

All 19 Anomalies – one-page ID grid

Sorted by detection channel

**IN PERSON**

8 of 19 • your own eyes • cheapest response: shut the window – costs no sanity, no ammo

ANOMALY	SPOT IT	CONFIRM / RESPOND
Realistic Face	Big dark-pupil eyes, heavy eye bags, grin that looks painted on; low distorted voice.	Tase it – the grin disappears immediately.
Three Eyes	Three misplaced glowing red eyes; the original pair sometimes still visible underneath.	A third glowing red eye is the entire check.
Crooked Face	Warped tilted grin, sharp teeth, mismatched eyes sitting too high.	Normal patients keep eyes at a consistent height – this one doesn't.
X-rayed Face	Small wide round eyes, black pupils, teeth that look too anatomically real.	A deviation from the normal model, not one dramatic feature.
Staring △ Becomes Mimic in recovery	Head tracks you constantly – max ~60° in person, unlimited on CCTV.	A head rotating past a real neck's range on camera is unambiguous. Keep watching after treatment.
Hollow Face △ Death Ritual if admitted	Pitch-black hollow eyes, constant twitching, hunched slouched posture.	Just shut the window – rejecting costs you nothing at shift end.
Twitching △ Becomes Mimic in recovery	Spasming arms/head, stretched neck, hunched back.	The twitch can be camera-exclusive – check CCTV before treating.
Tiny Anomaly Added July 25	Extremely small patient – far below normal size – with a very high-pitched voice (documented: pink bunny, short tail, three red eyes).	Size alone is the check; often stacks Static Photo + Unnatural Body. Turns hostile after check-in; can arrive via Ambulance Event.

**ON THE POLAROID**

3 of 19 • best position: evidence in hand while the patient is still outside – refuse at the window

ANOMALY	SPOT IT	CONFIRM / RESPOND
Incorrect Photo	Photo disagrees with the patient – eye shape, ear shape or ear colour (bunny ears in person, bear ears on print).	Compare ears first – fastest feature to cross-reference.
Static Photo △ Death Ritual if admitted June 22 rule change	Print comes out covered in static/grain instead of a clean image.	Static alone no longer guarantees a Mimic – shut the window, don't shoot on static alone.
Cursed Photos –10 sanity on pickup	The photo itself turns into a horror image – realistic eyes, warped grin, bleeding eyes variants.	Unambiguous – but let it finish printing and LOOK before you grab it.

**ON CCTV**

8 of 19 • skipping the monitor walk is how these slip past you

ANOMALY	SPOT IT	CONFIRM / RESPOND
Black Eyes	Face covered by a black bar on the feed, realistic eyes staring through it.	CCTV-exclusive – in person it can look completely ordinary.
Unnatural Body	Severely stretched, warped body on the feed only; printed photo distorts while the camera is open.	Toggle the feed off/on – different proportions each time is the tell.
Staring at Cameras	Looks directly into the lens at all times, even while walking.	Lens-awareness – that's what separates it from Staring.
Void / Black	Entirely pitch black on the feed – a solid black silhouette, no features.	A black shape with no detail on a well-lit feed is the whole check.
Camera Twitching	Twitches only through the feed; looks normal in person.	Nobody is cleared until you've also checked CCTV.
Disguised Mimic	True Mimic form shows only on the feed; normal in person until check-in.	Catch it on the lobby camera from the side, before it reaches your window.
Mismatching Ears	Ears/horns on the feed don't match the patient at the window.	Compare camera vs. reality, same way you compare the photo.
Mismatching Eyes	Eye shape/colour on the feed doesn't match the patient in front of you.	A camera-vs-reality discrepancy – not a weird feed.