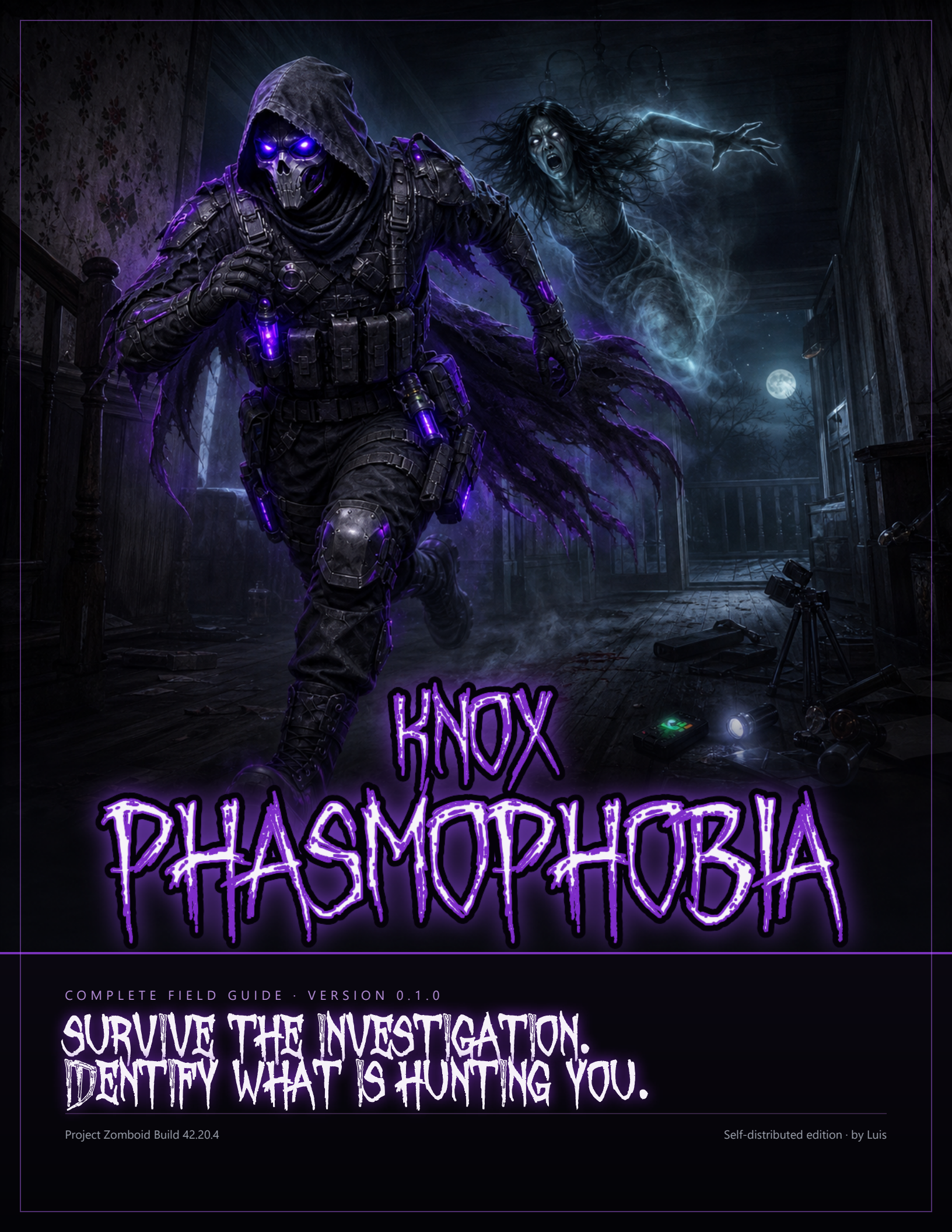




KNOX PHASMOPHOBIA

COMPLETE FIELD GUIDE · VERSION 0.1.0

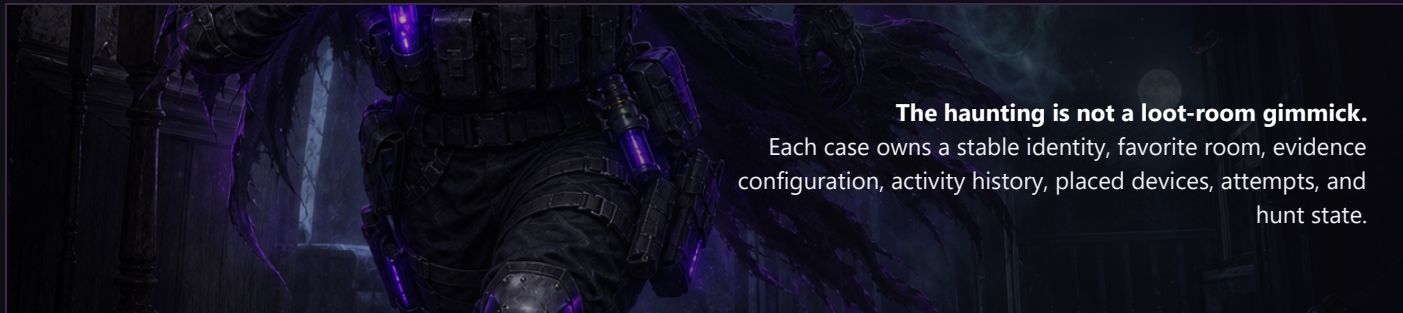
SURVIVE THE INVESTIGATION.
IDENTIFY WHAT IS HUNTING YOU.

Project Zomboid Build 42.20.4

Self-distributed edition · by Luis

WHAT KNOX PHASMOPHOBIA IS

A persistent, server-authoritative paranormal investigation layer for ordinary Project Zomboid buildings—built around evidence, field equipment, dangerous hunts, and deduction.



The haunting is not a loot-room gimmick.

Each case owns a stable identity, favorite room, evidence configuration, activity history, placed devices, attempts, and hunt state.

30

GHOST IDENTITIES

7

EVIDENCE TYPES

23

FIELD ITEMS

3

DISCOVERY MODES

CORE PROMISE

Explore, detect real server-created interactions, narrow the journal roster, survive escalation, and submit an identification. Leaving or reloading does not reroll the ghost.

BUILT FOR ZOMBOID

Native context actions, inventory items, world placement, map markers, hiding furniture, safehouse protection, sandbox settings, saves, and multiplayer authority.

SOURCE-INFORMED

The exact 30-ghost evidence roster and a selective set of icons, journal visuals, sounds, and the EMF mesh were recovered from the authorized local Phasmophobia build.

DELIBERATE BOUNDARY

No traits, professions, or occupations are imported, registered, queried, awarded, or required. There is also no default economy or global reward.

QUICK START

The entire loop in six moves. Context menus are your field controls; the journal is your reasoning surface.

01

FIND THE HAUNTING

Explore naturally, answer a dispatch marker, or use both—depending on the world's discovery mode. A marker points to the building, never the favorite room or ghost identity.

02

STAGE EQUIPMENT

Bring a journal and a mixed kit. Right-click items to activate, inspect, place, retrieve, read, or ask a question. Position, range, facing, line of sight, and active state matter.

03

PROVOKE AND OBSERVE

Evidence comes from qualifying paranormal interactions—not simply standing in a cold room or carrying a prop. Move devices as the favorite-room pattern becomes clearer.

04

RECORD EVIDENCE

Open the journal and mark each type **Unknown**, **Observed**, or **Ruled Out**. Candidate filtering helps you reason; it does not reveal hidden truth.

05

SURVIVE THE HUNT

Break sight, change direction, silence electronics, use countermeasures, or reserve approved furniture as a hiding spot. A hunt is a moving, server-owned threat—not a menu penalty.

06

SUBMIT AN IDENTITY

Wrong guesses are recorded and a different later guess is allowed. Correct identification persists; by default it does not cleanse or archive the haunting unless the sandbox option enables that behavior.

BEFORE YOU GO IN

The journal does not pause multiplayer danger. A silent device response is still **Unknown** until you deliberately rule it out. During hunts, active electronics can expose their carrier.

HOW CASES WORK

ORGANIC

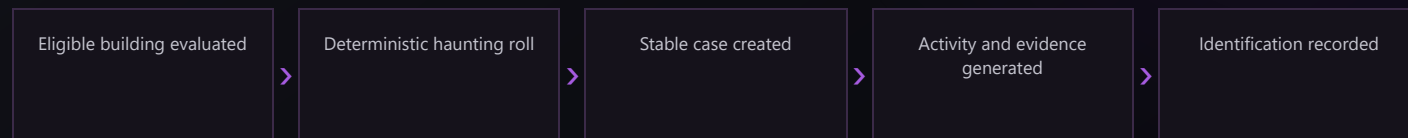
No advance marker. Explore real buildings and notice unusual activity.

DISPATCH

A report marks a validated haunted building without leaking its inner truth.

HYBRID

Both discovery routes are live. This is the default.



WHAT PERSISTS

- ◆ Case ID, building identity, ghost, favorite room, and configured evidence.
- ◆ Activity timing, interaction history, placed devices, and consumable condition.
- ◆ Per-player submissions, cursed-board identity/origin/uses, and case state.
- ◆ Restart recovery and transient hunt/hiding cleanup paths.

WHAT STAYS SECRET

- ◆ The selected ghost and evidence targets remain server-private.
- ◆ Dispatch exposes the building location—not the favorite room.
- ◆ Ordinary viewers receive a scoped public projection, not the authoritative record.
- ◆ Only a correct submitter receives the identity reveal for that result.

ELIGIBILITY AND SAFETY

Version 0.1.0 evaluates bounded ordinary buildings (16–12,000 tiles, 1–64 rooms), excludes protected safehouses when enabled, and caps active simulations. Dormant records remain inexpensive.

IMPORTANT OUTCOME RULE

A correct identity is knowledge, not an automatic exorcism. **Archive on Correct Identification** is off by default. With it off, the case continues to haunt the building.

THE SEVEN EVIDENCE TYPES

A reading qualifies only when the right device catches an eligible server-owned interaction under its operating conditions.



EMF LEVEL 5

An active reader reacts to recent local activity. Only a qualifying level-five event confirms evidence.



ULTRAVIOLET

Logical, expiring traces are synchronized from eligible interactions. No world-attached fingerprint decal is rendered yet.



SPIRIT BOX

Ask one of four menu questions near an active voice interaction with range and line of sight. No microphone input is required.



FREEZING TEMPERATURES

The thermometer combines ambient conditions with supernatural influence. Ordinary winter cold is not sufficient.



GHOST WRITING

A placed book inside the case building can receive writing during a qualifying interaction.



GHOST ORBS

A placed, active, correctly faced video camera validates position, range, line of sight, and obstruction. Feedback is textual; there is no live feed.



D.O.T.S.

An active placed projector establishes a validated observation field. There is no projected beam or moving silhouette render yet.

DIFFICULTY CHANGES AVAILABILITY

World settings allow zero through three of each ghost's base evidence types to generate. The hidden identity remains the same.

THE MIMIC EXCEPTION

The Mimic's base triple is Spirit Box, Ultraviolet, and Freezing Temperatures, but it can also produce false Ghost Orbs. The journal candidate logic accounts for that decoy.

RANGE CHECKED

ACTIVE-STATE CHECKED

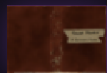
LINE OF SIGHT

SERVER TRUTH

NO AUTO-RULE-OUT

FIELD KIT CATALOG

Twenty-three player-facing item definitions ship with authentic source-derived inventory icons. Most currently use named vanilla PZ world models; the EMF Reader has an extracted FBX candidate installed for the world item.



Journal

reasoning & submission



EMF Reader

EMF Level 5



Thermometer

freezing



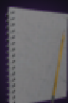
UV Light

ultraviolet



Spirit Box

voice response



Writing Book

placed evidence



Video Camera

orb observation



D.O.T.S.

field observation



Flashlight

electronic light



Photo Camera

hunt LOS check



Motion Sensor

local trigger



Sound Sensor

local trigger



Parabolic Mic

nearby activity



Tripod

camera support



Salt

hunt crossing



Crucifix

hunt prevention



Firelight

Onryo guard



Igniter

lights & incense



Incense

5-second blind



Composure Meds

+25 composure



Head Gear

basic activation



Sound Recorder

current event scan



Ouija Board

cursed object

USING THE EQUIPMENT

**EMF Reader**

Held and active; read recent nearby interactions. Not placeable in 0.1.0.

**Spirit Box**

Choose Where, Close, Age, or Friendly. Darkness is not currently enforced.

**Video Camera**

Place, activate, and face toward the target room. Spatial observation only; no live feed.

**Tripod**

Place first, then place a video camera on the same square to establish support.

**Photo Camera**

Checks range and line of sight to a hunt actor and consumes a use. No saved gallery or score.

**Parabolic Microphone**

Reports nearby interaction type. The current scan is radial, not a directional cone.

**Salt**

Place with finite condition. A hunt crossing produces feedback; Wraith leaves no footprint.

**Crucifix**

Placed proximity countermeasure with finite condition; can prevent an eligible hunt.

**Firelight**

Requires an owned usable Igniter. Can block eligible Onryo-style hunt pressure.

**Incense**

Requires an Igniter; consumption applies a five-second close-range hunt blind.

**Composure Medication**

Server-owned consumption restores 25 investigation composure—not a trait or profession.

**Ouija Board**

Persistent UUID, fixed origin, finite uses, composure cost, activity, and special-hunt risk.

ELECTRONICS IN A HUNT

Active equipment can betray a player to the hunt's sensing path. Turn off what you do not need before concealment; a glowing inventory is not harmless flavor.

LOOT AND STARTER ROUTE

Equipment can be injected into loot according to Rare, Common, or Starter Journal and Kit availability.

HEAD GEAR LIMIT

It currently supplies generic activatable feedback only. It is not wearable and has no team-camera function.

THE INVESTIGATION JOURNAL

ONE CASE AT A TIME.

Select a case, mark the evidence, filter candidates, keep local notes, choose a ghost, and submit.

Unknown

The default. A missing response stays unknown unless you decide the field test was conclusive.

Observed

Your team believes it confirmed this evidence through a valid interaction and operating device.

Ruled Out

You are deliberately excluding the type. Use with care on reduced-evidence worlds.

CANDIDATE FILTERING

The journal compares your marks with each registered triple and the configured evidence count. It is a deduction aid, not an oracle. The Mimic's false-orb rule receives special handling.

PERSONAL NOTES

Notes are local to the player. Use them for room patterns, hunt thresholds, device positions, rejected tests, and behavioral tells.

INCORRECT SUBMISSION

The attempt is recorded. You may make a different later guess. Repeating the exact same guess returns the stored result without duplicating history.

CORRECT SUBMISSION

The identification is recorded and returned to the submitter. By default the case remains active; optional archival is controlled by the world owner.

DANGER DOES NOT PAUSE

Opening the journal is a normal native UI action. Multiplayer simulation, activity, zombies, and hunts continue while you deliberate.

CASE SELECTOR

TRI-STATE EVIDENCE

CANDIDATE FILTER

IDENTITY SUBMISSION

LOCAL NOTES

HUNTS & HIDING

The full hunt proxy is normally absent. When escalation crosses the threshold, the case moves through a clear lifecycle and creates a temporary moving threat.



WHAT EXPOSES YOU

- Direct sight and a witnessed hiding entry
- Active electronic equipment
- Noise when that sensing route applies
- Poor concealment at higher hiding difficulty
- Remaining in the last-known search area

WHAT BUYS TIME

- Break line of sight and change direction
- Close doors when the route allows it
- Silence electronics before hiding
- Use Incense for a short close-range blind
- Stage Crucifixes, Firelights, and escape routes

CLICK-TO-HIDE FURNITURE

Right-click approved human-sized furniture and choose **Hide Inside** or **Hide Behind**. Supported sprites are eight full-height Fancy White wardrobes and four Large Metal shelves. The server reserves one occupant atomically.

PRESENTATION

Your character remains on the nearby world square, fades locally, and receives the mod-owned movement/attack lock. There is no entry animation or literal container occupancy.

EXIT AND CLEANUP

Use **Leave Hiding Spot** at any time. Hunt end, death, disconnect, or invalid furniture releases owned state. Automatic exit is optional.

HIDING IS NOT INVULNERABILITY

It changes only the paranormal hunt's detection logic. Zombies, fire, PvP, and environmental damage remain real. There is no blocked-exit relocation solver because the character was never moved inside the furniture.

Ghost Evidence Roster

These triples are the exact normalized serialized mappings from the pinned authorized source build. Behavioral mechanics are Project Zomboid adaptations and vary in completeness.

Ghost	Exact Base Evidence	Notable Implemented Adaptation
Aswang	Freezing · Writing · D.O.T.S.	Registry adaptation
Banshee	Ultraviolet · Orbs · D.O.T.S.	Target-focus hook
Dayan	EMF 5 · Orbs · Spirit Box	Witnessed-entry memory
Deildegast	EMF 5 · Writing · D.O.T.S.	Door-interaction bias
Demon	Ultraviolet · Writing · Freezing	Threshold/cooldown hooks
Deogen	D.O.T.S. · Writing · Spirit Box	Tracking and near/far speed bands
Gallu	EMF 5 · Ultraviolet · Spirit Box	Registry adaptation
Goryo	EMF 5 · Ultraviolet · D.O.T.S.	Camera-only D.O.T.S. gate
Hantu	Ultraviolet · Orbs · Freezing	Registry adaptation
Jinn	EMF 5 · Ultraviolet · Freezing	Registry adaptation
Kormos	Orbs · Spirit Box · Ultraviolet	Registry adaptation
Mare	Spirit Box · Orbs · Writing	Darkness interaction bias
The Mimic	Spirit Box · Ultraviolet · Freezing	False Ghost Orbs
Moroi	Writing · Freezing · Spirit Box	Registry adaptation
Myling	EMF 5 · Ultraviolet · Writing	Vocal bias
Obake	EMF 5 · Orbs · Ultraviolet	Faster UV-trace decay
Obambo	Writing · Ultraviolet · D.O.T.S.	Activity pulse
Oni	EMF 5 · Freezing · D.O.T.S.	Higher activity

Read “Adaptation” Literally

The source exposed reliable names and evidence triples, not the full managed implementations of every special ability. Unwired configuration flags are not presented here as completed mechanics.

Ghost Evidence Roster

Ghost	Exact Base Evidence	Notable Implemented Adaptation
Onryo	Spirit Box · Orbs · Freezing	Firelight hunt guard
Phantom	Spirit Box · Ultraviolet · D.O.T.S.	Registry adaptation
Poltergeist	Spirit Box · Ultraviolet · Writing	Throw-interaction bias
Raiju	EMF 5 · Orbs · D.O.T.S.	Electronic-target speed
Revenant	Orbs · Writing · Freezing	Unseen/chase speed bands
Shade	EMF 5 · Writing · Freezing	Lower activity
Spirit	EMF 5 · Spirit Box · Writing	Longer incense recovery
Thaye	Orbs · Writing · D.O.T.S.	Registry adaptation
The Twins	EMF 5 · Spirit Box · Freezing	Secondary-interaction presentation
Wraith	EMF 5 · Spirit Box · D.O.T.S.	Salt crossing without footprints
Yokai	Spirit Box · Orbs · D.O.T.S.	Reduced hunt sensing
Yurei	Orbs · Freezing · D.O.T.S.	Door-interaction bias

Shared Hunt Appearance

All 30 identities currently use the authorized B42-native Faceless Bride donor proxy during hunts. The extracted creepygirl candidate is provenance-only because its rig, animation, materials, scale, and PZ compatibility were not proven.

Behavior Tells

Several differentiators are active—thresholds, activity biases, false orbs, Goryo camera gating, Wraith salt behavior, selected speed bands, firelight prevention, and incense cooldown differences.

Not Fully Source-Equivalent

Full mimicry, Thaye ageing, rare Obake UV, per-ghost blink presentation, full multi-throws, voice provocation, and several exact conditional multipliers remain incomplete.

Deduction Still Matters

Evidence configuration, reduced-evidence difficulty, interaction patterns, hunt sensing, and the implemented tells combine into the field puzzle. The journal never receives hidden identity automatically.



SANDBOX CONTROLS

OPTION	DEFAULT	OPERATIONAL EFFECT
Enable Knox Phasmophobia	On	Master case-creation and simulation switch.
Case Discovery Mode	Hybrid	Organic, Dispatch, or both.
Haunting Chance	18%	Deterministic one-time roll per eligible building.
Maximum Active Cases	4	Hard active-simulation cap.
Activity Interval	18 s	Base staggered-interaction interval.
Ghost Behavior Difficulty	Standard	Activity, sensing, pursuit, and search persistence.
Hunt Frequency	Normal	Low, Normal, or High hunt pressure.
Hunt Lethality	Injuring	Nonlethal, Injuring, or Lethal capture consequence.
Hunt Preparation	8 s	Warning/grace period.
Hunt Duration	50 s	Maximum active-hunt length.
Post-Hunt Recovery	35 s	Quiet period before the next eligible hunt.
Evidence Difficulty	3 evidence	Zero through three base types may generate.
Archive on Correct ID	Off	Optional automatic case archival after a correct guess.
Equipment Availability	Common	Rare Loot, Common Loot, or Starter Journal and Kit.
Automatically Leave Hiding	On	Releases the mod-owned lock after hunt cleanup.
Hiding Difficulty	Standard	Scales protection when entry was not witnessed.
Cursed Object Chance	12%	Chance a new case owns a persistent Ouija Board.
Protect Safehouses	On	Blocks new cases and unwilling cursed activity there.

CASE STABILITY RULE

Changing long-term world settings does not reroll an existing case. The created ghost and its evidence configuration remain stable across unloads and restarts.

MULTIPLAYER, ADMIN & INSTALL

SERVER AUTHORITY

The server owns cases, ghost/evidence truth, interactions, placed-device records, hunts, hiding reservations, cursed uses, composure changes, and identification results.

CLIENT DISCIPLINE

Request envelopes are monotonic and cooldown-checked. Public snapshots omit hidden truth. Keep **DoLuaChecksum=true** and install the exact same mod version on server and clients.

INSTALL THE SELF-DISTRIBUTED BUILD

1

Extract the release ZIP so this path exists:
%UserProfile%\Zomboid\mods\KnoxPhasmophobia\42\mod.info

2

Enable **Knox Phasmophobia** for the save. There are no required Workshop dependencies and no Java/FadedJavaLoader dependency.

3

For servers, install the identical folder everywhere and add **Mods=KnoxPhasmophobia**. Because the build is self-distributed, there is no Workshop ID to add.

RESTRICTED ADMINISTRATOR ACTIONS

Authorized admins receive a world-context **Administration** submenu. The server independently verifies authority and arguments.

CASE CONTROL

Create random or specific-ghost cases, archive, or move a case among safe non-hunt states.

DIAGNOSTICS

Force a hunt or reveal a selected eligible evidence type for controlled testing.

RECOVERY

Release owned hiding state and clean up mod-owned hunt actors.

LOCAL SPLIT-SCREEN

Version 0.1.0 intentionally supports player 0 only for local UI and context actions. Use separate clients for multiplayer investigations; secondary split-screen players do not receive independent journal/audio/hiding presentation.

WHAT THIS BUILD DOES NOT PRETEND

The systems are implemented and heavily checked, but a static or headless pass is not the same as watching every effect survive a real two-client night in Knox County.

PRESENTATION GAPS

- No live video-camera view or rendered Ghost Orbs
- No projected D.O.T.S. field or silhouette
- No world-attached UV decals or salt footprints
- No persistent written-book material
- No stored photo gallery, score, or reward
- No per-ghost model/vocal bank

INTERACTION GAPS

- Spirit Box has no voice recognition or darkness rule
- Parabolic scan is radial, not directional
- Head Gear is not wearable
- Recorder has no playback archive
- Ouija Board is the only cursed object
- Hiding does not move the model inside furniture

VERIFICATION COMPLETED

- ✓ Selective extraction identifiers, hashes, transforms, and authorized donor mappings verified.
- ✓ Thirty ghosts, seven evidence types, nineteen operational device registrations, and unique evidence combinations asserted.
- ✓ Private-state projection, stale-sequence rejection, Lua parsing, XML/JSON checks, packaged references, and character-background exclusion checked.
- ✓ An isolated exact-build 42.20.4 dedicated server loaded the mod and initialized authoritative state.

STILL REQUIRES LIVE ACCEPTANCE

Interactive single-player, two connected clients, save/reload during real cases, device rendering and offsets, spatial audio, pathing through altered buildings, simultaneous hiding contention, late join/reconnect, and performance profiling have not yet been demonstrated in play.

THE CLEAN BOUNDARY REMAINS ABSOLUTE

No trait, profession, or occupation content exists in the runtime, gating, rewards, extraction set, or packaging. The mod is self-contained and adds no Workshop dependency.

END OF
FIELD GUIDE