

The Condensed Tobin's Spirit Guide



For use with Ghost Patrol training manual
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*“As I was going up the stair
I saw a man who wasn't there
He wasn't there again today
I wish, I wish, he'd stay away.”*
- William Hughes Mearns

- Foreword -

One of the most influential men in the history of science, Sir Isaac Newton, once said “If I have seen further it is by standing on the shoulders of giants.” This guide is the assemblage of centuries of work by men who must be considered giants in the field of paranormal study. Many ingenious men and women have given their time, sanity and in many instances their very lives to obtain the knowledge contained within this volume. My hope is that their efforts and the efforts of myself and my colleagues not be for naught. May future generations build upon this scholarly work so that someday the world's understanding of the arcane, occult and mystical may be more perfect.

Portram Campbell Tobin (1937)



Type: Apparition

Haunt Characteristics: Apparition hauntings are the most common haunting that a paranormal investigator will encounter. Apparitions are drawn to inhabited dwellings and generally seem to not intend harm to the living. Eager to communicate, Apparition communications are generally simplistic and straightforward. Their haunt range is generally limited to the same locations they inhabited in their corporeal life. Hunting and capturing Apparitions is fairly pedestrian work and can be great training for amateur paranormal investigators.



Type: Banshee

Haunt Characteristics: The shrill cries of Banshees have disturbed the souls of living men for untold centuries. Banshee hauntings are most often characterized by shrill aural manifestations that most find unbearable to be around. Our research has shown that the Banshee scream contains many levels of astral data but our attempts to interpret the meaning of such has not been successful. Much more investigation is needed but, unfortunately, Banshee hauntings are rare outside of Bavaria and so research has been limited.



Type: Booga

Haunt Characteristics: Boogas are the souls of beings of "lesser thought". Booga hauntings lack the complexity that other spirits may present. Messages may be guttural and animalistic in nature. These spirits are generally on a fairly short leash as far as their roving range is concerned but they have been known to roam as far as a mile or two when on the 'scent' of something or someone of interest. The only real danger in attempting to trap a Booga is over-thinking. If you become collared with a Booga, they can be tough to shake but good paranormal investigators will stay on point until the job is done.



Type: Doppelgaenger

Haunt Characteristics: The Doppelgaenger is included in this Spirit Guide but is actually commonly classified as a lesser demon. The Doppelgaenger has no corporeal form of its own and can only manifest itself as an approximation of living being. Their earthly errands are largely unknown. Most seem to manifest purely for the sake of mischief. This being's ability to imitate humans both living and dead can confound the unprepared paranormal investigator to the precipice of madness. Doppelgaengers have no limit to their range but prefer crowded and busy areas where their aesthetic artifice will be less obvious. When two-faced with a Doppelgaenger, remember this: You are you!



Type: Dread

Haunt Characteristics: Known to navigate towards darkness, death and decay, the Dread is aptly named indeed. Take note, those on the trail of a Dread should take careful notes! Suspicious in nature, Dreads tend to be disseminate the data of their messages in numerous caches. The haunt range of these ghosts can be exceptionally wide so paranormal investigators especially skilled in navigation will find success in tracking a Dread down for eventual capture and elimination. Even the Dread's Aura is actually said to travel around the color wheel like a clock hand, changing each month.



Type: Fantom

Characteristics: A fleeting shadow, a whisper on the wind, a sudden chill as you walk through a room, the Fantom's ability to affect the corporeal realm is extremely limited. Communications from a Fantom are generally not complex but they are very difficult to initially discern. Fantom spirits shy away from the living and congregate to places of ruin and disuse. As such, they are not normally a nuisance to the living and few complaints of Fantom hauntings are made. Paranormal investigators hoping to capture this illusive spirit need to pay special attention to the “barely there”.



Type: Fright

Haunt Characteristics: Frights are specific to 13th century (1200-1299 A.D.) China (where they are known as Shengdu) and much of Chinese lore is consumed with tales of these devious spirits. As such, research into Chinese culture is recommended if you believe you have encountered a Fright. Frights are very old spirits and have learned throughout the centuries how to avoid capture by even the most tenacious of ghost hunters. Frights will often hide inside of statues, sometimes staying dormant for many years before awakening to wreak havoc within their general locality, most often Chinese communities, where they feel comfortable. Be warned, a Fright fray can consume the efforts of even the stoutest paranormal investigators, eating up resources and energy at a gross and alarming rate.



Type: Haunter

Ghost Characteristics: Haunters are a paranormal investigator's dream come true, as they are generally quite determined to communicate with the living. They are so determined, in fact, that the messages themselves often seem to overlap, overlay, and interlink. Haunters are drawn to small, lively areas filled with light, sound and colorful characters. These spirits won't wander far from places where they can get the attention they desire. Investigators with a penchant to see the patterns in the maelstrom of messages and with the ability to connect the dots will prevail.



Type: Miasma

Haunt Characteristics: Miasmata are not really classifiable as “spirits” but are more accurately conglomerations of otherworldly residue. They have been known to cause phenomena similar to those found in hauntings by other spirit types and so are worth mentioning in this guide. Individuals mired in Miasma often complain of bad dreams, tiredness and general feelings of unease and malaise. It is generally considered a waste of time to attempt to capture a Miasma.



Type: Phantasm

Haunt Characteristics: Phantasms are similar to Fantoms and even Haunters in how they manifest visually but they are distinctly unique in how they attempt to communicate with the living. Phantasms manifest repeatedly over a period of time, always at the same time, always in the same place. They will then disappear for large lengths of time, misleading the molested living into thinking they are free from Phantasmic distraction, only to reappear at a later date. Investigators on the trail of Phantasms have reported that they got the feeling they spirit wanted to be followed but the investigators were ultimately only led to distraction. To capture a Phantasm you must remain steadfast in your resolve to decipher their behavior.



Type: Poltergeist

Haunt Characteristics: Poltergeists seem to take a special kind of joy in their malevolent mischief. They seem to make a game out of harassing the living. Make no mistake, although Poltergeists may seem playful, they are quite dangerous. Poltergeists are especially adept at manipulating everyday objects and will use mundane items to communicate their madness. These spirits have a score to settle. Poltergeists have the ability to roam over fairly large distances if they so choose but they more often decide to agitate in areas they inhabited when they were alive. Do not play around when trying to capture these ghosts. No matter how they may make it seem, this is not a game.



Type: Scare

Haunt Characteristics: Scares skulk in the shadows of the spirit realm much as they did in the corporeal world. Finding themselves in the afterlife and still on the fringes of society, they do what they can to exact their revenge by conjuring fear among the living. Scares, themselves, fear light and flame. Witnesses who encounter scares sometimes report feeling gritty or dirty following the encounter. Scares aren't likely to be convinced to go into the light so we put them in the trap instead. Transient in nature, Scares rarely haunt one place for long and will soon hop the soul train for another destination. This high level of mobility makes them difficult targets for capture.



Type: Spiritus

Haunt Characteristics: Perhaps the most dangerous spirit contained within the pages of this guide, a Spiritus infestation can be a nightmarish scene. Spiritus are violent spirits and are known to possess human victims to enact their will on the physical realm. Spiritus hauntings often seem like the work of multiple spirits. This is due to the fact that messages decoded from Spiritus hauntings are filled with nightmarish dichotomy. Spiritus deal in the backwards, the upside down, opposites and light and shadow. Spiritus are prone to haunt residences and are most active at night. Be prepared for mental combat when attempting a Spiritus capture.



Type: Spook

Haunt Characteristics: Spooks appear as bright balls of light moving at a distance. Reports of Spooks most often come from rural communities and, after years of research, it is believed that this is not due to them only haunting these areas but from the fact that they simply go unnoticed in urban settings where light pollution is rampant. Specific communication from Spooks continues to befuddle investigators who, as yet, have made no sense of these pulsating, sometimes strobing, always moving manifestations. Even if messages were interpretable, investigators have never gotten close enough to attempt capture.



Type: Sprite

Haunt Characteristics: In modern culture, a popular beverage. This, on the other hand, is a fairy-like guardian of the forest.



Type: Vapor

Haunt Characteristics: Vapors are often associated with the practice of occult traditions. Mediums, clairvoyants and other prognosticators have oft claimed the ability to communicate easily with these spirits but have warned that information gleaned from divination can be shaky when dealing with them. Researchers for this guide have found that Vapors sometimes show a penchant for communication through symbology. Investigators skilled in various forms of divination will have an advantage in communicating with, tracking and eventually capturing these spirits.



Type: Wraith

Haunt Characteristics: Wraiths have the unique ability to use sound as a means of travel. They are particularly fond of music of all kinds and are determined to communicate their intents through sound and phonetics. Wraiths are restless spirits and have been known to be dangerous at times. When disturbed, the tenor of the Wraith's communications quickly go from serene to dissonant. Wraiths have a wide range of travel ability but tend to haunt places familiar to them in life. Musically adept investigators may find they have an advantage in tracking and capturing these spirits.



Type: Wretch

Haunt Characteristics: Woe unto any man who comes across the devilish demon Wretch. Vicious and unreasoning, violent and unyielding, Wretches care only about destroying life. Beware!!!