

DEAD BY DAYLIGHT

> STRANGER THINGS CHAPTER 2 CONCEPT <

Note: This concept contains spoilers for Stranger Things! Duh.

This document is OUTDATED! Check out the updated concept [here](#)!

NEW CONTENT

- New Survivors: Joyce Byers and Jim Hopper
- New Killer: The Test Subject
- New Map: Creel House

JOYCE BYERS

Joyce Byers is a ferocious mother, foregoing everything she knows to protect her family. Her personal perks, **Boon: Holly Jolly**, **Maternal Instinct**, and **Overprotective** allow her to rescue and defend others, and find whatever she's looking for.

BOON: HOLLY JOLLY

A Boon that shines light on what you seek.

Press and hold the *Active Ability button* near a **Dull** or **Hex Totem** to bless it and create a **Boon Totem**.

Soft chimes ring out within a radius of **24 meters**. Survivors inside the **Boon Totem's** range benefit from the following effects:

- Aura is revealed to all other Survivors.
- The Auras of all other Survivors are revealed.

When the Killer enters the Boon Totem's radius for the first time, their Aura is revealed to all Survivors for **4/5/6 seconds**.

"I don't care if anyone believes me!" -Joyce Byers

MATERNAL INSTINCT

You can't stand to see those close to you in danger.

Gain a **7% Haste Status Effect** when you are within **12/16/20 meters** of a hooked Survivor. Unhooking the Survivor allows them to run at **150%** of their normal running speed for **5 seconds**.

"You act like you're all alone out there in the world, but you're not." -Joyce Byers

OVERPROTECTIVE

There's no price too great to protect those you love.

After taking a Protection Hit, all Survivors within **24 meters** of your location have their Scratch Marks, Grunts of Pain, Bleeding, and Auras suppressed for **6/8/10 seconds**.

"Will wanted me to give him some space, so I'm giving him a few feet." -Joyce Byers

JIM HOPPER

Jim Hopper is a brave police chief that lets his fists do the talking. His personal perks, **The Best Offense**, **Push Through It**, and **Rule Breaker** allow him to outrun and fight back against the Killer.

THE BEST OFFENSE

If you're going down, you aren't going to make it easy.

Killers you stun with a Pallet are stunned for **25%** longer, and suffer from the **Blindness Status Effect** for **14/17/20 seconds**.

"I thought I was put here to pay for what I've done, but I might've been put here for some other reason." -Jim Hopper

PUSH THROUGH IT

You're no stranger to pain.

Each time you're unhooked, gain a **Token** up to **2 Tokens**.

Gain a **0.5/1/1.5% Haste Status Effect** for each **Token**.

Other Survivors heal you **10%** faster at all times.

"When life hurts you, because it will, remember the hurt. The hurt is good." -Jim Hopper

RULE BREAKER

You'll do whatever it takes to keep everyone safe.

Each time you safely unhook a Survivor, gain a **Token** up to **1/2/3 Tokens**.

While in a Chase, if vaulting a Window would cause it to be blocked by the Entity, **1 Token** is consumed and the Window remains open for an additional vault.

"Three rules. I call 'em the 'Don't be stupid'-rules. 'Cause we're not stupid, alright?" -Jim Hopper

THE TEST SUBJECT

The Test Subject is a psychic Killer, using his power **Mind of Suffering** to restrain his victims and enter their minds. His personal perks, **Hivemind**, **Echoing Ravage**, and **Scourge Hook: Converging Panic** allow him to keep an eye on generators, punish Survivors after breaking resources, and disorient his targets.

- **NAME:** HENRY CREEL
- **WEAPON:** CORRUPTED CLAW
- **SPEED:** 110% | 4.4m/s
- **TERROR RADIUS:** 24 METERS
- **HEIGHT:** TALL
- **HIT COOLDOWN:** Flicks blood off his fingers.

- **MORI:** The Test Subject telepathically lifts the Survivor into the air, and their bones start snapping violently. Their eyes are sucked out through their skull, and their lifeless body is dropped unceremoniously onto the ground.

MIND OF SUFFERING

Having augmented his psionic abilities with the dangers of the Upside Down, the monster previously known as Henry Creel can bring great suffering to his targets without being near them.

SPECIAL ATTACK: CONSTRICT

Press and hold the Power button to charge The Test Subject's power. The Test Subject moves slower while channeling Constrict.

Press the attack button when fully charged to launch a tendril from your hand. Survivors hit by the tendril become Constricted and are wrapped in living vines and rooted, briefly preventing them from moving and inflicting them with Incapacitated.

Constricted Survivors must perform the Writhe action to break free. The further the tendril travels before hitting a Survivor, the longer the Writhe action takes.

SPECIAL ABILITY: WHISPERING GATES

Hitting a Survivor while Constricted creates a Whispering Gate on the ground at their location.

While channeling Constrict, the Auras of Whispering Gates are revealed to The Test Subject. Pressing the Special Ability button while targeting a Whispering Gate will teleport The Test Subject to it. After emerging from a Gate, The Test Subject briefly gains Undetectable and the Gate closes, rendering it unusable.

Whispering Gates are not visible to Survivors, but emit an omnidirectional sound when nearby.

SPECIAL ABILITY: VECNA'S CURSE

Throughout the trial, Survivors are passively affected by Vecna's Curse, represented by a meter that increases over time. Survivors experience hallucinations that become more intense as their Curse meter increases. Hallucinations include illusions of grandfather clocks at pallet spawns and clock chimes that sound at random. Additionally, Skill Check sounds are randomly replaced with clock chimes for Cursed Survivors. The Curse meter increases exponentially slower for any Survivor in Chase with The Test Subject based on their current level of Curse. Additionally, Survivors gain a small amount of Curse when Constricted. The Curse meter is not visible to Survivors, and maxes out after 60 seconds passively.

When a Survivor reaches max Curse, they become Doomed. Their screen becomes tinted red and their Aura is revealed to The Test Subject until their Curse is removed. Additionally, The Test Subject can perform the Suspend action on Doomed Survivors in the dying state. Suspended Survivors are held in place and are treated as being on hook, losing one hook state. Suspended Survivors can be rescued as normal by other Survivors. Survivors do not passively gain Curse while a Survivor is Suspended. Suspending a Survivor decreases the Curse meter of all other Cursed Survivors. Survivors rescued from Suspension have their Curse meters reset, and the Curse meter of the Survivor performing the rescue increases.

The Test Subject can perform the End Suffering action on Doomed Survivors in the dying state and on their final hook, killing them.

The Auras of Radios around the map are revealed to Cursed and Doomed Survivors. Survivors can perform the Listen action on a Radio to reset and prevent their Curse meter from increasing for 30 seconds. After a Radio is used, it deactivates for 70 seconds. Each consecutive time a Radio is used, it takes an additional 10 seconds to come back online. Doomed Survivors can only remove Curse through Radios or after being Suspended.

POWER ADD-ONS

Add-ons for The Test Subject's Power, Mind of Suffering.

COMMON ADD-ONS (4)

+ D20

A twenty-sided die. Seems to roll unfavorably at the worst times.

Constrict no longer roots Survivors, but inflicts the **Hindered Status Effect** for **7 seconds**.

Grants **100%** bonus Bloodpoints for Scoring Events in the Deviousness Category.

+ RAINBOW BEVEL

A multicolored sigil stripped from the Rainbow Room.

Increases the travel speed of *Constrict* by **10%**.

+ MOTHER'S LIPSTICK

A tube of lipstick belonging to his first victim.

Decreases the cooldown of *Constrict* by **1 second**.

+ ORDERLY GARB

A white, sterilized outfit from his time at Hawkins Lab.

Increases movement speed by **2.5%** while channeling *Constrict*.

UNCOMMON ADD-ONS (5)

+ OBEDIENCE COLLAR

A snap-on collar capable of delivering a painful electric shock.

Hitting a *Constricted* Survivor inflicts the **Hemorrhage Status Effect** until healed.

+ TWISTED RABBIT

The tangled corpse of a rabbit he tortured as a child.

Increases the travel speed of *Constrict* by **20%**.

+ CLIPPED WING

The jagged wing of an otherworldly bat creature separated from its swarm.

Emerging from a **Whispering Gate** grants the **Haste Status Effect** for **5 seconds**.

+ EDDIE'S JACKET

The shredded remains of a denim jacket worn by Hellfire Club's Eddie Munson.

Increases the amount of **Curse** added to a *Constricted* Survivor's **Curse meter** by **2 seconds**.

+ HELLFIRE PATCH

The frayed symbol of Hawkins High's Dungeons and Dragons club.

Emerging from a **Whispering Gate** adds **10 seconds** to the **Curse meters** of Survivors within **16 meters**.

RARE ADD-ONS (5)

+ BLOODY ROLLER-SKATE

A discarded roller-skate, its plastic wheels splattered with blood.

Constricting a Survivor inflicts the **Exhausted Status Effect** for **5 seconds**.

+ JAR OF SPIDERS

A dusty glass jar filled with the husks of Black Widow spiders.

Survivors who complete the **Writhe** action suffer from the **Hindered Status Effect** for **4 seconds**.

+ CHRISSY'S HAIR TIE

An accessory found on the mangled corpse of a high school cheerleader.

Doomed Survivors increase the **Curse meter** of Survivors they finish healing by **15 seconds**.

+ DARK PARTICLES

A swirling part of the hivemind he viciously weaponized.

Decreases the cooldown of *Constrict* by **2 seconds**.

+ FLICKERING LIGHT-BOARD

A board covered with tiny plastic pegs that flicker around otherworldly forces.

Reveals the **Auras** of Survivors within **16 meters** of a *Constricted* Survivor.

VERY RARE ADD-ONS (4)

+ FATHER'S RAZOR

A bloody razor blade used by Victor Creel to blind himself from his horrible visions.

Hitting a *Constricted* Survivor inflicts the **Blindness Status Effect** for **80 seconds**.

+ CHARCOAL DRAWING

A child's drawing of a dark, spindly monster.

Hooking a Survivor creates a **Whispering Gate** **6 meters** away from the hook.

Increases Whispering Gate Emerging time by **25%**.

+ DAMAGED WALKMAN

A portable music player crushed in the midst of a tense confrontation.

The **Auras** of **Radios** are hidden to Survivors until they become **Doomed**.

The **Auras** of Survivors who complete the **Listen** action on **Radios** are revealed for **8 seconds**.

+ STAINED GLASS ROSE

A large shard from an ornate glass window depicting a beautiful rose.

Whispering Gates are silent.

Emerging from a **Whispering Gate** grants *Killer Instinct* on Survivors within **24 meters**.

ULTRA RARE ADD-ONS (2)

+ IRIDESCENT TATTOO

Glowing ink forcibly etched onto his wrist.

Survivors suffer from the **Exposed Status Effect** for **30 seconds** when they become **Doomed**.

+ SHATTERED CLOCK

A broken clock filled with cobwebs and shards of glass.

Whispering Gates are created at a Survivor's location when they become **Doomed**.

HIVEMIND

The knowledge of many is the knowledge of one.

Each time a Generator is completed, the repair progress of all unrepaired Generators is shown by the intensity of their Auras for **5 seconds**. During this time, any Survivor repairing a Generator is inflicted with the **Oblivious Status Effect** for **20/25/30 seconds**.

"You can't hide from me. Not in here." -Vecna

ECHOING RAVAGE

Those who stand in your way will perish.

Breaking a Pallet or Breakable Wall inflicts Survivors in your Terror Radius with the **Exposed Status Effect** for **14/17/20 seconds**. After this time, the perk deactivates. This perk has a cooldown of **30 seconds**.

"Don't try to be heroes. There's no shame in running." -Steve Harrington

SCOURGE HOOK: CONVERGING PANIC

Your most important targets bring suffering to those around them.

At the start of the Trial, **4** random Hooks are changed into **Scourge Hooks**.

When a Survivor is unhooked from a **Scourge Hook**, the rescuer becomes the **Obsession**. For **30 seconds**, the **Obsession** and any Survivor who comes within **16 meters** of the **Obsession** is inflicted with the **Oblivious and Blindness status effects** for **20/25/30 seconds**.

Any Hook the **Obsession** is hooked on counts as a **Scourge Hook**.

"Hunt the freak, right?" -Eddie Munson

EXAMPLE SCORING EVENTS

CONSTRICTED / +500 Deviousness

Successfully hit a Survivor with Constrict.

GATE CREATED / +300 Deviousness

Hit a Survivor while Constricted, creating a Whispering Gate.

EMERGENCE / +150 Deviousness

Teleport to and emerge from a Whispering Gate.

IT'S TIME... / +100 Deviousness

A Survivor becomes Doomed.

SUSPENDED / +500 Sacrifice

Perform the Suspend action on a Doomed Survivor.

END SUFFERING / +1000 Sacrifice

Perform the End Suffering action on a Doomed Survivor.

CURSE BROKEN / +200 Survival

Perform the Listen action on a Radio.

WRITHING / +1-200 Survival

Perform the Writhe action when Constricted.

WRIGGLED FREE / +300 Survival

Complete the Writhe action and escape being Constricted.

DESIGN NOTES

Thoughts about the concept, explanations for certain ideas, etc. etc. Very long extra information about the concept.

JOYCE BYERS

- Given her role in Stranger Things, I really wanted Joyce's perks to focus on supporting and protecting others, as well as embracing the weirdness of otherworldly forces.
- Boon: Holly Jolly is named after the most iconic episode of Season 1, where Joyce puts up Christmas lights to communicate with Will. The perk mirrors this, giving Joyce the ability to communicate with her teammates from far away. It also plays with lights in a literal sense, giving her the ability to see numerous Auras.
- Prior to the release of Alan Wake's perk Boon: Illumination, Boon: Holly Jolly had a nearly identical effect, revealing the Auras of Generators to Survivors within the Boon's radius. There were some notable differences, however. Boon: Holly Jolly revealed the repair progress of Generators by the strength of their Auras, in addition to revealing the Auras of Exit Gates. Boon: Illumination, however, reveals the Auras of Generators and Chests. Obviously the concept for Boon: Holly Jolly has since been changed to differentiate it from Alan Wake's perk, instead revealing Auras not covered by Boon: Illumination.
- Maternal Instinct is meant to encourage Joyce to go for rescues, and doubles as an anti-tunnel perk. It essentially gives the Sprint Burst effect to an unhooked Survivor, allowing them to make more distance than other anti-tunnel perks. Additionally, it gives Joyce a sort of adrenaline boost, letting her run a little faster when around the hook. I think thematically it's very fitting for Joyce and could see some use in unhooking/protection builds.
- Originally, Maternal Instinct had an effect very similar to how Babysitter/Guardian works now, so I gave it another pass. I honestly liked the first iteration more, but I think it makes a better anti-tunnel perk now.
- Joyce's final perk, Overprotective, emphasizes her strength, putting herself in danger to protect those close to her. I imagine this perk coming in handy for assisting Survivors who are being tunneled, as it virtually makes them invisible to the Killer in exchange for Joyce taking the heat. Additionally, it affects *all*

Survivors around her, not just the Survivor whom she protected, which I think opens up opportunities for other interesting plays.

- Overprotective took forever to come up with. I kept wanting to give her something that exemplified her ferocious brand of protection. I was trying to find some iteration of this in a Chase perk, something unexpected or weird. I wanted her to have moments of brilliance when facing the Killer. To quote Joyce, *"Just because it wasn't your plan doesn't mean it was a bad plan."* The final version of Overprotective isn't exactly what I planned for it to be, but I do think it's another perk fitting Joyce Byers.
- A scrapped idea for one of Joyce's perks was called Crazy Escape. It gave her the ability to see the Auras of Exit Gates, and for her opening progress to be shared between both gates. Basically, if she opened one Exit Gate from start to finish, the other would be opened as well. I decided this perk wasn't interesting enough on its own, but kept the ability to see Exit Gate Auras as part of Boon: Holly Jolly's original effect.
- I have a pretty good idea what each perk icon looks like, referencing scenes from Stranger Things. Boon: Holly Jolly would resemble Joyce holding a ball of lights, Maternal Instinct would reference any expression like this, and Overprotective would resemble Joyce holding an axe.
- I haven't thought much about cosmetics, but the show has a lot of options. However, her default cosmetic is obviously her green jacket + stripes look from Season 1.
- Some other cosmetics might include her work uniform, corduroy coat, shirt tied around her waist, and puffer jacket, amongst other outfits.

JIM HOPPER

- I wanted Hopper's perks to be a mix of aggressive and defensive perks, something similar to how David King's perks work. He's not afraid to interact with the Killer.
- The Best Offense is a very simple aggressive perk. Its first iteration stunned Killers for longer, but that could potentially make some maps very annoying. Additionally, it originally only disabled the ability to read Hopper's Aura, but with the addition of Haddie Kaur's perk Residual Manifest, it didn't seem like a bad idea to have it inflict a flat Blindness Status Effect on the stunned Killer.
- Push Through It is a perk created with the idea of making it harder for the Killer to down you consecutively. Each time you're unhooked, you get a little bit faster, weighing Chases slightly more in your favor toward the end of the game. Obviously movement speed is something very tricky to balance, particularly if

stacked with other perks, and while I think this perk sounds really strong on paper, it's not quite as oppressive in practice.

- Originally, Push Through It only activated while injured, but this was changed after the release of Gabriel Soma's perk Made For This, which had a nearly identical effect. While I believe my concept for Push Throat It was healthier than release Made For This, I inevitably revisited the perk, making it only activate while healthy instead, preventing these perks from hypothetically stacking. After Made For This was changed to only work while in Deep Wound, I felt comfortable taking another pass at Push Through It. The perks can still hypothetically stack, but given the circumstances in which each perk activates, I'm less worried about it!
- Before Second Wind was renamed to Renewal following the removal of the Stranger Things Chapter, it was briefly called Push Through It. When I came up with this perk, I was really set on giving it this name, but I was so certain there was already a perk called Push Through It. Thankfully, it had already been changed, so the name was available! Hooray!
- Hopper's last perk, Rule Breaker, is another that I was worried about balancing correctly. Basically, the perk allows Hopper to use a vault for longer before it becomes blocked by the Entity. Again, it sounds really good on paper-- you could get another couple vaults through the Killer Shack Window, for example. However, with some of the changes introduced in 6.1.0, particularly Bloodlust changes, I don't think it would be too strong in practice. Definitely an interesting concept for a perk though.
- I'm not quite as certain what Hopper's perks would look like. The Best Offense might be something like Hopper looking over a dropped pallet. Push Through It might resemble a bloody Hopper raising his fists, and Rule Breaker might be an image of Hopper and Eleven's tripwire, maybe with a foot stepping over it.
- Again, I haven't thought too much about Cosmetics, but his default would likely be his standard police chief outfit.
- Other cosmetics for Hopper might include his corduroy + flannel combo, blue jacket, hawaiian shirt, and shaved head + wool jacket. Oh, and a barechested Hopper skin, obviously. I also like to imagine he might have a legendary skin for Murray Bauman.

THE TEST SUBJECT

- Conceptually, the Killer concept is a little disjointed and all-over-the-place. In general, you can imagine him being a combination of The Nightmare, The Deathslinger, The Executioner, and The Cenobite.

- For the most part, I focused on making an accurate representation of Vecna first, and tried to apply concepts from his character to Dead by Daylight second. This is partially why his kit may feel disjointed, since I approached it more so from a Stranger Things standpoint than a Dead by Daylight standpoint.
- There's not a lot in the way of cosmetic options for Vecna, though there would almost certainly be cosmetics for his pre-Vecna appearance, as well as his post-banishment appearance.
- While I haven't thought much about his Terror Radius or Chase music, I imagine they would heavily feature clock chimes. I think it would be interesting if Doomed Survivors heard a slightly altered chase theme, featuring a threatening "your time has come" chiming as the main focal point of the track.

CONSTRICT

- In my mind, Constrict works like a combination of The Deathslinger's speargun and The Cenobite's chains. It's a straight shot that roots Survivors on hit. Theoretically, it only halts Survivor movement until they start the Writhe action, at which point it acts more like Cenobite's chains, giving Survivors the ability to slowly walk, but not run. As the Survivor continues to Writhe and break out of the vines, they'll slowly regain their full walking speed until they fully escape. Still annoying, but less annoying than being frozen in place for the whole Constricted duration.
- Constrict has a slightly longer cooldown than The Cenobite's Summons of Pain, but they're still comparable. However, Constrict *generally* takes longer to escape from when compared to Cenobite's chains. The Writhe action takes longer the further a Constrict tendril travels, so a well-aimed shot can make Writhing lengthy. To compensate for Writhing *generally* taking longer, The Test Subject moves at 4.4m/s, and 4m/s while channeling Constrict.
- The Writhe action taking longer to complete for further Constrict hits was a suggestion from a friend to incentivize The Test Subject to use his Power from further away. Using it while very close to a Survivor won't root them for very long, but using it from far away will give him ample time to close the distance.
- Constricted Survivors suffer from the Incapacitated Status Effect to prevent them from making cheeky last second heals and other actions, but Constrict also prevents Survivors from performing actions not disabled by Incapacitated. For example, because they're rooted to the ground with vines, Survivors aren't able to vault until they complete the Writhe action. The power is meant to lock you into a small space until you escape it.

- Survivors gain a small amount of Curse when hit by Constrict. This change was suggested by a friend to give The Test Subject a small amount of control when choosing targets and managing Curse meters.

WHISPERING GATES

- Whispering Gates are based around an important plot point from Stranger Things Season 4, and give The Test Subject a form of map mobility, albeit one that he has only some control over.
- Whispering Gates are only created when The Test Subject injures or downs a Survivor while they're Constricted. This not only incentivizes The Test Subject to use his Power, but also to potentially plan where he wants to bind and hit a Survivor.
- Hypothetically, there's no limit to the number of Whispering Gates The Test Subject can have available at any time. I went back and forth on this, but given that Gates are only created in specific instances, and that they're single use, I don't think this is a problem.
- In my mind, teleporting to Whispering Gates is virtually instant. They can be accessed from anywhere while The Test Subject channels Constrict, a map-wide sound will play, and he will appear at the Gate. I imagine Emerging from a Gate to be quite fast too, though more comparable to The Demogorgon and how he crawls out of portals. There's an animation and it's *not* instant, but it is decently quick.
- Also like The Demogorgon, The Test Subject gains the Undetectable Status Effect for a few seconds after Emerging from a Whispering Gate to potentially get the jump on unsuspecting Survivors.
- Whispering Gates are invisible to Survivors partially for stealth purposes on behalf of the Killer, but also so that Survivors are unable to close them. Given that each unique Gate can only be teleported to once, giving Survivors the ability to seal them felt unfair.
- Since Whispering Gates are invisible to Survivors, it's up to them to remember where they may have been created and play accordingly. To assist in this, Whispering Gates make omnidirectional sounds when Survivors are nearby, giving them the information that a Gate is close, but not exactly where.

VECNA'S CURSE

- Vecna's Curse was the crux of this Killer concept, since it's the most prevalent of Vecna's abilities in Season 4. In essence, the ability can be thought of as a

combination of The Nightmare's Micro-Sleep and The Executioner's Torment and Cages of Atonement.

- In my mind, the meter representing a Survivor's Curse progress is similar to most Killer Power's meters, in that it slowly fills in a circle around a Survivor's portrait. I imagine it looks like a wriggling tendril wrapping in a circle. Upon reaching max Curse and becoming Doomed, the tendril becomes tinted red and might wriggle more erratically.
- Survivors gain Curse passively so that The Test Subject always has a small amount of pressure. The penalties for becoming Doomed are strong, but not so oppressive that it's unable to be managed by Survivors.
- Cursed Survivors experiencing hallucinations is primarily a way to tie gameplay closer to the show, but also gives Survivors suffering from Vecna's Curse some effects to deal with prior to becoming Doomed. Hallucinations function similarly to The Doctor's hallucinations and are meant to make things just a little less easy for Survivors.
- Cursed Survivors may experience hallucinations of grandfather clocks at Pallet spawns, effectively replacing Pallets. This means that a grandfather clock could spawn in place of an upright Pallet, a broken Pallet, or even in a place where there was no Pallet. However, dropped Pallets will always appear as dropped Pallets. Like with The Doctor, these hallucinations fade when a Survivor comes within a certain distance of them.
- Cursed Survivors may also hear clock chimes that sound randomly. In addition, Skill Check warning sounds are randomly replaced with clock chimes. The idea behind this is so that Survivors will be caught off guard when a clock chimes. They won't know if the chime indicates a Skill Check or if it's just a random chime. Theoretically, this makes doing generators less easy and requires more focus.
- As a Survivor's Curse meter increases, so do the hallucinations they experience. More grandfather clocks appear in place of Pallets and more clock chimes sound in place of Skill Checks. I like to think that when a Survivor becomes Doomed, the amount of clock chimes they hear matches up perfectly with The Test Subject's Terror Radius/Chase music, flowing seamlessly into one another.
- A Survivor's passive Curse gain is decreased while in Chase with The Test Subject. This decrease is exponential-- if a Survivor in Chase has a low level of Curse, the decrease is very miniscule. However, a Survivor with a high level of Curse will gain much less passively while in Chase, eventually stopping completely. In both situations, this mechanic incentivizes The Test Subject to use his Power to increase the Curse of Survivors with low meters, and fully Curse Survivors with high meters.

- A Survivor's Curse meter maxes out after 60 passive, uninterrupted seconds. This is based mostly off of The Nightmare's Micro-Sleep, since it feels like a good comparison. However, this timer is very fluid and is altered by a number of things, including being in Chase, being hit with Constrict, and other Survivors being Suspended. The exact amount of time it takes to become Doomed can vary greatly.
- Curse meters are hidden for Survivors. Since they can't see the exact amount of Curse they have, they need to use their best judgment and gauge their levels of Curse based on the hallucinations they experience. This makes managing their Curse more tricky-- using a Radio too soon could impact its cooldown time, but waiting too long will result in a Survivor becoming Doomed.
- When a Survivor becomes Doomed, their screen becomes tinted red. It's a more subtle effect than a lot of other Killer abilities that affect Survivors, like Plague's Vile Purge for example. It's really only there to signify a change in Curse states, and that their Aura is being shown to The Test Subject.
- Doomed Survivors have their Auras permanently revealed to The Test Subject. I went back and forth between this idea and making Doomed Survivors suffer from the Exposed Status Effect. I decided that a semi-permanent Exposed primarily earned passively was a little too strong, so I went with Aura reading instead. Information is still very strong, but it doesn't guarantee quite as much free pressure or lethality.
- The Suspend mechanic is very similar to The Executioner's Cages of Atonement: Suspended Survivors lose a hook state, hook-related perks and effects don't activate, and their Curse meter is reset. However, Survivors are not moved across the map when they're Suspended, and instead hover at the spot where the action was performed.
- When a Survivor is Suspended, the Curse meters of all other Survivors decrease. This is so Survivors get a little breathing room when this action occurs, and so that The Test Subject isn't running around Suspending every Survivor he encounters.
- While a Survivor is Suspended, Survivors do not passively gain Curse. This not only incentivizes The Test Subject to leave the Suspended Survivor, but also gives Survivors a chance to manage their own Curse meters. They might decide to use this opportunity to use a Radio, or occupy the Killer for a long time.
- When a Suspended Survivor is rescued, the rescuer's Curse meter increases. This incentivizes The Test Subject to go after them as opposed to the Survivor who was rescued. Given that Suspending a Survivor first lowers and then pauses all other Survivors' Curse meters, I imagine this increase is somewhat substantial.

- Doomed Survivors are unaffected by the Suspension of other Survivors. Because their meters are maxed out, they do not increase, decrease, or pause when a Survivor is Suspended or rescued from Suspension. Doomed Survivors must rely on Radios to reset their Curse meters, or be Suspended themselves.
- The Test Subject can kill Doomed Survivors in the dying state with the End Suffering action if they're on their final hook. This is similar to The Executioner's Final Judgment ability, but also functions similarly to The Ōnryo's ability to kill Condemned Survivors, in that while the Mori animation plays out on the Survivor's end, The Test Subject isn't locked into the animation and can leave.
- Four (4) Radios spawn around the map, and their Auras are revealed to Cursed and Doomed Survivors. These function very similarly to clocks that spawn when playing against The Nightmare, as they reset a Survivor's Curse meter and pause it for 30 seconds. The Auras being shown to Survivors prior to reaching max Curse is meant to give some strategic value to the Radios, particularly since Survivors can't see exactly how Cursed they are. It allows them to think, there's a Radio over there, should I use it now or later?
- At the start of a Trial, Radios are disabled for 70 seconds after being used. Each consecutive time a Radio is used, it takes an additional 10 seconds to come back online. This makes Radios less reliable as the Trial goes on, and Vecna's Curse becomes more dangerous. Survivors have to exercise caution when using Radios, since overusing them will make them harder to use later in the Trial.

ADD-ONS

- Most Mind of Suffering add-ons focus on Constrict, since that's the part of The Test Subject's Power he has the most control over and would be using most often. There are also a decent amount of add-ons that affect how his Whispering Gates work and when they spawn. I didn't want there to be many add-ons affecting Vecna's Curse, since it's a mostly passive ability, so those changes are reserved for a few of the stronger add-ons.
- The "meme" add-on, D20, weakens Constrict so that Survivors aren't rooted, but suffer from Hindered for 7 seconds. Given that The Test Subject is slowed while charging Constrict, this basically does nothing, hence being a meme add-on. I originally thought it might be funny to make it Hinder for 1-20 seconds randomly, but being slowed for longer than 10 seconds felt like a bit much. Additionally, despite no longer rooting Survivors, hitting a Survivor affected by Hindered will still create a Whispering Gate so that The Test Subject can still use this part of his power.

- Add-ons that increase Constrict's travel speed, Rainbow Bevel and Twisted Rabbit, make the tendril fly faster. I imagine these add-ons to be strong once you get used to the timing, but difficult to learn or unlearn, similar to The Huntress' hatchet speed add-ons.
- Add-ons that decrease Constrict's cooldown, Mother's Lipstick and Dark Particles, are mostly there because they sound like standard Dead by Daylight add-ons. Everyone has a cooldown add-on. That said, these add-ons bring The Test Subject's cooldown closer to The Cenobite's cooldown, so he can use it more actively.
- Orderly Garb increases The Test Subject's move speed by 3% while channeling Constrict. This makes holding Constrict less punishing, and helps to make up for the decrease in speed while channeling his Power.
- Obedience Collar and Father's Razor only apply Status Effects when a Survivor is hit while Constricted. These are meant to encourage The Test Subject to use Constrict and follow up on his targets.
- Eddie's Jacket increases the amount of Curse added to a Survivor's Curse meter by 2 seconds when they're hit by Constrict. This is the only add-on that affects this part of The Test Subject's kit, and given it takes 60 seconds passively to reach full Curse, doesn't sound that strong. However, that little amount can quickly add up if The Test Subject hits multiple consecutive Constricts.
- Bloody Roller Skate Exhausts Survivors when Constricted. This differs from Obedience Collar and Father's Razor because The Test Subject doesn't need to hit the Survivor while Constricted. The purpose of this add-on is to potentially shut down some cheeky Exhaustion perk plays, like sitting on a Generator with Sprint Burst.
- Jar of Spiders inflicts Survivors who successfully complete the Writhe action with Hindered for a short period. The purpose of this add-on is to give The Test Subject a little extra time to catch a Survivor if they escape from his grasp. He won't be able to open up a Whispering Gate, but he can still secure a hit.
- Flickering Light-Board reveals the Auras of Survivors nearby a Constricted Survivor. This is mostly for cheeky "how did he know I was there?!" moments, but can potentially provide some decent information as a reward for hitting a Constrict shot.
- Clipped Wing gives The Test Subject 5 seconds of Haste after Emerging from a Whispering Gate. This makes his quick teleporting ability even faster, potentially allowing him to catch up to an unsuspecting Survivor close by.
- Hellfire Patch forwards the Curse meters of nearby Survivors by 10 seconds when emerging from a Whispering Gate. It only applies to Survivors within 16 meters, and since Whispering Gates make a sound, albeit an omnidirectional one,

it's really on the Survivors to play around his Gates to avoid obtaining this extra Curse.

- Charcoal Drawing creates a Whispering Gate close to the hook when hooking a Survivor, but also increases the time it takes for The Test Subject to Emerge from all Gates. This add-on makes him very efficient at monitoring hooks, but the slower Emerging time should theoretically give Survivors enough time to leave if they don't wait around after an unhook. It's a powerful add-on for sure, but effectively nerfs his teleportation to other parts of the map.
- Stained Glass Rose makes Whispering Gates silent, and grants Killer Instinct on Survivors within 24 meters. This add-on mostly exists to create synergies with other add-ons, particularly with the silencing of Gates. In theory, both the effects make The Test Subject a stealthier Killer, able to appear anywhere without the Survivors knowing, and giving him a better idea of where to go after Emerging.
- Shattered Clock is one of The Test Subject's Ultra Rare add-ons, and creates Whispering Gates at a Survivor's location when they become Doomed. This add-on creates another layer of challenge for Survivors when managing their Curse, since becoming Doomed creates a one-way portal directly to them.
- Chrissy's Hair Tie increases the Curse meters of Survivors by 15 seconds when they're healed by a Doomed Survivor. This add-on forces Doomed Survivors into a tough position, where playing altruistically can severely impact the team. It's one of the handful of add-ons that makes Vecna's Curse a little more threatening.
- Damaged Walkman prevents Survivors from seeing the Auras of Radios until they become Doomed, and additionally reveals the Auras of Survivors who use Radios. This add-on is mainly meant to prevent Survivors from removing their Curse early. Because Doomed Survivors are always revealed to The Test Subject, it theoretically also provides longer Aura reading and additional information on Survivor whereabouts. This add-on is a sort of pro- and con-, since it makes it harder for Survivors to overuse and lock themselves out of Radios.
- Iridescent Tattoo is one of The Test Subject's Ultra Rare add-ons, Exposing Survivors for 30 seconds when they become Doomed. This gives The Test Subject a brief window to capitalize on his ability to see the Auras of Doomed Survivors, potentially able to instantly down said Survivors. It's not the most exciting add-on, but it does fit next to the game's other Ultra Rare add-ons.

PATCH NOTES

Changes made to the concept.

1.1

- The Writhe action now takes longer to complete the further a Constrict tendril travels before hitting a Survivor.
- Doomed Survivors are no longer Constricted for longer by default.
- Survivors now gain a small amount of Curse when Constricted.
- Passive Curse gain while in chase decreases exponentially based on how Cursed a Survivor is, and will completely stop for Survivors very close to max Curse.
- Eddie's Jacket no longer grants Killer Instinct when emerging from Whispering Gates. Now increases the amount of Curse given when Constricting a Survivor.
- Charcoal Drawing decreases the speed at which The Test Subject emerges from Whispering Gates by 25%.
- Stained Glass Rose no longer decreases the time it takes to emerge from Whispering Gates. Now grants Killer Instinct when emerging.

1.2

- While a Survivor is Suspended, passive Curse gain for all other Survivors is paused.
- Doomed Survivors can only reset their meters and cannot be decreased, increased, or otherwise altered. They must use Radios or be Suspended to remove and reset their Curse.
- Reduced the starting time Radios are disabled from 90 to 70 seconds.
- Shattered Clock no longer inflicts Exposed for 16 seconds when a Survivor becomes Doomed. Now creates Whispering Gates at a Survivor's location when they become Doomed.
- Renamed Spreading Influence to Scourge Hook: Converging Panic and gave it a new effect.

1.3

- Jar of Spiders inflicts Survivors who complete the Writhe action with Hindered for 4 seconds, down from 7 seconds.
- Echoing Ravage now inflicts Exposed for slightly longer, but retains its longer cooldown. This change brings it closer in line with The Knight's Hubris perk, which is conceptually similar, but lies more in the hands of Survivors than the Killer.

- Renamed the scoring event for when Survivors become Doomed from NOWHERE TO HIDE to IT'S TIME... due to the addition of The Knight's perk of the same name.

1.4

- Maternal Instinct grants increased movement speed for the rescued Survivor for 5 seconds, up from 3 seconds. This change makes it a better anti-tunneling perk, further encouraging the Killer to ignore the unhooked Survivor.
- Changed The Test Subject's movement speed while channeling Constrict from 4.2m/s to 4m/s. I neglected to realize that 4.2m/s is still faster than a Survivor, which seems strange for a charge-type Power. This is still quite fast for a Power of this type, but it prevents The Test Subject from gaining distance while channeling.
- Orderly Garb grants a 2.5% movement speed bonus while channeling Constrict, down from 3%. This is mostly for simplicity, as this number changes The Test Subject's movement speed to a neat 4.1m/s while channeling. This is still faster than a Survivor, but only just.
- Various syntax fixes, wording changes, and other small edits made across the concept.

1.5

- Overprotective now affects Survivors within 24 meters, down from 32 meters. This is potentially an unnecessary change, but it feels slightly better.
- Push Through It now grants 0.5/1/1.5% Haste per Token, down from 1/1.5/2%, and is now granted while Healthy as opposed to being Injured. To compensate, the altruistic healing bonus granted to other Survivors has been changed to a flat 25%, instead of 10% per Token.

1.6

- Boon: Holly Jolly has been given new effects to differentiate it from Alan Wake's perk Boon: Illumination introduced in 7.5.0. Instead of revealing the Auras of Generators and Exit Gates, Boon: Holly Jolly now reveals Survivor Auras and the Killer's Aura upon first entering the Boon's radius.
- After changes to Made For This, some of the changes to Push Through It made in 1.5 have been partially reverted. Push Through It now retains its 0.5/1/1.5%

Haste per Token, but activates regardless of health state. Its altruistic healing bonus has been reverted from 25% to 10%.

- The Test Subject's Iridescent Tattoo no longer inflicts Doomed Survivors with Incapacitated, instead inflicting Exposed for 30 seconds. This effect is less unique, but probably healthier than an add-on that completely prevents a Survivor from completing Generators.

1.7

- The Killer's title has been changed from The Lich to The Test Subject, following the addition of The Lich from the Dungeons and Dragons Chapter. I'm really disappointed to have to differentiate it, so this title may change again in the future.