

DBD HAG REWORK IDEA

Hag's Power –

Current: The Hag can create **Phantasm traps**. You can have a total of **10 traps** per trial (once you place the last one, you can keep creating traps, but the maximum on the map at one time will always be 10). When a Survivor runs over a **Phantasm trap**, it will trigger. The Hag is then able to teleport to these traps when within a **40-meter range**.

NEW: The Hag can now teleport within a 64-meter range and moves at 4.5 m/s. She will still have a maximum of 10 traps. Hag can no longer instant teleport attack but will get a 150% speed boost for 2 seconds upon teleporting. Wiped marks now give sound notification and traps cannot be placed within 16 meters of hooked survivors. Trap placement speed increased by 10%.

Hex Meter: The hex meter fills when activating or wiping marks and stunning mud demons. Filling a hex meter will cause that survivor to be cursed, reveal their aura for 4 seconds, and gain one random effect until cleansed. Survivors must go to a prayer circle to cleanse. Cleansing takes 8 seconds. After cleansing, survivors gain 5% haste for 5 seconds. Survivors cannot cleanse themselves until they are fully cursed.

Hex Effects:

1. Repair speed penalty 30%
2. Item inefficiency 120%
3. Hindered 10%
4. Blindness & Oblivious
5. Healing Speed Penalty 50%

SECONDARY ABILITY: The Crawling – The Hag can now crawl for up to 7 seconds at 172% speed. The crawling grants her the undetectable status effect, which lingers for 2 seconds when she returns to a standing position. The hag cannot be stunned or blinded while crawling—15-second cooldown.

The Hag will now have two types of basekit traps known as Apotropaic Marks:

1: Standard Teleport Phantasms

2: The Cursed Hand – The Hag will have multiple phantasm hands grab the survivor's legs, holding them in place. The survivor can break out on their own or have

another survivor help them, very similar to the Trapper's bear traps. Upon being grabbed, all survivors within 4 meters of the grabbed survivor including the grabbed survivor will scream revealing their location. Any survivor that helps free a survivor will also have their hex meter filled.

Ultra Rare Add-Ons

Mint Rag

The Hag can teleport to any Standard Apotropaic Mark (Phantasm) on the Map—10-second cooldown. Any mark triggered by survivors makes all survivors within 16 meters of that mark scream revealing their location. Any mark activated by the Hag causes killer instinct for any survivor within 4 meters for 3 seconds. An arrow is now above the trap you are facing and teleporting to.

Blood Symbol

Replaces Standard Apotropaic Marks with Mud Demons. Covers 8 meters of area and triggering the blood symbol will cause one Mud Demon to chase a survivor for up to 12 seconds at 4.5 m/s. Any survivors within 8 meters of an active mud Demon (line of sight) will scream, revealing their location. Must be placed at least 10 meters from a generator. Only two mud demons can be active at a time, and any other mud demons will not activate until available. Takes 10 seconds to remove the mark. Pallet stuns deactivate demons, but fills the hex meter 20% more. (Does not work with Mint Rag)

Waterlogged Shoe

Any triggered trap reveals that survivor's aura for 8 seconds and causes 10% hindered status effect while in the triggered trap range and lingers for 6 seconds when no longer in trap range.

Increases The Hag's movement speed to 118%. The standard Apotropaic Mark has collision, and the Hag can no longer teleport to them.

Very Rare Add-Ons

Rusty Shackles

Allows instant teleport attacks. Gives no trigger warning to survivors

Disfigured Ear

Survivors who trigger a mark are deafened for 6 seconds and suffer the oblivious status effect for 10 seconds (the timer resets but does not stack). Any survivor hit within 6 seconds of triggering a mark will have blurred vision for 2 seconds (similar to the clown's bottle).

Grandma's Heart

Any triggered mark removes The Hag's terror radius for 10 seconds and increases the terror radius of her phantasm to 32 meters. Any triggered trap also causes blindness for 10 seconds. Blindness timer resets but does not stack.

Scarred Hand

All attacks within 6 seconds of any teleport will cause the mangled status effect and the broken status effect for 30 seconds.

Rare Add-Ons

Sacred Pentacle

Replaces The Cursed Hand with a Glowing Pentacle that cannot be triggered or removed by survivors. The Hag can teleport to Pentacles at will. Can only place a max of 5 Pentacles at a time and must be placed at least 16 meters from hooked survivors and 8 meters from generators and Prayer Circles. Grants a 10% speed boost for 4 seconds upon teleporting. There is no cooldown for teleporting to active pentacles.

Each pentacle teleport has a 10-second cooldown for placement. Whenever a survivor is within 4 meters of a pentacle, killer instinct activates.

Cracked Turtle Egg

Increases standard triggered mark duration by 35% and takes an additional 2 seconds to break free from cursed hand.

Dried Cicada

Remains the same

Swamp Orchid Necklet

Increases trap setting speed by 25%

Willow Wreath

Survivors Auras are revealed for 7 seconds after triggering a standard Mark.

Common Add-Ons

Bog Water

Increases Standard Apotropaic Mark radius by 20% and causes oblivious status effect for 10 seconds.

Dead Fly Mud

Triggering marks causes 4% hindered status effect for 3 seconds.

Powdered Eggshell

Wiping marks causes 5% hindered status effect for 10 seconds.

Rope Necklet

Reduces the time it takes to recover from The Crawling by 1 second.

Candle Wax

Increases the time to cleanse a curse by 4 seconds