

Displacer Beast

The Displacer Beast's skin magically bends light, causing the entity to appear displaced a few feet from its actual location.



A good counter to the Displacer Beast would be to polarize light to reduce visible waves to only a single plane. But your team's 3 issued polarized viewfinders have all malfunctioned due to the anomalies, with the polarized axis of each pixel at instead one of the three offsets as shown in the given pixels below. And none of the pixels are orthogonally adjacent to another with the same offset. Your field manual says overlaying the viewfinders in this order might still work in such a situation though.



