of its screeches. Because of this, it has been incredibly successful at blending into urban environments despite possessing such a monstrous and assuming form.

The description made me so curious, I tried to capture an image of a deshrouded gorgon to see what they look like. I didn't succeed, but as soon as I took out my camera, the gorgon went catatonic and was completely pacified. No idea why...

What to do if you encounter a lesser gorgon:

Earmuffs?

Care must be made to prevent eye contact with a lesser gorgon.

DOESNT WORK

Thankfully, an entity's ability to shroud its identity assists rather than hinders the work of a Containment Specialist. The lesser gorgon cannot stun humans while shrouding its form. Should a lesser gorgon stop shrouding itself, avoid your eyes and cover your ears.

It's interesting that even when in danger, entity's will almost never deshroud. In all my years I have only seen an entity do it twice twice. Nearly made me shit myself.

Why use an outdated form of the gorgon if disguising themselves? Or do they predate the extrusion? Similarities to bigfoot... similar effect for cameras?

Do gorgons resemble greek mythology? Or does greek mythology resemble gorgons?

**2901****M
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H****T-2**

	Manmoth	♂ Sulfur
	♀ Silver	

Identified Properties:

Attack Damage: 1-2 damage (randomized per turn)

Movement Speed: 1-2 tiles (randomized per turn)

Movement Type: Incorporeal (moves through walls)

Starting Behavior: Defensive (remains still)

Revealed Color: Green

ENTITY 2901: MANMOTH

LAMP

Though once considered non-sentient, recent recorded encounters of menmoths have demonstrated a coordinated pattern of reactions to different stimuli consistent enough to indicate higher-level cognitive abilities. Care is therefore advised when dealing with these Entities, despite their appearance as an otherwise visually ordinary swarm of moths.

LAMP

The moths seem to be constantly fighting over where they should go next, making them slower and weaker then they could be

Menmoths, while not naturally aggressive, are capable of crossing great distances quickly due to their amorphous forms. Menmoths are typically content to remain roosted in environments with large amounts of decaying fibers or rotten wood to feed on. After identifying an adequate location in which to nest, the manmoth begins modifying its surroundings into an ideal brood location for a new swarm. It will frequently use a discarded coat to stash the eggsacs inside and keep the coat close to the swarm at all times, creating the illusion of wearing the coat itself.

LAMP

What to do if you encounter manmoth:

Y'know, like that one vine?

Due to the nature of moths, an easy method to distract this entity is to simply produce a lightsource to attract it. This distraction will help you lure* it into a ritual circle for containment.

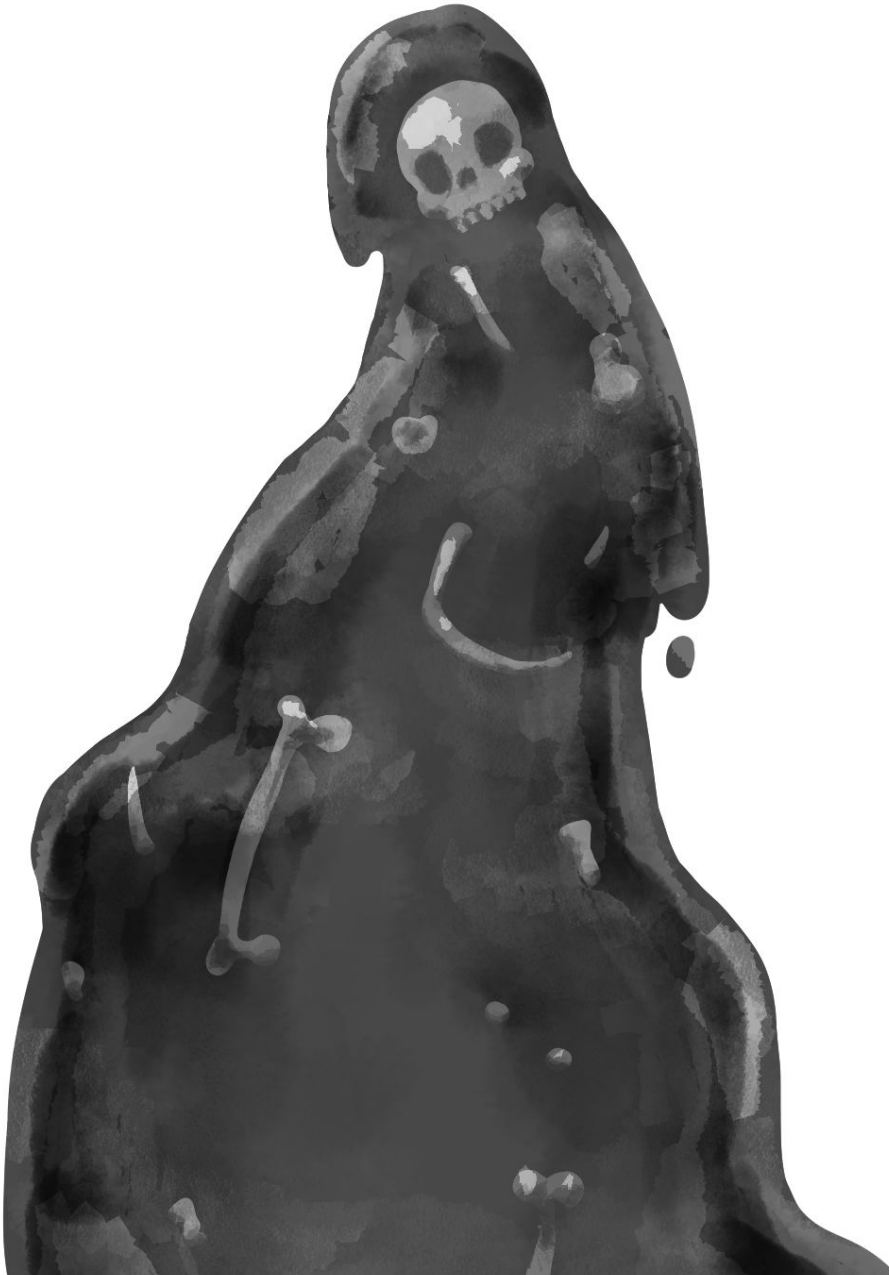
*Company policy states that employees are responsible for worksite injuries and H.E.L.L. cannot be held legally responsible. Employees do not qualify for injury pay

Is they ever invent a democracy or evolve into a hivemind, they would DEFINITELY be powerful enough to be a T3. Until them, be thankful for their constant squabbling

**THE
FUCKERS
CHARGED
ME FOR A
NEW
UNIFORM**

Suggested Equipment: Mothballs, Good hygiene, Tennis racquet

Of course the fine print here. What isn't explicitly mentioned is that the flashlight will whip the Manmoth into such a hostile frenzy that it will attack the lightsource... which you also happen to be holding. Still useful for luring it as long as you don't mind being the bait



0999

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T-1

⊖ Salt		
	Ooze	

Identified Properties:

Attack Damage: 1 damage (per turn)

Movement Speed: 1 tile (per turn)

Movement Type: Incorporeal (moves through walls)

Starting Behavior: Roaming (moves randomly)

Revealed Color: Green

ENTITY 0999: OOZE

Ooze - Evil Valonia Ventricosa

Categorized by their single-celled biological structure, amorphous and sticky membrane, and cytoplasm so acidic it can eat through concrete, the ooze would be much more dangerous if not for its slow speed and passive nature. Oozes are opportunistic hunters and will often flatten themselves to the floor of a particular area to wait for prey to get stuck in their membrane. After trapping its prey, their advanced cocktail of enzymes will begin the process to break down organic matter into pure chemical energy.

A study of an ooze's digestive system shows that it contains every known enzyme found in the animal kingdom (and even more that correspond to proteins not present in nature). Because of this, they can transform organic matter into energy with a 100% conversion rate. However, the digestion process can take time and oozes are typically found with remnants of their prey still present in their translucent form.

The high density of supercharged ATP in a well-fed ooze has led them to be used in H.E.L.L.'s **Anti-Aging Serum Therapies™**, available in clinics around the globe. Check the H.E.L.L. website to find the clinic closest to you!

90% chance that it will have negative side effects only discovered in 10 years

What to do if you encounter an ooze:

Ooze are passive and slow to anger. If pursued by an Ooze, care should be taken to position furniture and other objects between oneself and the Ooze. Once an Ooze has absorbed an object, its body will begin the digestion process and slow the Ooze's momentum further. If stuck in the Ooze's digestive membranes, remove the affected piece of PPE and leave the site immediately.

I wonder if it hurts to get caught in an ooze

HURTS IS AN UNDERSTATEMENT. I AM IN INDESCRIBABLE PAIN

Some D&D ass bullshit

Not found in nature, so why would it have evolved to contain those enzymes?

They are surprisingly clever for their simple biological structure. They respond to electromagnetic emissions in the infrared spectrum and will actually move toward warm objects if close enough to detect them. You can simulate a warmer object by using your flashlight, which can increase it's natural detection range and make it hostile towards you

0173

P
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T-3



	 Sulfur	
 Sulfur	Angel	 Sulfur

Identified Properties:

Attack Damage: 3 damage (per turn)

Movement Speed: 2 tiles (per turn)

Movement Type: Mobile (moves through most terrain)

Starting Behavior: Hostile

Revealed Color: Blue

*Seems like a looooooot of speculation
for something 1000 years ago*

ENTITY 0173: Paragon

Paragons are psyche parasites who change form in order emulate expected manifestations of virtues. The historical record shows a divergence in Paragon development around 1054 AD; in years prior they would take specific forms drawn from a victim's mindspace but in years following they exclusively emulate angelic imagery. Extranormal historians speculate that a millenia ago, Paragons displayed coordinated intelligence that allowed them to infiltrate and manipulate the heads of the medieval European Theocratic States, which might explain their proclivity to Christian lore. In the years since, Paragons have returned to a more primal form of intelligence as no central mind is controlling them anymore - but they are still unable to deviate from an angelic form.

*Leo IX =
Paragon?*

I dunno... they seemed pretty intelligent to me

Despite their inability to think beyond simple commands, Paragons are some of the most dangerous Entities an Employee can encounter. Eye contact is a critical part of Paragon hunting strategies as they are able to anchor themselves to your psyche after the slightest glance at them. Once anchored, it will continue to hunt you no matter how far or fast you run, it is only a matter of when it catches you.

Step 1: Just don't

What to do if you made direct eye contact with a Paragon:

If you have looked directly at a Paragon, it has now anchored to your psyche. However, the anchor is a two-way link and the paragon can be temporarily incapacitated by maintaining eye contact. Do not look away. Do not blink. Or it will catch you. Items that render the bearer temporarily invisible (whether smoke-based or flares) are thought to increase survival rates.

Doesn't work. They can see through the smoke.

Suggested Equipment: Eyedrops, Smoke Bombs, Sulfuric acid

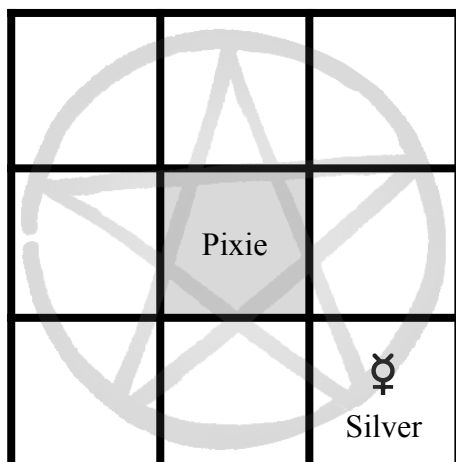
Just looking at it isn't enough, especially if you are in low-light environments. Unless standing outside, you need to shine a flashlight on it directly in order to pacify it using the "psyche anchor"

*Literally useless advice. Might
as well tell you to just die*

0748

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T-1



Identified Properties:

Attack Damage: 2 damage (per turn)

Movement Speed: 2 tiles (per turn)

Movement Type: Mobile (moves through most terrain)

Starting Behavior: Hostile

Revealed Color: Red

ENTITY 0748: Pixie

The pixie should not be underestimated despite its diminutive size and low classification tier. In fact, if not for the ease with which they are contained, the pixie would otherwise be considered a T-2 entity. However, their fey heritage makes containment very simple with only using a small amount of silver.

They can move FAST despite their small size, keep your distance if you don't want to get hit

A pixie is a humanoid that will range from one to two feet in length with four large wings protruding from their upper back. They will shimmer in a large variety of colors, making focusing directly on the pixie itself very challenging. The prime difference between a pixie and other fey creatures is the pixie's immediate and strong proclivity towards violence, a trait not shared by other small winged humanoid fey.

While typically all entities aligned with the fey should be handled diplomatically as opposed to forced containment (lest an employee be cursed through their bloodline for up to seven generations), pixies are an exception to the rule. Pixies are only fey by taxonomic classification and not by blood, so the only harm a pixie can inflict is physical and is not magically tied to your aura.

Oh thank goodness, I only have to worry about getting beaten senseless, no problem at all!

What to do if you encounter a pixie:

Try to engage the pixie in polite conversation. Take note if the entity responds in riddles or if it acts in a hostile manner towards the employee. If the pixie responds to your conversation, you may be dealing with a non-pixie fey entity. Please vacate the worksite immediately and contact H.E.L.L. HQ to send a **Diplomacy Adjustor** as soon as possible, making sure to remain polite while not answering any questions.

I have found that pixies I encounter are incredibly frightened by having their picture taken by a film camera. I believe capturing their aura on silver nitrate film causes them a great deal of pain. I wonder if this works on all fey entities.....

Make SURE it is a film camera. I tried a digital camera and it did NOT work. Otherwise you will be like me and rack up quite the hospital bill after getting pummeled by something roughly the size of a squirrel

*Good luck cursing my non-existent bloodline!
Like I am ever gonna have kids....*

6062

R
A
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K
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G

T-2



	 Sulfur	
 Sulfur	Ratking	

Identified Properties:

Attack Damage: 0-1 damage (per turn)

Movement Speed: 2-3 tiles (per turn)

Movement Type: Mobile (moves through most terrain)

Starting Behavior: Roaming (moves randomly)

Revealed Color: Red

ENTITY 6062: RAT KING

*If you detangle the knot, do they go
back to regular rats?*

In traditional myth, a rat king is formed when juvenile rats become entangled at the tail in the nest. There is no upper limit to the number of rats within the rat king, and it can even grow in size if it chooses to expand.

Not all rat kings are formed under these circumstances as there is a yet unidentified T-4 entity with the ability to suffuse a nest of rats with the will to intentionally tie their tails together in order to artificially create a rat king. H.E.L.L. has only been able to get relative energy readings of this T-4 entity but if you or a loved one has any information regarding its nature or intent, please report to the nearest **Municipal Entity Report Center** as it is of great interest at a national level.

Rat kings are slow and cumbersome when moving as a unit, but their telekinetic abilities make them silent and effective predators. They live primarily in walls and prefer dark places. Any rats inhabiting a structure which has come under the thrall of a rat king may also be under its control and should be treated as hostile Entities.

What to do if you encounter a rat king:

There is no way to safely approach a Rat King—once under its thrall, even a human may be subsumed into the King. If direct contact is necessary, approach only once prepared to contain it within a ritual circle.

*Can confirm, I once had to contain a
rat king with a whole dead human body
tangles up in the center knot*

*The
Herefore
I saw*

*I saw the T-4 entity and am calling them Herefores. But do NOT go to a MERC
center, Eric decided to report it and he went missing the next day.*

*I believe herefores has some religious connotation because when I
brought out my crucifix around it, both it and the rats shied away
from it as if it frightened them. I left afterwards and got written up
for missing a shift, but better than dead....*

*Insert drawing
here. I was
thinking some
Hastur vibes, but
go wild*



*They can mostly only hurt you the telekinetic, as long as you
stay away from large objects they are generally harmless*

*I saw one up to my knees once,
must've been at least 80 rats in it*

0017
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T-3



⊖ Salt	Shadow	
☿ Silver	♄ Sulfur	

Identified Properties:

Attack Damage: 3 damage (per turn)

Movement Speed: 2 tiles (per turn)

Movement Type: Incorporeal (moves through walls)

Starting Behavior: Hostile

Revealed Color: Blue

ENTITY 0017: SHADOW

*They hit HARD. Keep
your distance if possible*

Shadows are entities similar in physical structure to gxxsts, but much more malevolent in nature. They are frequently found in abandoned urban settings, where they feast on residuals of harm and bad energy. Like their fellow spirit-based entities the gxxsts, they are primarily electromagnetic radiation and are unhindered by matter such as walls and other structures found in the space they inhabit. Unlike gxxsts, however, they are not derived from deceased humans - their exact origin is yet unknown. *Gxxst from humans, shadows from animals?*

*You would be
amazed at
how many
shifts at
motels end
up being a
shadow*

A shadow is unable to enter direct sunlight and can be dissipated by prolonged exposure to the sun's rays. However, getting a shadow to leave a structure once nested is practically impossible, making demolition of the structure the less appetizing alternative to simple containment; but destructive tactics are still otherwise employed when dealing with especially pernicious shadows.

While on a shift, if any sensations such as a creeping coldness up the arms or breath on the neck are felt, the area is likely inhabited by a shadow. It is recommended to wear warm clothing when in an area inhabited by shadows, as the drop in temperature can sometimes be so immediate and great to place a human into shock.

*The breath
also feels
very slightly
wet*

This does NOT work. Flashlights are not powerful enough to induce fear and will not always work. LED flashlights especially are ineffective, while incandescent flashlights despite being weaker, have a more compatible electromagnetic emission spectrum to successfully frazzle them.

A shadow's weakness to light can be exploited by utilizing handheld light sources, which shadows have a natural aversion towards. If the shadow enters the walls of the structure, it must be drawn out in order to complete containment. An employee is encouraged to acquire its main source of nourishment - pain and mental anguish - in order to complete their shift successfully.

This does work. A shadow wouldn't leave the walls on one of my shifts and I ended up calling my dad to talk to him for the first time in three years. The shadow practically leapt out at me.

Shadows are wicked dangerous. If it was up to me, I would just knock down the building, but I guess the loss of physical capital outweighs the loss of human capital

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T-3



	♀ Silver	
	Undead	
♀ Silver		♀ Silver

Identified Properties:

Attack Damage: 2 damage (per turn)

Movement Speed: 2 tiles (per turn)

Movement Type: Cumbersome (blocked by terrain)

Starting Behavior: Hostile

Revealed Color: Green

ENTITY 0017: Undead

'Scientifically Repeatable' did they run an actual experiment on humans? How many did they have to kill to find this out...

Few entities are more feared and reviled than the undead. While the origin of most entities is subject to scientific speculation, the source of the undead is a well documented and scientifically repeatable circumstance, referred to hereafter as the 'undead force'.

Diversity win I guess

Homo sapiens are the only documented species to host an undead force. If it were to cross species, a national crisis might occur since being undead results in enhanced strength of the host vessel. Thankfully, undead tend to prefer isolation and are rarely blindly violent unless provoked, preventing mass proliferation.

They usually den in clusters, solitary but not wanting to be alone...

The undead force is not an infection or transmissible across standard pathogenic transfer methods. Instead, the only criteria for the undead force to spread to a new vessel is for any undead to be directly responsible for the death of the pre-deceased vessel.

Undead do not retain any abilities or memories from their vessel and instead use them as a material shell for an extranormal entity to inhabit. No mental link between undead has been identified, indicating that each new undead is a separate new entity and not a single mind spreading across multiple vessels..

When using my camera, they lost hostility and became pacified. They almost appeared embarrassed, are they shameful of what they are?

What to do if you encounter an undead:

The psychological impact of encountering an undead cannot be understated. If you do encounter one, we remind you that the shambling horror in front of you is no longer human and to treat it the same as you might any other entity. Most incident reports filed regarding undead can be prevented by remembering this. If you continue to have psychological strain concerning an encounter with an undead, please take some extra time practicing the V in the H.E.L.L.

VIGILANT™ routine at the conclusion of your shift.

FUCK YOU

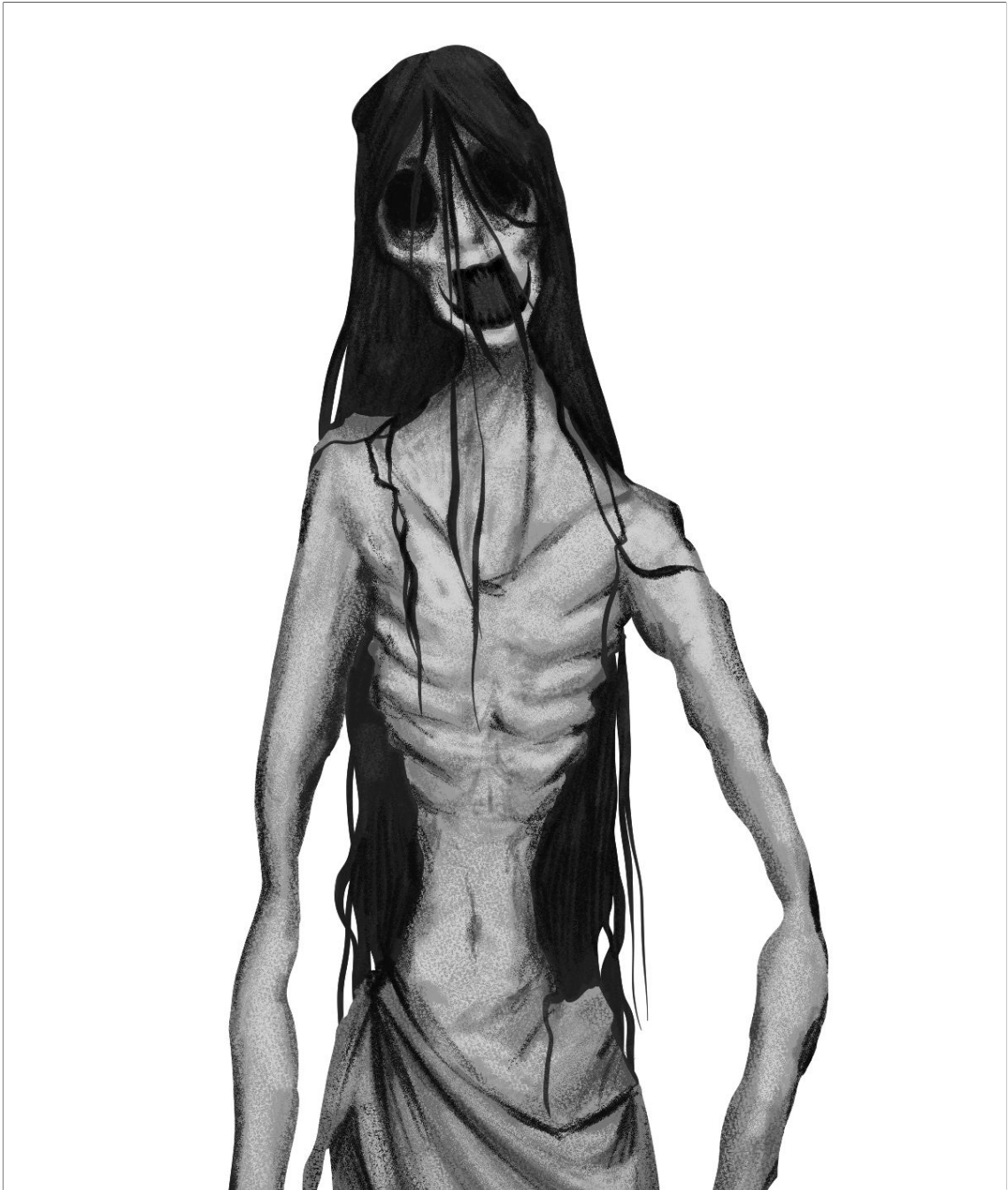
How about I visualize every upper manager in H.E.L.L. burning and dying in a painful fire instead?

Fuck this job... I just got sent to my Mom's house as my worksite for today. It better not be what I think it is.....

2191

V
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T-2



	♀ Silver	
	Vampire	
♀ Silver		

Identified Properties:

Attack Damage: 1 damage (per turn)

Movement Speed: 3 tiles (per turn)

Movement Type: Mobile (flies over terrain)

Starting Behavior: Hostile

Revealed Color: Red

Sketch of a creepy face with big soulful eyes

ENTITY 2191: VAMPIRE

Better than having soulful eyes

Vampires can be recognized and identified by their large and distinctive fangs, skeletal build, and deep, soulless eyes. They are often found in abandoned buildings or historical sites, as they prefer dark and dusty environments. They typically avoid well-populated human settlements due to their strong sense of smell and dislike of human cooking. *MORE GARLIC MORE BETTER*

Modern pop culture has fabricated and perpetuated an inaccurate representation of the vampire physique. They are not conventionally attractive humans who have the charm and charisma to beguile and seduce. Instead, they are desiccated husks and possess very few humanoid traits, much to the disappoint of many new employees.

Controversial but, Would

Despite their frail appearance, they are unnaturally agile and able to collapse their body to squeeze through a gap as small as a 3"x3" hole. This ability allows them to enter secure homes unfettered and undetected, making most vampire infestations go unnoticed for quite some time. A vampire's hunger will drive it to feed every night by sucking the blood of their prey, but otherwise they will keep to themselves and do not seek out humans.

I am also driven to consume ramen

What to do if you encounter a vampire

every night, they're not special

Do not run; a vampire will always be faster and more maneuverable than you. It will bite you before you can contain it, earning itself a T-2 classification easily. A vampire is only capable of doing superficial damage as it usually relies on stealth and since its usual prey is unsuspecting. After encountering a vampire, proper maintenance and mending of your Containment Specialist's uniform should be performed before your next shift so as to present the company in a positive light to customers.

As long as you keep their fangs away from you, it's like getting clawed by an angry gerbil

A sewing machine is a must for employees... My

skills have gotten so good my friends always bring me their old clothing to mend for them

Stoker got one thing right... these things are downright frightened by a simple crucifix

1540**W
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F****T-2**

♂ Silver		
	Werewolf	
	♀ Silver	

Identified Properties:

Attack Damage: 2 damage (per turn)

Movement Speed: 3 tiles (per turn)

Movement Type: Cumbersome (blocked by terrain)

Starting Behavior: Hostile

Revealed Color: Green

ENTITY 1540: WEREWOLF

Long thought to be creatures only of myth and legend, true werewolves can be categorized by their long snouts and coat of coarse, grey-black hair. True werewolves are canine bipeds standing between 7-8 feet tall when upright. Their front limbs and claws are elongated to help with grasping and eviscerating their prey. Though typically found in boreal forests, werewolves will often wander into human settlements in search of food.

The destruction of natural forests frequently cause werewolf displacement events, resulting in a surge of werewolf sightings within urban areas. Employees working in cities near logging operations or with recent expansions to its urban sphere should be on high alert for werewolves. *Lots of construction south of IS lately...*

They are violent in nature, though will keep to themselves unless provoked. Female werewolves with cubs are most vicious and will eliminate any perceived threats to their cubs. If evidence of a werewolf den is discovered, evacuating the immediate area is highly recommended.

This entry does not pertain to individuals suffering from Lycanthropy. Individuals with Lycanthropy can be rehabilitated and live long, safe lives as productive members of society.

What to do if you encounter a Werewolf:

Werewolves have a primal bestial instinct that is easy to predict. They are fast but will be constrained in urban environments, so running away from a werewolf while preparing a ritual is a valid strategy. Werewolf cubs are still dangerous entities and should in no circumstance be taken home as a pet; follow all standard containment procedures regardless of the age of the werewolf.

They are so cute and harmless when young... I felt like a monster for performing a containment ritual on a pup :(

They are incredibly similar to wild animals. I wonder what differentiates between an entity and an animal?

What is their diet? Can they be tamed, or domesticated?

Running is fine, AS LONG AS YOU PUT OBSTACLES BETWEEN YOU AND IT

You can tell a lawsuit was behind that disclaimer

Using the flash on my camera made it frightened.

Seems like quick bursts of light disorients its senses...

Appendix A: Attack Damage

All known entities – sorted by how much damage they deal with each attack.

DAMAGE LEVEL 0 – deals no damage per turn

[Ghast](#)

DAMAGE LEVEL 1 – deals 1 damage per turn

[Geist](#), [Ooze](#), [Gorgon](#), [Vampire](#)

DAMAGE LEVEL 2 – deals 2 damage per turn

[Ghost](#), [Pixie](#), [Werewolf](#), [Undead](#), [Eyebeast](#)

DAMAGE LEVEL 3 – deals 3 damage per turn

[Angel](#), [Demon](#), [Shadow](#)

DAMAGE LEVEL ??? – deals random damage per turn

[Bigfoot](#) (1-2), [Manmoth](#) (1-2), [Ratking](#) (0-1)

Appendix B: Movement Speeds

All known entities – sorted by how many tiles they can move per turn.

SPEED LEVEL 1 – moves 1 tile per turn

[Ghost](#), [Ooze](#)

SPEED LEVEL 2 – moves 2 tiles per turn

[Geist](#), [Undead](#), [Shadow](#), [Demon](#), [Angel](#), [Pixie](#)

SPEED LEVEL 3 – moves 3 tiles per turn

[Ghast](#), [Werewolf](#), [Vampire](#), [Gorgon](#)

SPEED LEVEL 4 – moves 4 tiles per turn

[Eyebeast](#)

SPEED LEVEL ??? – moves random tiles per turn

[Bigfoot](#) (2-3), [Manmoth](#) (1-2), [Ratking](#) (2-3)

Appendix C1: Movement Types

Some entities have been reported to move in mysterious ways. If you are careful, you might observe such phenomena.

Carefully observe your environment: a chair or table is simply difficult terrain, but a full wall is an obstruction. Review [Appendix C2](#) for more details of terrain types.

CUMBERSOME ENTITIES: can not move through difficult terrain or obstructions.

[Undead](#), [Werewolf](#), [Demon](#), [Bigfoot](#), [Eyebeast](#)

INCORPOREAL ENTITIES: can freely move through both difficult terrain AND obstructions.

[Ghost](#), [Geist](#), [Ghast](#), [Ooze](#), [Shadow](#), [Manmoth](#)

MOBILE ENTITIES: can freely move through difficult terrain, but blocked by obstructions.

[Pixie](#), [Vampire](#), [Ratking](#), [Angel](#)

STANDARD ENTITIES: can move through difficult terrain, but only if you start your turn next to it!! Can not move through obstructions.

[Gorgons](#), Humans (like You)

Appendix C2: Terrain Types

Understanding the types of terrain typically encountered during a worksite can help with entity identification as well as save a life.

For movement types, humans are considered standard entities. For more movement type information, refer to [Appendix C1](#).

OPEN TERRAIN: has no effect on standard, mobile, cumbersome, or incorporeal entities.

DIFFICULT TERRAIN: Standard entities will only be able to move through if starting their turn next to it. Blocks cumbersome entities and has no effect on incorporeal or mobile entities.

OBSTRUCTION: Blocks all entities except for incorporeal entities

Appendix D: Color Types

All known entities – sorted by their color.

Red Entities:

[Ghast](#), [Vampire](#), [Demon](#), [Pixie](#), [Ratking](#)

Blue Entities:

[Geist](#), [Angel](#), [Shadow](#), [Gorgon](#), [Eyebeast](#)

Green Entities:

[Ghost](#), [Werewolf](#), [Bigfoot](#), [Undead](#), [Manmoth](#), [Ooze](#)

Most units will appear gray or blacked until they have attacked you. They may also reveal their color when pacified or frightened. See Appendix J for definitions on the various behavior states.

Appendix E: Tier Classification

All known entities can be sorted into a series of tiers, ranked by their power, speed, and difficulty of banishing.

Tier-1: For introductory hunters.

[Geists](#), [Ghosts](#), [Ghasts](#), [Pixies](#), [Oozes](#)

Tier-2: For experienced hunters.

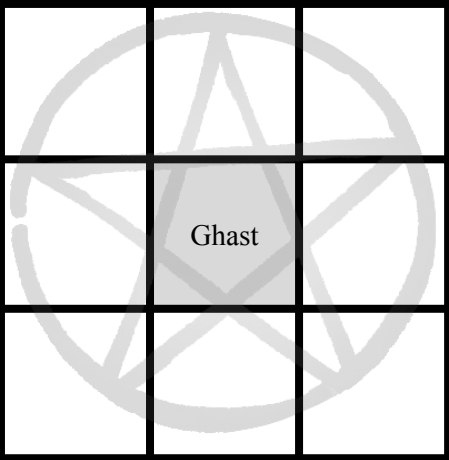
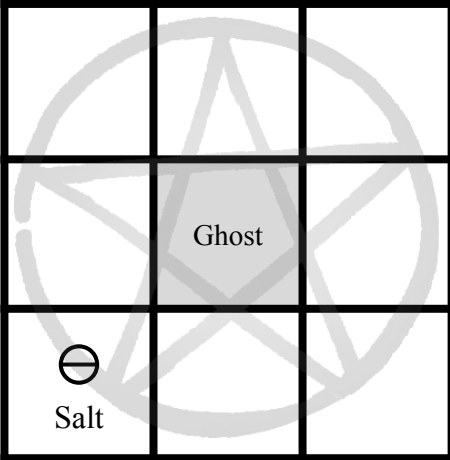
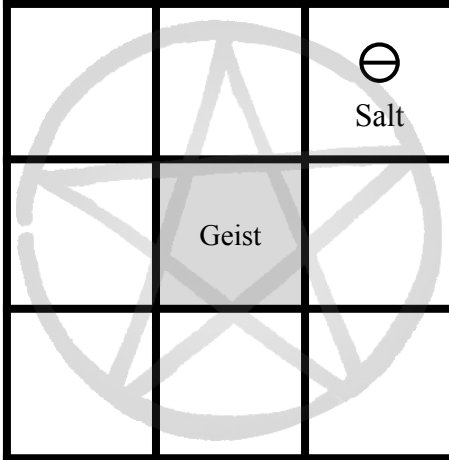
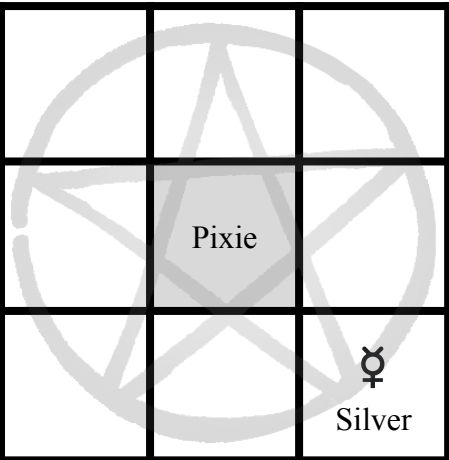
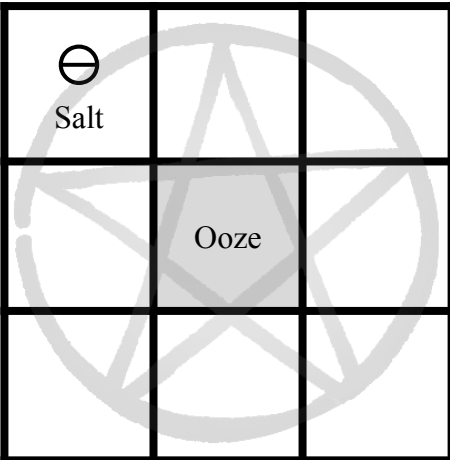
[Werewolf](#), [Vampire](#), [Gorgon](#), [Ratking](#), [Manmoth](#),
[Bigfoot](#)

Tier-3: For only the most seasoned hunters.

[Demon](#), [Angel](#), [Eyebeast](#), [Undead](#), [Shadow](#)

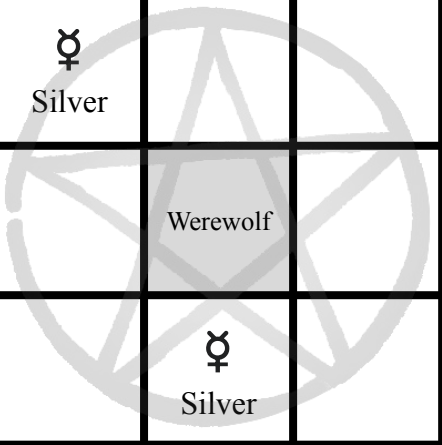
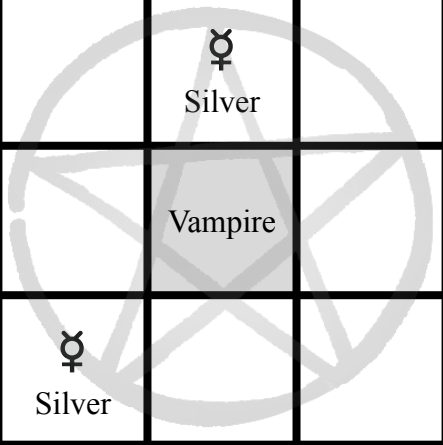
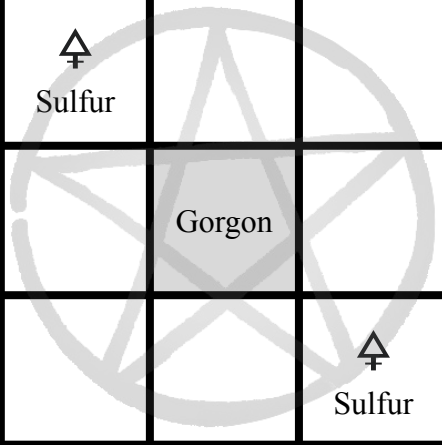
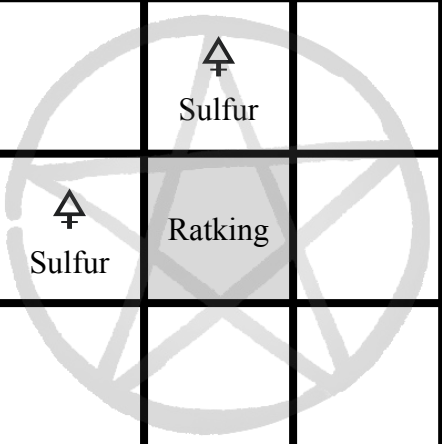
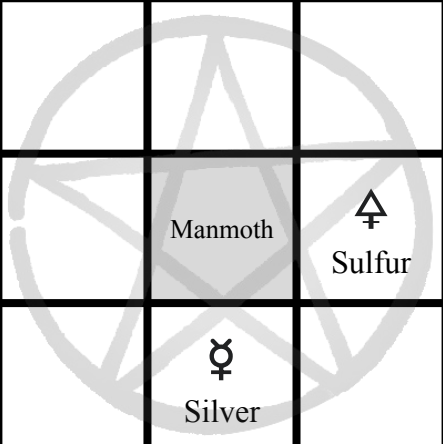
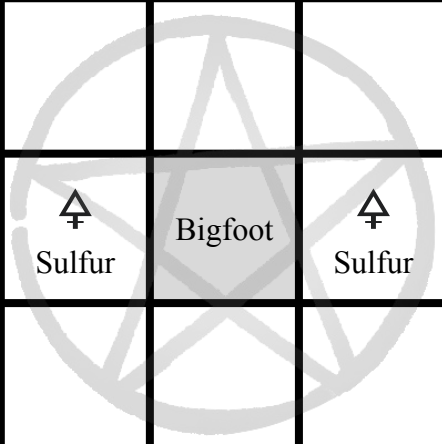
Appendix F1: Ritual Circles

All tier-1 entities, listed with the spell circle needed for the banishment ritual.

 Ghast	 Ghost	 ⊖ Salt Geist
 Pixie ♀ Silver	 ⊖ Salt Ooze	

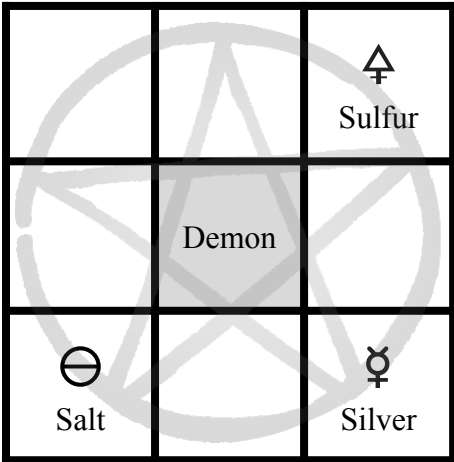
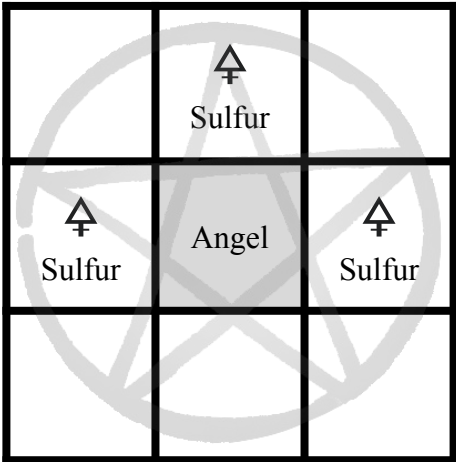
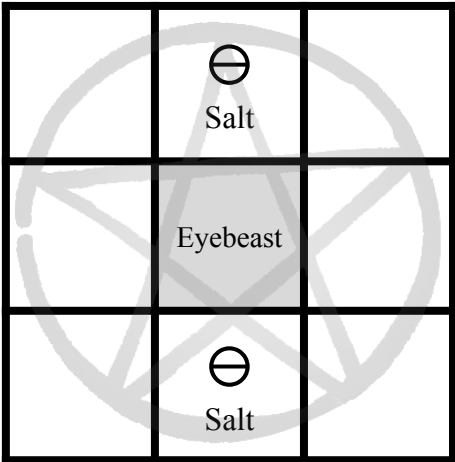
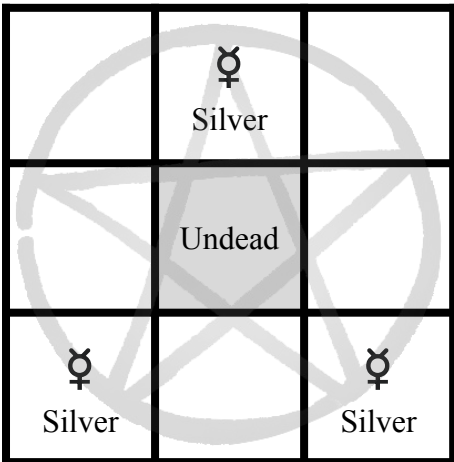
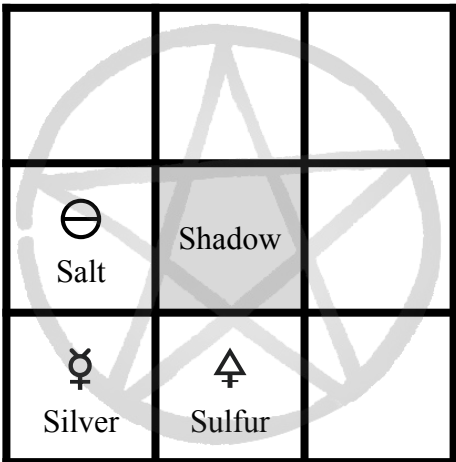
Appendix F2: Ritual Circles

All tier-2 entities, listed with the spell circle needed for the banishment ritual.

 ☿ Silver Werewolf ☿ Silver	 ☿ Silver Vampire ☿ Silver	 ♄ Sulfur Gorgon ♄ Sulfur
 ♄ Sulfur Ratking ♄ Sulfur	 ♄ Sulfur Manmoth ☿ Silver	 ♄ Sulfur Bigfoot ♄ Sulfur

Appendix F3: Ritual Circles

All tier-3 entities, listed with the spell circle needed for the banishment ritual.

 Demon	 Angel	 Eyebeast
 Undead	 Shadow	

The rituals listed here in Appendix F2 are much more complex, and should not be performed without the aid of an assistant.

Appendix G1: Tools & Resources



Sulfur

Expires in 3 turns. Used in the spell circles for [Gorgon](#), [Manmoth](#), [Ratking](#), [Angel](#), [Demon](#), and [Shadow](#).



Salt

Expires in 4 turns. Used in the spell circles for [Ghost](#), [Geist](#), [Ooze](#), [Demon](#), [Eyebeast](#), and [Shadow](#).



Silver

Expires in 5 turns. Used in the spell circles for [Pixie](#), [Werewolf](#), [Vampire](#), [Manmoth](#), [Demon](#), [Undead](#), and [Shadow](#).

Appendix G2: Tools & Resources

Camera: DESCRIPTION

Crucifix: DESCRIPTION

Flashlight: DESCRIPTION

Vacuum: DESCRIPTION

Magnet: DESCRIPTION

Medkit: DESCRIPTION

TODO: Discuss how each of these items have a color, and how that relates to super-effectives.

Appendix H: Behaviors

At any time, you can gauge the state of an entity by hovering over them. You should see their listed state in the bottom right.

Hostile / Aggroed – The entity will charge at you, and if you are at range, will attack you. Hostile entities are grayed out until they attack you, after which they will be have color.

Defensive – The entity will remain perfectly still until you enter their range, which will make them hostile. Appear blacked out.

Roaming – The entity will randomly wander until you end your turn in their range, which will make them hostile. Appear blacked out.

Pacified – The entity will do nothing.

Frightened – The entity will run away from you, and will not attack you.

Frazzled – The entity will move in random directions, but will not attack you.

Appendix I: Starting Behaviors

All known entities have an expecting steady state that they return to when all else is equal. When you first start a level, you can expect this to be their starting state.

Starts Hostile: [Geist](#), [Ghost](#), [Ghast](#), [Pixie](#), [Werewolf](#), [Vampire](#), [Gorgon](#), [Demon](#), [Angel](#), [Undead](#), [Shadow](#)

Starts Roaming: [Ooze](#), [Ratking](#), [Bigfoot](#)

Starts Defensive: [Eyebeast](#), [Manmoth](#)

Glossary (work-in-progress)

- Cumbersome Movement
- Incorporeal Movement
- Mobile Movement
- Standard Movement
- Defensive / Poised
- Roaming
- Frazzled
- Pacified
- Passive
- Aggroed
- Hostile
- Sulfur
- Salt
- Silver
- Ritual Circle
- Tier 1/2/3
- Behavior
- Red
- Green
- Blue
- Attack Damage
- Movement Speed
- Movement Type'
- Difficult Terrain
- Obstruction