

KILLER DETAILS



 **4.6m/s (115%)**

 **28 meters**

 **Tall**

The Mothman is a *patient* Killer, and a terror upon Point Pleasant, West Virginia, always showing up right before disaster strikes at the town.

Its personal perks, **To The Flame**, **III Omen**, and **Hypnotic Entrhancement** allow it to punish Survivors for staying close to vault locations, regress generators while carrying Survivors, and disorient Survivors who look at it too long.

POWER: TERROR FROM ABOVE

The Mothman was heralded as a benevolent creature of Point Pleasant, but it simply had not finished stalking the town.

Press and hold the *Power Button* to charge *Terror From Above*, reducing The Mothman's movement speed to **3.86m/s**. After **1.5 seconds**, *Terror From Above* fully charges, causing The Mothman to spread its wings, and allowing it to aim to an available **Perch** location within **16 meters** of it, indicated on the HUD. While aiming at an available **Perch** location, press the *Attack Button* to fly to the location, traveling there at a speed of **8m/s**.

SPECIAL ABILITY: PERCH

While The Mothman is **Perched**, it gains the **Undetectable** status effect, and its form becomes a dark cloud. While **Perched**, The Mothman can either aim and **Perch** at another **Perch** location, or begin **Watching**. Holding the *Secondary Ability Button* for **1.5 seconds** causes The Mothman to exit a **Perch**, letting it fall to the ground. After **Perching**, The Mothman cannot **Perch** again for **4 seconds**.

SPECIAL ABILITY: WATCHING

When **Perched**, The Mothman can hold the *Active Ability Button* to begin **Watching**. While **Watching**, The Mothman can look at Survivors within **16 meters**, highlighting them in white. After **Watching** a Survivor for a consecutive **5 seconds**, or **15 seconds** if within **16 meters** of a Hooked Survivor, The Mothman gains the ability to **Abduct** them. While a Survivor is being **Watched**, they can see The Mothman's eyes slowly appear, becoming brighter the more they have been **Watched**.

SPECIAL ABILITY: ABDUCT

After **Watching** a Survivor for a consecutive **5 seconds**, The Mothman can press the *Attack Button* to attempt to **Abduct** the Survivor, flying towards them at **8m/s**. Once The Mothman reaches the Survivor, both The Mothman and the Survivor will be given a series of identical Skill Checks as The Mothman flutters around the Survivor. With each successful Skill Check, the Rotation speed of the Skill Checks increases by **20%** for The Mothman and the Survivor. The outcome of the **Abduction** depends on which player misses one of the Skill Checks:

- If The Mothman fails one of the Skill Checks, the **Abduction** fails, and the Survivor becomes Injured and gains the **Deep Wound** status effect. Then, The Mothman enters cooldown for **3 seconds**, reducing its movement speed to **2.3m/s**.
- If the Survivor fails one of the Skill Checks, the **Abduction** succeeds, the Survivor is put into the Dying State, and immediately becomes carried by The Mothman after **3 seconds**.

SPECIAL CONDITION: ENAMORED

Survivors who are looking at The Mothman will begin to accumulate **5% enamored progress** per second. While not in a Chase, or while not actively looking at The Mothman, a Survivor's *enamored progress* will decay by **0.8%** per second. Survivors lose all *enamored progress* upon being hooked.

Based on a Survivor's *enamored progress*, they suffer the following effects:

- **25% or more:** The *enamored* Survivor emits *Killer Instinct* when within The Mothman's **Watching** range. Additionally the distance The Mothman can **Watch** the *enamored* Survivor is increased to **20 meters**.
- **50% or more:** The *enamored* Survivor's **Abduction** Skill Checks become silent. Additionally, the distance The Mothman can **Watch** the *enamored* Survivor is increased to **24 meters**.

- **75% or more:** The *enamored* Survivor intermittently sees hallucinations of a **Perched** Mothman within **16 meters** of them. The distance The Mothman can **Watch** the *enamored* Survivor is increased to **28 meters**.

Lore

November 15th, 1966. Roger Scarberry drove his truck down Route 62 with his wife, Linda Scarberry, in the passenger side. In the back, his friends Steve and Mary Malette. Before tonight, both couples would call Point Pleasant West Virginia a quiet and boring town. The only excitement any of the four had growing up was taking a night drive to the TNT Area. Tonight was no different.

The road gave way to cracked asphalt as Roger made his exit. Trees began to flank the truck on either side. Despite flipping on his brights, Roger could still barely see a thing as he pulled into an empty lot. Stone chimneys stretched into the sky, blotting out the moon; the TNT Area. This place had been abandoned for about twenty years now, ever since World War II ended. In its heyday, all of these factories worked around the clock to make munitions for the war. Now they were nothing more than a hang out spot for teens and a place where urban legends were created.

The truck came to a stop. Roger began to jingle the keys in the ignition to step out into the Autumn air, but before he could shut it off, he felt Linda's hand grip his shoulder. Roger looked up, but found that his wife, and all of his passengers, looked with quivering lips out the windshield. He turned, and his gaze was matched by two large red eyes staring right back at him from the dark. The staring contest lasted for what seemed like minutes, with the whole car not even making a single peep, besides the low rumble of the engine. Then, with a screech, two grey wings sprouted from the dark, and Roger put the gas to the floor with the monster darting to the sky to make chase.

After that night, the Scarberrys and the Malettes became the first people to witness the arrival of Point Pleasant's new monster, the Mothman.

Through the months that followed, Point Pleasant would become ill with reports matching the description the Scarberrys gave the Mason County Police Department. A tall gray creature, wings protruding out of its back, and two saucer-like red eyes. Reports multiplied as Point Pleasanters blamed their every day misfortunes on the monster. Two firemen claimed they saw a huge bird with red eyes. People's televisions buzzed from some unknown "Mothman" frequency. Even neighborhood dogs would be roused in the dead of night, with some disappearing. The creature never seemed to attack people, however. The only reports given described the creature as a stalker, a phantom visible only when it wished to be.

Panic slowly bled into obsession. Every time disaster had struck the town, the Mothman was seen moments before. Car crashes, torrential storms, and death seemed to follow the monster. To others though, the Mothman followed death. Those who gave into the "Mothman hysteria" came to find the creature as a herald. They laid out offerings in the town center, gifts of tin cans and silver coins, in hopes to appease their new prophet, to let it predict and warn others of tragedy. Through it all, the creature just watched.

Thirteen months after the creature was first spotted, everything came to its crescendo. On December 15th, 1967, rush hour traffic began to cross the Silver Bridge over the Ohio River. Without warning, a fatal flaw in a single eyebar caused the suspension to snap, and rivets to pop out of place. The span cracked the ice, and plunged into the icy water. Forty six people had lost their lives in the disaster. In the chaos that followed, many survivors reported to the police that, moments before the collapse, they had seen the Mothman fly up into the sky before a thick fog had swallowed the creature whole. When rescue teams scoured the sight, not one could see the winged prophet stalking the skies.

In fact, after that night, the Mothman was never seen again.



TO THE FLAME

THE MOTHMAN PERK

Your prey always returns to their safe havens, drawn into your trap as if by instinct.

If a Survivor vaults a window or a pallet while in a Chase with you, **To The Flame** activates, and a **6 second** timer begins. If the Survivor vaults a window or pallet before the timer ends, the timer resets, and this perk gains a **Token** up to a maximum of **5 Tokens**.

For every **Token**, the Survivor vaults windows or pallets **14%/17%/20%** slower. **To The Flame** loses all of its **Tokens** when the timer ends, or when you are no longer chasing the Survivor.

"We went downtown, turned around, and went back and there it was again. It seemed to be waiting on us." —Mothman Witness Report



ILL OMEN

THE MOTHMAN PERK

The ruination of others causes destruction in all other facets.

While you are carrying a Survivor, Generators not being repaired by a Survivor within your *Terror Radius* will immediately and automatically begin to regress at **125%/150%/175%** of the normal Regression speed. Whenever a Generator that is regressing from this perk exits your *Terror Radius*, or you are no longer carrying a Survivor, it immediately stops regressing.

"It was there, right before they crashed into us. Right there!" —DUI Incident Report



HYPNOTIC ENTHRALLMENT

THE MOTHMAN PERK

You disorient those you hunt with a simple glance.

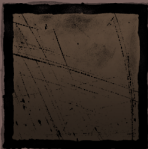
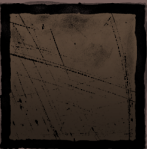
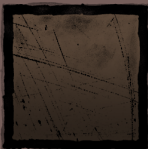
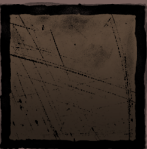
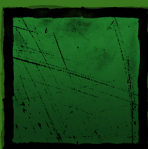
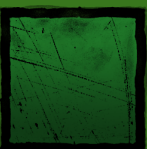
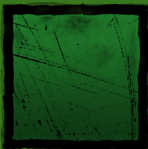
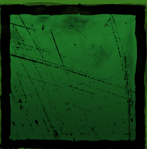
Whenever a Survivor within your *Terror Radius* looks at you for **4 seconds**, they suffer from the **Confused Status Effect** for **10 seconds**. If you cause the Survivor to lose a Health State by any means before the effect ends, it ends immediately.

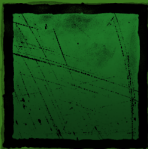
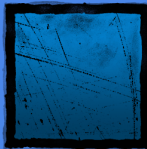
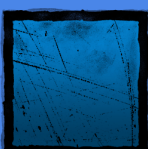
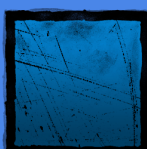
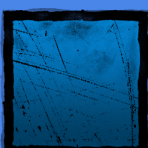
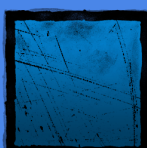
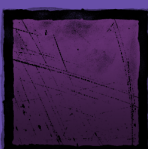
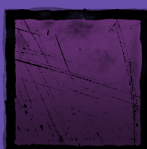
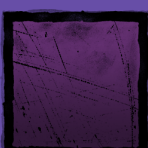
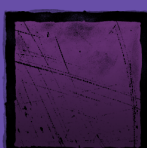
Hypnotic Entrallment can only be triggered once every **50/40/30 seconds**.

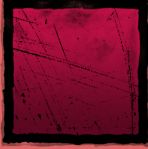
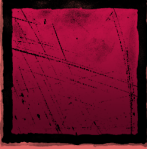
Confused Survivors have their movement controls (Left, Right, Forward, Back) swapped.

"I tried looking at its face, but its eyes... I couldn't look away." —Mothman Witness Report

ADD-ONS

	NEWSPAPER CLIPPING TERROR FROM ABOVE ADD-ON One of the first newspaper clippings of Mothman sightings, dated November 1966. Over the next week, several other sightings occurred. Increases the success zone for Abduct Skill Checks for the Mothman and Survivor by 25%.	 HOAX BALLOON TERROR FROM ABOVE ADD-ON Construction workers thought it would be a hilarious prank to tie two flashlights to a helium balloon, and let it wander Point Pleasant. - The Mothman no longer gains the Undetectable status effect while Perched. - Grants +100% bonus Bloodpoints for <i>Watching</i> and <i>Abducted</i> Score Events.
	POINT PLEASANT BROCHURE TERROR FROM ABOVE ADD-ON A summer brochure detailing the many months of events taking place. More than half would be cancelled. Reduces the charge time for <i>Terror From Above</i> by -0.5 seconds.	 CHEWED UP TEE TERROR FROM ABOVE ADD-ON A wool shirt with chunks eaten out of it. It could've just as easily been a rat. Reduces the Cool-down time of failed Abductions by -0.5 seconds.
	SHATTERED BULB TERROR FROM ABOVE ADD-ON A burst lightbulb from a Point Pleasant street lamp. People rumored the Mothman disrupted electricity. The rate at which the Mothman's eyes appear while Watching is 20% slower.	 BULLET CASING TERROR FROM ABOVE ADD-ON A discarded bullet casing from an old World War II munitions plant. Many believed the Mothman nested there. Survivors who escape an Abduction attempt become afflicted with the Hemorrhage and Mangled status effects for 60 seconds or until fully healed.
	"4TH OF JULY, '67" TERROR FROM ABOVE ADD-ON A home video of a firework show in Point Pleasant. The tape captured the "biggest owl" the family had ever seen. The Mothman's flight speed to Perch locations and to Abduct Survivors is increased by 15% for every Survivor who has 50% enamored progress or more.	 NIGHT VISION SCOPE TERROR FROM ABOVE ADD-ON Local hunters would open fire on what they thought was the motherload of all turkeys. The range at which the Mothman can Watch Survivors is increased by 4 meters.

	UFO PHOTOGRAPH TERROR FROM ABOVE ADD-ON The hysteria of the Mothman caused many to stay vigilant of the skies. Sometimes they saw something else. The distance The Mothman can Perch from one Perch location to another is increased by 8 meters.	 DOG COLLAR TERROR FROM ABOVE ADD-ON Many dogs around Point Pleasant barked through the night towards the sky. One or two even went missing. Successfully Abducting a Survivor causes all other Survivors within 16 meters to gain a -6% Hindered Status Effect for 20 seconds.
	WITNESS SKETCH TERROR FROM ABOVE ADD-ON Shakily sketched scribbles of a Point Pleasant man's first encounter with some kind of monster. The Mothman's Abduction Skill Check Rotation speed increase is decreased by 5%.	 POLICE RADIO TERROR FROM ABOVE ADD-ON A hand radio from a Point Pleasant police cruiser. Without warning, it would start buzzing and hissing on its own. Survivor's Abduction Skill Checks will occasionally switch directions.
	TNT AREA MAP TERROR FROM ABOVE ADD-ON Nicknamed for its 8,000 acres of munitions factories, the TNT area would be plagued by strange sightings of a large flying monster. After exiting a Perch, the Undetectable Status Effect lingers for 4 seconds.	 GEIGER COUNTER TERROR FROM ABOVE ADD-ON Many conspiracists carried around assorted Geiger counters, allegedly to detect "Mothman radiation". Survivors who escape an Abduction attempt become afflicted with the Exhausted status effect for 5 seconds.
	PULSATING COCOON TERROR FROM ABOVE ADD-ON Every legend has a beginning. After successfully Abducting a Survivor, The Mothman's Terror Radius is reduced by -8 meters for 60 seconds.	 SHITEPOKE TERROR FROM ABOVE ADD-ON The carcass of a red heron, lovingly termed by the Mason County Sheriff. Funnily enough, it was also a red herring. Attempting to Abduct a Survivor blocks all Vault locations within 28 meters for Survivors for 35 seconds.
	THE MOTHMAN PROPHECIES TERROR FROM ABOVE ADD-ON A book published about a decade after the disappearance of the Mothman. It chronicles every uttered phrase about the creature. Survivors with 85% enamored	 FBI DOSSIER TERROR FROM ABOVE ADD-ON Everything that investigators were able to compile about the alleged "Mothman" was categorized and placed into an overcrowded folder. Survivors within 12 meters of

	<i>progress</i> or more can be targeted by Abduct instantly.		another Survivor do not lose <i>enamored progress</i>. • <i>Enamored progress</i> decay is increased by 0.2% per second.
	CAN OF BEANS TERROR FROM ABOVE ADD-ON After the Mothman disappeared, the people of Point Pleasant erected a statue of the creature. It became a local tradition to offer baked beans at its feet. • Survivors no longer gain <i>enamored progress</i> by looking at the Mothman. Instead, they gain <i>enamored progress</i> when not looking at the Mothman. • Survivors now instead lose <i>enamored progress</i> when looking at the Mothman.		SILVER RIVET TERROR FROM ABOVE ADD-ON After the tragic collapse of the Silver Bridge, the Mothman was never seen again. • After successfully Abducting a Survivor, the Survivor with the most <i>enamored progress</i> Screams, revealing their location for 5 seconds, and gains the Exposed Status Effect for 60 seconds.

SURVIVOR DETAILS



Harper Caldwell is an agent of the elusive men in black, and an experienced pursuer of the supernatural and extraterrestrial. His personal perks, **Classified**, **Old Wounds**, and **Shadow Protocol** allow him to hide the generator he's working on, last longer on the hook, and fool the killer into following a fake trail.

LORE

Harper Caldwell had long ago learned that the world was much stranger than it first seemed. Being born in 1916 on a large farm in rural Kentucky lent itself to a child that always had his eyes on the stars. From a young age, Harper imagined himself being compared to the likes of Galileo and Copernicus, with the endless expanse of the sky above him, being viewed through the lens of a telescope. The skies always seemed alive to him, but perhaps too alive. With his father's telescope pointed to Mars, a young Harper put his eye up to the eyepiece, but instead of seeing a small orange marble, a strange spinning disk sat right in front of the planet. Harper blinked, rubbing the lens before peering back, only to see the disk fly off abruptly, like lightning streaking across the sky.

When he mentioned it to his mother and father, they waved their hand, laughing as they downplayed what Harper saw, listing it off as a bird. Harper knew, however, that something else was at work in this universe besides Heaven and Hell. He internalized that moment through his teens, trying desperately to catch lightning in a bottle yet again. He carried his questions with him, even as he joined the army and was sent on tour to France during the last years of World War II.

What he saw overseas was the worst humanity had to offer. Choked in mud and gunpowder, Harper fought day in and day out, barely scraping by as he fended off the enemy. However, what was more to the war to him than just human cruelty. Impossible things happened during war, but many of the things he'd heard about were simply too impossible. Men burned with no fire, bunkers being left empty in the dead of night, platoons vanishing without a trace. Both sides had scary stories to tell

around the campfire. Harper filed each of these into memory, feeding into his appetite for the unknown.

When the war ended, so did Harper's chance of a normal life. His obsession with chasing the unexplainable had made its way up the grape vine, and into the highest traces of the United States government. Caldwell had an impressive portfolio—a war hero and an astronomer in hobby. It was only natural that he'd open his door to two men dressed in dark coats and fedoras. Without introducing themselves, they asked to come in, and Harper put the kettle on. From then on, Harper was recruited to a nameless government division—faceless men in black suits who carried credentials too vague to question. Their task was not to protect, but to research and erase. Harper quickly accepted the position, finally feeling that itch at the back of his mind be scratched.

Harper Caldwell was good at his job. Too good. He thirsted for the unexplainable, and his new line of work quenched that thirst, if only for a moment. For decades, Harper chased reports of anomalies all over America, hiding things that were for his eyes only. His hair turned gray, and his joints stiffened, but his eyes never dulled, even if he was a hard case for anything else. These ghost stories gave him answers that a telescope couldn't.

In December of 1967, his work led him to Point Pleasant, West Virginia. Locals spoke of a winged creature with eyes like embers. Some even came to worship this creature, giving it offerings, however pathetic it may have been. Even if it sounded silly to him, after the disaster that was The Fold with the Ottomarians, the United States wasn't taking any more chances on creature cults. For nights, Harper hunkered down in the local inn, hearing witness testimonies left and right. The Mothman took her dog, the Mothman broke his TV, the Mothman this, Mothman that. Everything in this town seemed to go right back to this damn Mothman. Truth be told, Harper found the idea to be silly. During his years of service, he'd seen all sorts of things. Extraterrestrials, impossible technology. Hell, even sitting in on the O.S.S. during the Project Apple Pie years were more interesting than this.

Then, everything turned on its head when disaster struck. It was an uneventful night, with rush hour traffic coming to and from Point Pleasant across the Silver Bridge, until a flaw in a single eyebar caused the entire bridge to collapse, taking forty six lives in the process. In the chaos, Harper kept his eyes on the sky. Sirens blared, casting blue and red light into the sky, and illuminating for a brief moment a winged beast. Through his shades, Harper bore witness to two red saucers staring right back at him. Before he could reach for his gun, a thick fog descended from the sky and swallowed the Mothman whole. Harper's eyes widened, and he began to chase the creature into the mist. Then, the fog cleared, and Harper Caldwell was never seen again.



CLASSIFIED

HARPER CALDWELL PERK

Your line of work requires the utmost secrecy.

Classified activates after completing a total of **40%** worth of repair progress on generators.

While repairing a generator, press the *Active Ability button 2* to *Classify* the generator, which stays active for **100/110/120 seconds**. A *Classified* generator's aura is hidden from the killer while active.

Affected generators will be revealed to all Survivors by a yellow aura. Only one generator can be *Classified* by you at a time.

Classified deactivates when the generator is damaged by the Killer, or when the timer expires. If a *Classified* generator is damaged by the Killer, the Killer becomes affected by the **Blindness Status Effect** for **30 seconds**.

"I can't disclose that information, ma'am." —Harper Caldwell



OLD WOUNDS

HARPER CALDWELL PERK

These animals can gnash their teeth at you all they want. In the end, you've felt it all before.

While you are on a Hook, your *Sacrificial Progress* timer is slowed by **10/15/20%** for every Survivor repairing a generator.

"Pain is just a reminder that you're still fighting. Don't let that shake you." —Harper Caldwell



SHADOW PROTOCOL

HARPER CALDWELL PERK

Your training against supernatural threats lets you back out of inescapable corners.

After completing a Totem cleanse action, *Shadow Protocol* activates.

While running, press the *Ability Button 1* to create an illusory aura that runs from your current position that you and the Killer can see. The illusory aura runs at **100% movement speed** in a straight line for **6 seconds**, leaving *Scratch Marks* under it, before disappearing. After triggering *Shadow Protocol*, you leave no *Scratch Marks* for **2/3/4 seconds**.

	After triggering its effect, <i>Shadow Protocol</i> deactivates. <i>"It's an animal. It acts on instinct. Instinct can be tricked."</i> —Harper Caldwell
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CHANGELOG:

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CREDITS:

- > Chapter Concept Template and in game icons and assets provided by WheatDraws.
- > All references to the Mothman fall under use of the public domain. All references to Harper Caldwell are owned by me.
- > Mothman and Harper Caldwell Portrait illustrated by me.
- > Perk, power, and add-on icons as well as their descriptions, lore sections and effects were created by skimm_milk using the Mothman folklore.
- > Other image assets, such as icon backgrounds, portrait backgrounds and other such assets from Dead by Daylight belong to Behaviour Interactive.