

The Beldam

4.6 m/s

32 meters

Tall

The Beldam aka The Other Mother is an enforcing killer, able to enforce buttons onto survivors eyes forcing them to think, see, and act frantically.

Her personal perks are **Unlucky Encounter**, **Hex : Foreseen Fate**, and **Hex : Luring Temptations**.

Power : Buttons

- The Beldam can throw her hand forward forcing a survivor to be locked into an animation for 4.6 seconds of crushing the hand.
- The hand will be launched in a straight line able to travel 20 meters.
- Throwing her hand onto a survivor will reward 200 bloodpoints.
- When in the animation survivors cannot do any actions.
- The Beldam can enforce buttons onto downed survivors taking 2.1 seconds or onto survivors who are dealing with her hand which will take 3.2 seconds.
- When survivors have buttons on their eyes they suffer from the Oblivious and Blindness status effect.
- Every 20 seconds on a generator bugs will crawl onto survivors with button eyes forcing them to force 3 skill checks in quick succession to get rid of them.
- If a survivor scares 5 crows the 6th crow will cause them to scream.

- Buttons will slowly get deeper and deeper into survivors eyes, when they fully seep in the effects of the buttons cannot be removed.
- Buttons take 200 seconds to seep into survivors eyes.
- Buttons fully seeping into survivors' eyes reward 1000 bloodpoints.
- The only way to get rid of the buttons is to enter a certain locker that spawns somewhere on the map, this locker will be black instead of red and has its aura revealed in White.
- After sitting in the locker for 10 seconds you will have to perform any rushed action to “shake” the buttons off. If you don’t “shake” them off in 30 seconds they will seep back into your eyes and you must find another black locker.

Power : Outrageous Obstacles

- The Beldam flips dropped pallets stunning any survivor it hits for 2.9 seconds.
 - If a stunned survivor is hit they become un-stunned.
 - Stunning a survivor will reward 250 bloodpoints.
 - The Beldam can crush a vault forcing it to not be used for 180 seconds.
 - Crushing a vault will reward 250 bloodpoints.
 - Survivors can fix vaults taking 20 seconds.
 - Survivors will be rewarded 200 bloodpoints for fixing vaults.
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The Beldam’s Add-Ons

- **Brown One** - Survivors take 5 more seconds to fix vaults.
 - **Brown Two** - Survivors will lose a health state instead of being stunned when a pallet hits them.
 - **Brown Three** - Survivors' aura will be revealed for 8 seconds after scaring the 6th crow causing them to scream.
 - **Brown Four** - The Beldam's hand will not force survivors into an animation and will allow them to perform actions (although still can have buttons placed on their eyes). The Beldam will gain 100% more blood points for hitting survivors with her hand.
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- **Yellow One** - Survivors take 2 more seconds to recover from being stunned by a pallet.
 - **Yellow Two** - Placing buttons on a survivor will reveal their aura for 30 seconds.
 - **Yellow Three** - Survivors will have their aura revealed for 5 seconds after removing buttons.
 - **Yellow Four** - Slightly increase time for survivors to have their buttons loosened in lockers.
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- **Green One** - Survivors take 3 more seconds to recover from being stunned by a pallet.
 - **Green Two** - Survivors will become Incapacitated for 100 seconds after being stunned by a pallet.
 - **Green Three** - Moderately increases time for survivors to have their buttons loosened in the lockers.
 - **Green Four** - Slightly increases time to remove Beldam's hand.
 - **Green Five** - Survivors can move while removing the hand, but instantly have buttons applied to their eyes.

- **Purple One** - After the Beldam is stunned she will instantly throw the pallet forward.
 - **Purple Two** - Considerably increased time for survivors to have their buttons loosened in lockers.
 - **Purple Three** - Moderately increases time for survivors to remove Beldam's hand.
 - **Purple Four** - The Black Locker will always spawn to the locker closest to the Beldam.
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- **Pink One** - When buttons fully seep into a survivor's eye they become Exposed instead of Oblivious and Blind.
 - **Pink Two** - The Beldam can destroy a vault that cannot be fixed. After breaking another vault it will fix the previous vault.
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The Beldam's Perks

Unlucky Encounter - Level 30

Everytime a survivor enters a chase with the killer they gain the Hindered effect making them slower by **15%/17%/19%** for **10/11/12** seconds.

Hex : Foreseen Fate - Level 35

Whenever a survivor does any action in a chase they become Exposed for **0.5/1/1.5** seconds.

Hex : Luring Temptations - Level 40

Whenever the entity blocks anything in the trial all survivors become incapable of seeing the entity blocking the object unless within **4** meters of the blocked object.

Whenever any survivor performs a rushed action all windows, pallets, and generators become blocked for 80/100/120 seconds in a 10 meter radius.

Coraline Jones

Strength in Numbers - Level 30

For every survivor in the killer's terror radius, 4%/5%/6% is added to how long it takes for the killer to do actions.

Dream or Reality - Level 35

All auras the killer sees are revealed to you. This perk activates when you get hit at least 3/2/1 time(s) by the killer for 300 seconds. After the 300 seconds end you have to get hooked at least once for this perk to activate permanently.

The Stone - Level 40

After completing a generator you can search a chest to get a guaranteed item called *The Stone*. The Stone fully becomes depleted after 30/35/40 seconds of use. Using this item will reveal the aura of all living things, generators, totems, traps, and will cause you to have your aura protected from the killer's sight.