

THE GHOST ATLAS  
DEPARTMENT OF PARANORMAL INVESTIGATION  
**GHOST ATLAS ARTIFACT CLASSIFICATION INDEX**  
Master Behavioral Taxonomy - Clearance Level II+

No.	Group Name	Primary Behavior	Notes
01	Residual Imprint Objects	Repeats past events or emotions; passive echoes	Class I Fatalities only
02	Audio-Projective Objects	Emits non-source voices, cries, music, or speech	May include pre-recording era 'hauntings'
03	Visual Anomaly Artifacts	Produces full or particle apparitions	Often confused with 01
04	Contact-Reactive Objects	Activates only when handled or touched	Includes skin-to-object transference
05	Climate Anomalies	Triggers cold spots, moisture, and heat pulses	Common in older domestic cases
06	Kinetic Artifacts	Moves independently via levitation, tilting, falling, etc.	Often mistaken for poltergeist activity
07	Spatial Distortion Artifacts	Warps interior space, direction, or layout	Includes anomalous structural layouts
08	Time-Distorting Artifacts	Slows, loops, or desynchronizes time perception	One of the rarest passive phenomena
09	Sensory Subversion Devices	Alters sight, smell, or touch illusions	Strong overlap with psychological/02 classes
10	Minor Emotional Amplifiers	Elevates anxiety, sadness, or irritation subtly	Largely under reported
11	Mood-Leeching Artifacts (RETIRED)	Drains emotions to produce an emotional 'numbness'	Last classified 2018 - Merged with Class 10
11B	Limbic Anchoring Devices	Emotionally anchors a victim to a memory or trauma	Folded into Class 10, see case <i>ETH-UM-141208-01</i>
12	Dream Infiltration Artifacts	Projects imagery, figures, or voices into dreams	High correlation with entity tethers
13	Entity-Bound Artifacts	Tied directly to intelligent or residual spiritual force	Requires special handling protocols
14	Memory-Rewriting Artifacts	Alters or fabricates victim memories	Must be corroborated by psych team
15	Language/Voice Manipulation Artifacts	Victims speak, write, or mimic unknown voices and/or languages	Consider Class 13 if repeated
16	Event Recurrence Artifacts	Triggers same event to repeat across subsequent owners (e.g drowning or suicide)	Common in cursed heirlooms
17	Coincidence Cascade Artifacts	Unlikely events cluster following exposure	Requires analysis
18	Physical Symptom Inducers	Induces fatigue, illness, nosebleeds, etc.	Requires medical analysis
19	Cursed Mundane Artifacts	Accumulates harm or misfortune slowly	Large Overlap with Classes 10 & 16

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20	Suggestive Influence Artifacts	Victim begins to experience ideas and doubts not their own	Frequently misdiagnosed
21	Emotional Substitution Artifacts	Replaces one emotion with another, most commonly with anger	Believed to function via symbolic reversal
22	Possessive & Manipulative Artifacts	Incites compulsion, obsession, paranoia, and violence	High fatality risk (Class IV-V)
23	Behavior-Locking Artifacts	Traps users in repetitive actions	Largely under reported
24	Charismatic Projection Objects	Owner is perceived more positively or fearfully than reality warrants	Historically tied to cult leadership
25	Moral Inversion Triggers	Warps ethical judgement	Under behavioral debate
26	Suicide-Linked Artifacts (RESTRICTED ACCESS)	Triggers or amplifies suicidal ideation	Flagged for Red-Tag Containment
27	Host-Dependent Variants	Behaviors vary depending on possessor's traits	Suggests adaptive intelligence
28	Speech-Mirroring Artifacts	Induces compulsive repetition, mimicry, or use of foreign tongues	Requires audiological testing
29	Untruth Compulsion Devices	Victims are compelled to lie or obscure truth	Similar effects seen tied to objects
30	Ritual-Activation Implements	Must be used in a rite or symbolic act to trigger phenomena	N/A
31	Blood-Linked Activation Artifacts	Reacts specifically to the bloodline or genetic identity of its owner	High-level clearance <u>ONLY</u>
32	Binding/Summoning Conduits	Used to tether or call spirits	Classified jointly with entity research
33	Alchemical Transformation Artifacts	Triggers non-biological physical change including rot, rust, growth, etc.	Requires medical or environmental testing
34	Chrono-locked Artifacts	Can only activate at certain times or dates	Can include multiple times of activation
35	Symbolic Language Carriers	Contains or responds to unknown glyphs or sigils	May involve nonhuman syntax
36	Sacrificially Activated Artifacts	Requires a death or exchange of life energy	Redacted cases linked to posthumous animation
37	Death-Recording Artifacts	Embedded with the moment of death	N/A
38	Necrotic Proximity Catalysts (RETIRED - ETHICAL VIOLATION)	Exhibit reactive phenomena in the immediate presence of human remains, specifically the recently deceased	See case file NSR-EX-890109-01
39	Invasive Biological Artifacts (RESTRICTED - BIOHAZARD)	Grows or is located within hosts, sometimes mistaken for tumors	All case files stored under MedArchive Clearance III+

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40	Unstable Transmutation Artifacts	Changes object states	Full PPE required; Effects are irreversible
41	Self-Reproducing Objects	Grows, moves, or duplicates itself; May react to stimuli	Do not attempt to feed; Sentience possible
42	Threshold Artifacts (RESTRICTED ACCESS)	Allows access to spaces not physically present	Clearance Level IV or higher required
43	Multi-Space Contamination Vessels	Exists simultaneously in two or more times, spaces, realities, or dimensions	Possessions shifts between handlers
44	Spatial Consumption Artifacts (RESTRICTED - HAZARDOUS)	Destroys matter, space, and volume	See incident report Archive 4-C
45	Mnemonic Inversion Artifacts	Replaces personal memories with fabricated narratives	Requires psychiatric testing
46	Entity-Conscious Vessels	Capable of willful interaction, dialogue, or manipulation	Often feigns dormancy
47	Host-Replicating Objects	Created visual, verbal, or behavioral copies of the victim	Generally appear after 72 hours; Terminate replicas on sight.
48	False Artifact Objects	Mimics properties of benign objects while masking true classification signature	Testing required
49	Unknown Class	Not enough data for behavioral assessment	All cases marked for re-evaluation quarterly

Category	Threat Type	Description
ALPHA	Low	Low risk entity or object; passive and/or easy to contain
BETA	Moderate	Causes minor, but manageable psychological or spatial anomalies
GAMMA	High	Capable of causing severe damage or loss of life if mishandled
DELTA	Lethal	Directly or indirectly responsible for deaths; active containment
EPSILON	Conditional	Becomes hostile only when provoked or certain boundaries are crossed
ZETA	Observer	Watches, mimics, or records; Mostly non-aggressive
ETA	Observer with Intent	Watches and influences; More dangerous than passive observation
THETA	Parasitic	Requires a host (living or object) to manifest or survive
IOTA	Possessive	Takes over living hosts to act or speak; Host may not survive
KAPPA	Host-Class	Exists within or alongside a non-anomalous host; Cannot be directly contained
LAMBDA	Predator	Aggressively hunts or targets "prey"; Territorial and/or stalker behavior
MU	Swarm	Multiple linked entities act in tandem; Difficult to isolate and contain
NU	Unpredictable	Behavior, form, and/or danger fluctuates between extremes
XI	Cognito-Threat	Invades the mind and spreads via shared perception; Difficult to contain
OMICRON	Sentient Manipulator	Highly intelligent, seeks control or dialogue; Dangerous if spoken with
PI	Bound Catalyst	Static entity or object triggers external phenomena
RHO	Transient	Wandering, autonomous entity seeking a location, person, or object
SIGMA	Imitation	Displays itself as something innocuous, forming a "counterfeit"
TAU	Recursive	Entity/Object becomes more dangerous the more it is engaged with
UPSILON	Dormant	Currently inert; Can be reactivated
PHI	Inactive	Permanently neutralized or naturally decayed; No threat remains
CHI	Passive-Apocalyptic	Not overtly aggressive, but causes devastating long-term or global effects
PSI	Existential Threat	Potential extinction-level or reality-altering force
OMEGA	End-Class	Near uncontrollable, system-breaking force; Only theoretical survival

Tag Color	Meaning	Tag Color	Meaning
Red	Dangerous / Lethal	Purple	Sentient / Willful
Orange	Cognitohazard	White	Historical / Cultural / Sacred
Yellow	Reactive / Unstable	Brown	Inert / Deactivated
Blue	Temporo-Spatial Distortion	Black	Marked for Destruction
Green	Beneficial / Utility	Dual	Multi-Hazard