

## HOLLOWER

Deep in the abyss of a long defiled tomb, a lone archeologist pushes aside the lid of a sarcophagus, only to reveal something he will never unsee. As he slowly walks back through the camp of his peers, the madness within is soulless eyes infests and consumes all those he sees.

A thief, huddled in the shadows of an unnamed tavern ally, brushes away the dust from her latest prize. As the strange idol seems to shift and glow in her hands, her mind is overwhelmed with the darkness of an inconceivable greed. From this day onwards, no item in existence will be enough to quell her destructive hunger.

A black-cloaked apprentice flees the guards of his master's palace, frantically riffling through the pages of the forbidden tome of Aseroth for a way to escape his fate. As his eyes dart across the pages filled with ancient runes, voices that are not his own begin to infest he thoughts. He turns in his tracks, and uttering a few syllables of a silent forgotten language, a creature of indescribable madness tears his assailants apart.

### SECRETS NOT MEANT TO BE KNOWN

Within the deepest archives, and the most secret libraries of the gods, resides knowledge that has been hidden since before time began - secrets that were never mean to be revealed - But such secrets have their own way of making sure they are found...

A Hollower's background is not important. However they have come to discover the truth of the void, the unspeakable darkness of it's existence has warped their mind and reality forever. Some choose to embrace the unquenchable power that this emptiness contains, Consuming all that they touch. Others Seek to contain the madness within, realizing only too late that the darkness once locked within their mind has become all too real. Still others can do nothing but spread the insanity that now devours them piece by piece. Whatever a Hollower's origin, their fate remains inextricably linked to the maddening emptiness of the void. They are a whole in the very fabric of reality, and their very existence unravels the world around them

### CREATING A HOLLOWER

When building your Hollower, think about what events led them to their dark discovery. What was the defining moment that revealed to them the inconceivable truth? Did they uncover some dark secret while exploring forgotten texts? Did the life of an adventurer lead them to discover knowledge that should never have been revealed? Perhaps it was some dark artifact, or a botched ritual that granted them their grim enlightenment. Or maybe they have already been cast into the void themselves, and somehow managed to claw their way back into reality by force of will alone.

A Hollower is not like other warriors or spellcasters. Their abilities are not limited by the laws of magic or the strength of their own bodies, however this power does not come without a cost. The more a hollower draw on the power of the void, the more warped and twisted their mind becomes. If left unchecked, this madness will eventually consume and destroy them, just as it does everything else.

Be sure to consider how your hollower has learned to cope with their ever deepening insanity. Do they hide from the world and lock themselves away, or do they freely demonstrate the unsavoury depths of their madness in hopes of confusing or terrifying those around them. What are your hollower's goals and ambitions? Do they someday hope to rid them selves of the unspeakable darkness that assails their mind? Or are they already too far gone to care, seeking only to spread the chaos and emptiness that consumes them?

## HOLLOWER

Level	Proficiency		Hollow Blade Damage
	Bonus	Features	
1st	+2	<i>Nullblade, Maddening Power</i>	1d10
2nd	+2	<i>Void Manifestation, Knowledge of the Unknowable</i>	1d10
3rd	+2	<i>Devourer of Light,</i>	2d10
4th	+2	<i>Ability Score Increase</i>	2d10
5th	+3	<i>Void Manifestation Feature</i>	2d10
6th	+3	<i>Step through Darkness</i>	3d10
7th	+3	<i>Conssumate Madness</i>	3d10
8th	+3	<i>Ability Score Increase</i>	3d10
9th	+4	<i>Shroud of Nothingness</i>	3d10
10th	+4	<i>Extra Attack</i>	4d10
11th	+4	<i>Void Manifestation Feature</i>	4d10
12th	+4	<i>Ability Score Increase</i>	4d10
13th	+5	<i>Step through Darkness, Conssumate Madness</i>	4d10
14th	+5	<i>Armor of Emptiness</i>	4d10
15th	+5	<i>Peer through Nothingness</i>	5d10
16th	+5	<i>Ability Score Increase</i>	5d10
17th	+6	<i>Void Manifestation Feature</i>	5d10
18th	+6	<i>Step through Darkness, Nonexistence</i>	5d10
19th	+6	<i>Ability Score Increase</i>	5d10
20th	+6	<i>Echoes of the Emptiness</i>	6d10

## CLASS FEATURES

As a Hollower, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per Hollower level

**Hit points at 1st Level:** 8 + your Constitution modifier

**Hit points at higher Levels:** 1d8 (or 5) + your Constitution modifier each level after 1st

### PROFICIENCIES

**Armor:** Light and Medium Armor

**Weapons:** Simple and Martial bladed weapons

**Tools:** None

**Saving Throws:** Charisma, Wisdom

**Skills:** Choose two from Acrobatics, Athletics, Arcana, Bluff, Investigation, Intimidation, Deception, and Stealth

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two daggers or a longsword
- Leather Armor
- An explorer's pack
- An item of dark significance

## DARK ENERGY

Hollowers tap into forces that were never meant to be Contained, and contact with such devastating powers does not come without risk. Every time a hollower touches the void, they risk losing themselves to the madness on the other side.

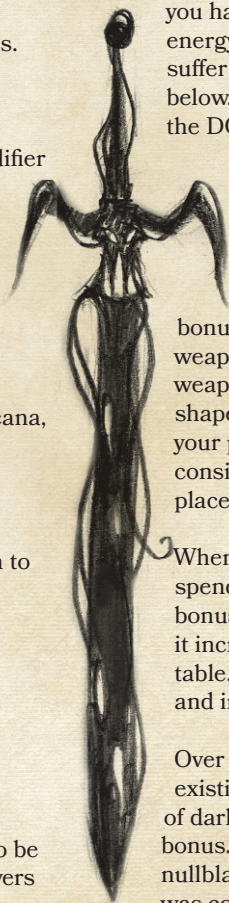
Beginning at 1st level, you gain access to a pool of unnatural power called Dark energy. Unlike other classes, there is no limit to the amount of dark energy you have access to, however each time you use dark energy, you must succeed on a DC 15 charisma save, or suffer a layer of Void Madness as shown on the Tables below. For every layer of madness you are afflicted with, the DC increases by 2.

## NULLBLADE

Your connection to the void has become strong enough that you can harness and shape the negative energy it contains into a weapon. As a bonus action on your turn, you may create any bladed weapon you are proficient with out of void energy. This weapon appears as an empty silhouette or a weapon shaped hole in the world and ceases to exist if it leaves your possession. Attacks made with this weapon are considered magical, and use your charisma modifier in place of strength or dexterity.

When you make an attack with your Nullblade, you spend dark energy to deal additional damage as a bonus action. At first level, this damage is 1d10, but it increases with your level as shown on the Hollower table. This damage ignores resistance and immunity and in any way.

Over the course of a long rest, you may consume an existing weapon into the void by spending an amount of dark energy equal to the weapon's enhancement bonus. If you do so, you gain the ability to summon a nullblade with the same statistics as the weapon that was consumed. You can consume as many weapons in this way as you like, however only one nullblade can be wielded at any time. A weapon consumed in this way cannot be restored by any means short of a wish spell.



## MADENNING POWER

Whenever you use expend dark energy, you are opening yourself up to the maddening power of the void, and must roll a DC 15 Charisma save, or contract a layer of void madness as shown below. Each level of madness you are already afflicted with increases the dc of the save by 2.

Void madness comes in layers, and the effects you are likely to suffer become more devastating as your gain more layers. If you have 10 or fewer layers, you roll on the Tier 1 table, if you have between 11 and 20 layers, you roll on the Tier 2 table, and if you have more than 20 layers, you roll on the Tier 3 table.

Void Madness does not dissipated with time, and cannot be cured through normal means such as Lesser or Greater Restoration spells. Instead, a Hollower uses Madness to fuel their most powerful abilities, recovering sanity as they wreck havoc on the world around them.

When your level of madness decreases, the Most Devastating effects disappear first. For example, reducing your madness level from 21 down to 20, removes one effect from the Crippling madness table, and reducing your madness level from 15 to 10 would remove 5 effects from the Debilitating Madness table. Which effects from each table are removed are decided by you, as you slowly claw Back your sanity.

### TIER 1: INCESSANT MADNESS (10 OR FEWER)

Roll	Effect
------	--------

- |    |   |
|----|---|
| 1  | <i>Your mind is drained and sluggish. You suffer one level of exhaustion, and cannot gain the benefits of a short rest</i>  |
| 2  | <i>Sensation is muddled, and you seem to hear colors or taste sounds. You have disadvantage on perception checks, and your passive perception becomes 0.</i>  |
| 3  | <i>You find yourself compelled to eat small inedible objects such as buttons, pebbles, bullets, or coins . You must make a dc 10 charisma save to resist consuming such objects</i>   |
| 4  | <i>The last few hours are a Blur; you cannot seem to remember anything that happened since your last long rest, and lose all experience gained during the missing hours until your memory returns.</i>                              |
| 5  | <i>You find yourself easily distracted and unable to focus on any single task or target. You cannot choose to repeat the same action or target the same creature or object twice in a row</i>                                       |
| 6  | <i>A guilty conscience weighs on you heavily holding you back from deceptive or immoral acts. You have disadvantage on skill checks to lie, deceive, or steal</i>   |
| 7  | <i>You develop a noticeable vocal tick, which others find unsettling. You have disadvantage on deception, persuasion and performance checks which rely on speech</i>  |
| 8  | <i>The idea of forcing your will on others is frightening and difficult, you have disadvantage on persuasion and intimidation checks</i>  |
| 9  | <i>Your fingers struggle to remember the nuances of written language. you must succeed on a dc 10 dexterity check in order to write legibly.</i>  |
| 10 | <i>You find yourself pocketing anything not nailed down. If you unobserved within 5ft of a small object that would fit in the palm of your hand, you must succeed on a dc 15 charisma check or attempt to pocket the item.</i>      |
| 11 | <i>Written Language becomes difficult as the symbols on the page seem to dance around. You must succeed on a DC 10 intelligence check to read any writing, even if you can normally read that language.</i>                         |
| 12 | <i>Your tongue ties itself in knots whenever you attempt to speak. You must succeed on a dc 10 dexterity save in order to speak coherently.</i>   |
| 13 | <i>The difference between dream and memory is ill defined. You have disadvantage on knowledge checks made to recall information, however on a natural 1, you recall relevant information you have no way of knowing.</i>            |
| 14 | <i>You find it bewildering to face asymmetry in battle. You have disadvantage on attack rolls while within 5 ft of an odd number of creatures</i>   |
| 15 | <i>A vast hunger consumes you. You must succeed on a dc 15 charisma saving throw to avoid ingesting any food or drink provided to you, and suffer one level of exhaustion for every hour you go without food or drink.</i>          |
| 16 | <i>You find it increasingly difficult to tell friend from foe. You must succeed on a DC 10 charisma check to correctly identify a creature as an ally or enemy in battle</i>  |
| 17 | <i>It becomes difficult to tell the truth, even when you know you should. You can add twice your proficiency bonus to deception checks when telling a lie, but must succeed on a DC 15 charisma save in order tot ell the truth</i> |
| 18 | <i>Your dreams are plagued with terrible nightmares. You must succeed on a dc 15 charisma saving throw in order to gain the benefits of any long rests you take</i>   |
| 19 | <i>Pain is so deadened by your mind that you have difficulty recognizing when to avoid it. You gain temp hp equal to your charisma modifier each round, but cannot add your dexterity modifier to your AC.</i>                      |
| 20 | <i>You are uncharacteristically chipper, and gain advantage on all skill checks in which you are proficient</i>   |

## TIER 2: DEBILITATING MADNESS (11-20)

Roll	Effect
1	<i>Illness seems intent on taking you, even if no one else sees the signs. You suffer the effects of the spell contagion, as decided by the DM</i>
2	<i>Your fingers seem hesitant to obey your command, you have disadvantage on slight of hand checks and attacks made using your dexterity modifier</i>
3	<i>You feel compelled to repeat yourself, lest you make a mistake. Whenever you take an action, you must repeat that action 1d4 times</i>
4	<i>You cannot seem to recall how to use tools you once knew so well. You lose one weapon or tool proficiency, chosen by the DM</i>
5	<i>Your mind is overwhelmed by everything going on around you. You must succeed on a dc 15 charisma check each round, or be unable to take more than one type of action that round.</i>
6	<i>You cannot seem to recall much of anything from the past week. You cannot remember anything that has happened during the past 1d6 days, and lose all experience gained in that time until your memory returns.</i>
7	<i>The world around you seems too large, or you seem too small. Your carrying capacity is reduced by 1/2, and weapons count as one size category larger for the purpose of wielding them</i>
8	<i>Even the lightest touch wracks your mind with mental anguish. You take an extra 1d6 psychic damage whenever you take damage from a physical source</i>
9	<i>Your eyes suddenly become too sensitive to see properly in all but the dimmest of light. You are considered blinded when not within darkness or dim light.</i>
10	<i>What ever that was... you need more. You develop an addiction to the last substance you ingested, and gain one level of exhaustion for every day you go without it</i>
11	<i>You aren't sure why, but that... thing terrifies you. You become frightened of a type of object or creature that you can see, chosen by the DM. You suffer from the frightened condition as described in the DMG</i>
12	<i>You are convinced that you are the main character within some strange story. You may re-roll any 1s on attack rolls, saving throws, and ability checks</i>

## TIER 3: CRIPPLING MADNESS (20 OR MORE)

Roll	Effect
1	<i>Your mind refuses to commit new information to memory. At the end of each long rest, you forget everything that has happened since you first gained this madness effect, and lose all experience you have gained since your last long rest.</i>
2	<i>A deep seated emptiness grips your entire being, draining your will to take on even the smallest of tasks. You have disadvantage on all ability checks, saving throws, and attack rolls, and cannot gain the benefits of a long or short rest</i>
3	<i>Your body betrays you at every turn. You automatically fail stealth checks, and must succeed on a dc 15 charisma saving throw each round, or use your reaction to make a melee attack against a creature or object within 5 ft of you. If not creature or object is present, you instead attack empty space.</i>
4	<i>Even the idea of eating wracks your mind with terrible guilt. You are unable to willingly ingest food or drink, and if you are forced to do so, you must succeed on a DC 15 charisma save or throw up, gaining no benefits from the food or drink.</i>
5	<i>You suffer intense flashes of past trauma, transporting your mind back into the terrifying events. When you are hit by a weapon or spell attack, you must succeed on a dc 15 charisma check or be incapacitated for 1d4 rounds.</i>
6	<i>You cannot remember anything from before you gained this madness effect, and must succeed on a dc 15 charisma check to benefit from any of your proficiencies. You still remember how to speak, walk, and otherwise function, and can still use abilities and features from your class.</i>
7	<i>Your ears ring with voices that are not your own. Whenever you enter a new area, you must succeed on a dc 15 charisma save or be under the effects of the hallucinatory terrain spell as controlled by the DM. On a natural 1, you are also under the effects of the phantasmal killer spell</i>
8	<i>Your thoughts are suddenly flooded with knowledge and skills you have never experienced before. You gain proficiency in 1d4 skills, weapons, tools or languages as decided by the DM. Alternatively your DM may grant you one class feature from a class you have no levels in.</i>

## KNOWLEDGE OF THE UNKNOWABLE

At lvl 2, witnessing the end of days has hardened your mind against fear, and your presence feels like an unsettling absence in the fabric of reality. You gain advantage on saving throws against becoming frightened, and gain proficiency in the intimidation skill if you do not already have it. If you are already proficient in intimidation, you may add twice your proficiency modifier to intimidation checks.

## DEVOURER OF LIGHT

Beginning at 3rd level, you have learned to feed the dark forces you wield by erasing light from the world. As a bonus action on your turn, you may spend dark energy to extinguish any single light source you can see, creating a zone of magical darkness around it that extends 10 ft in all directions. This zone lasts for 1 minute and flows around corners and obstacles.

## ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

## STEP THROUGH DARKNESS

Beginning at 6th level, you can use the darkness of the void to travel vast distances instantly. Once per round as part of your move action, you may step into any zone of magical darkness and reappear at another point within a zone of magical darkness within 30 ft. This increases to 60 ft at 13th level, and 120 ft at 18th level

### **MAGICAL SHADOW**

The Magical Darkness created by a Hollower is not the same type of magical Darkness created by the darkness spell, and serves as magical only for the purpose of a hollower's abilities.

Because it is often assumed at most tables that all magical darkness functions the same as that outlined in the Darkness spell, It may be helpful to refer to a hollower's specific form of darkness as "Magical Shadow"

## CONSUMMATE MADNESS

From 7th level onward, You have learned how to subtly influence the way in which the void twists your mind. Whenever a class feature causes you to roll on a madness table, you may roll twice and choose from either result. At 13th level, you may roll 3 times and choose either result.

## MADMAN'S GAMBIT

Your growing madness makes you unpredictable and hard to pin down. At 9th level, enemies have disadvantage on opportunity attacks against you. In addition, when a creature makes an opportunity attack against you and misses, you may spend Dark energy as a reaction to deal your nullblade damage the triggering attacker.

## SHROUD OF NOTHINGNESS

At level 10, You can harness the vast emptiness of the void to move unseen through the world. While you are within a zone of magical darkness, you may use dark energy as bonus action to make yourself invisible. This effect persists until you make an attack so long as you remain in magical darkness.

## ARMOR OF EMPTINESS

By 14th level, you have learned to wield the madness of the void as a shield. Once per short rest, when you are targeted by a weapon attack while within a zone of magical darkness, you may use your reaction to spend dark energy, increasing your AC by 1/2 your current madness level until the start of your next turn

## PEER THROUGH NOTHINGNESS

By peering through the emptiness of the void, you are able to see even the darkest secrets of the world clearly. Beginning at 15th level, When you use your Shroud of Nothingness class feature, you may spend additional dark energy to gain truesight as if under the effect of the True Seeing Spell. This effect persists as long as you remain in magical darkness, but does not extend to other creatures you make invisible.

## NONEXISTANCE

At level 18, your maddening power allows you to shift the fabric of reality to temporarily negate a target's very existence. As an action on your turn, you may spend dark energy to force a target within 20 ft to make a charisma saving throw vs 8 + your proficiency bonus + your charisma modifier. A target can choose to fail this saving throw. On a failure, the target disappears from reality as if they had never existed for 1 minute. The target cannot take actions or be targeted until this effect ends, and any attempts to remember or recall the target fail.

## ECHOES OF THE EMPTINESS

Your connection to the unending void has grown so strong that even the faintest hint of shadow becomes a maddening darkness in your presence. Beginning at 20th level, you to treat all darkness as magical darkness for the purpose of your Hollower Abilities.



## HOLLOW MANIFESTATIONS

The emptiness of the void cannot be harnessed without consequences. By 2nd level, the hungering darkness you have opened yourself up to has begun to warp your mind, and possibly even your body. How a hollower copes with their ever-growing madness comes to define them and shape the way in which the void manifests within them.

### DEVOURING HUNGER

For many Hollowers, the pull of the void is simply too strong to resist. Why fight the darkness when they can feed it instead? Such Hollowers quickly begin to destroy everything they touch, Devouring the world around them to feed the ever growing Hunger that grows inside.

### PULL OF THE VOID

Beginning at level 2 when you choose this manifestation, you learn to channel the hungering power of the void to draw foes within range of your attacks. As an action on your turn, you can create a 10 ft spherical zone of gravity, centered on your nullblade.

Within the zone, movement away from the sphere's center is halved, and movement towards its center is doubled. Creatures that move into or begin their turn within the zone must succeed on a strength saving throw vs  $8 + \text{your charisma modifier} + \text{your proficiency bonus}$ , or be pulled 5 feet toward its center. The DC for this saving throw is equal to  $12 + \text{your charisma modifier}$ .

While this zone is active, your layer of madness is reduced by one layer per round. The zone ends when your madness layer reaches 0, or when you choose to end it as a bonus action.

### DESTRUCTIVE PULL

By 6th level, The vacuous power that you wield is enough to consume and devour objects within the world. Your nullblade deals additional damage to unattended non-magical objects equal to your current layer of madness.

In addition, while your Pull of the Void class feature is active, unattended nonmagical items within your sphere of gravity 5ft weighing less than 50lbs are pulled 5ft towards you each round, and you may use your reaction to reduce that triggering attack roll of ranged attacks made against you by your current layer of madness.

### DEVOURING ATTACK

When you reach 11th level, the destructive power of your nullblade consumes all that it touches. when you hit with an attack with your nullblade against a target while your Pull of the Void class feature is active, You may spend a bonus action to make a charisma check against the target's AC. On a success, the target's armor or shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a Shield that drops to a +0 bonus is destroyed, and cannot be recovered by any means short of a wish spell.

### CONSUME MAGIC

At level 17, your Hungering madness is enough to consume even the raw magic within the world. When you use your Pull of the Void Feature, you may choose for the sphere to consume magic, as per the spell anti magic field. If you do so, the Your layer of madness reduces by 2 each round instead of 1.



## LIVING NIGHTMARE

Hollowers who fear the dark power they have become witness to, or who attempt to lock it away their madness behind a mask of pleasantry, soon find that such vast destructive potential cannot be contained for long. As a warper's delusions grow more and more real, the dark potential of the void turns their madness into reality, Manifesting as a Living Nightmare, that seeks to consume everything it touches.

## SUPPRESS MADNESS

Beginning at 2nd level when you choose this manifestation, you are able to use the sheer force of your will to repress the darkness within your mind. As an action your turn, you may choose to suppress a number of your madness layers up to your level + your charisma modifier, Manifesting a Devourer at a random unoccupied point within 10 ft. While a layer of madness is suppressed in this way, you do not suffer any of it's effects, however your madness layer does not decrease.

The Devourer appears as an empty silhouette or a hole in the fabric of reality, and takes a form to represent your greatest fears. Regardless of what form it takes, its in game statistics are the same. It has a CR equal to 1/2 your current layer of madness, increasing by 1 for every 2 layers of madness you gain. When the Devourer kills or a creature or construct, It consumes the body and you automatically gain a layer of madness.

You may command the Devourer telepathically as a bonus action. If you do not command the Devourer, it moves it's speed towards you and attacks the nearest creature. If at any point your madness layer exceeds your level + charisma modifier, the Devourer no longer obeys your commands, and becomes a hostile enemy.

This feature lasts until the Devourer is destroyed, at which point your madness layer is reduced to 0. You cannot use this feature again while the Devourer remains.

## MENTAL BARRICADE

By the time you reach 5th level, You have become adept at holding back against mental attack. While your Suppress Madness class feature is active, you gain resistance to psychic damage, and have advantage against being charmed or frightened.

## SEAL THE NIGHTMARE

At level 11 you have learned to control your madness such that you can call back the Nightmare it summons, albeit, not without consequences. As an action your turn, you may choose dismiss the Devourer if it is within 30 ft of you, ending your repression early. When you do so, your layer of madness is reduced to 1/4 the remaining hit points of the Devourer. And you take damage equal to it's CR. You may only dismiss the Devourer while it obeys your commands.

## TERRIBLE CORRUPTION

You have spent so long learning to contain your madness, that you have begun to wonder weather you truly control the nightmares, or if they control you. When you reach 17th level, While you are within 5 ft of the Devouerer, either you or the Devourer may spend a bonus action to consume the other.

If you consume the Devouerer, it disappears from the world, and your form changes to resemble its likeness, appearing as a monstrous silhouette or a hole in the fabric of reality. You gain resistance to all damage that is not psychic, force, or radiant, and when you spend a null point to deal extra damage with your hollowblade, you deal additional damage equal to your current madness layer. Additionally, when you reduce an enemy to 0 hit points or fewer, you may immediately consume that creature as a reaction to regain hit points equal to your current madness layer. While in this form, Your madness layer decreases at a rate of one layer per round while in this form, and the form ends when your madness layer reaches 0

If you are consumed by the Devouerer, you disappear into the void until it is destroyed, or until you use your Seal the Nightmare Class feature to Dismiss it. The Devouerer's CR becomes equal to you current layer of madness, and it gains any resistances or immunities you posses. While you are consumed by the Devouerer, it treats all creatures as enemies, although it still obeys your mental commands as normal. If the Devouerer is destroyed, you reappear in it's place and your madness layer is reduced to 0. If your madness layer exceeds your level + your charisma modifier while you are in this state, destroying the Devouerer immediately reduces you to 0 hit points and you have disadvantage on death saving throws until the end of your next long rest.

While this class feature is active, you cannot regain hit points from a radiant source or benefit from your mental barricade class feature. .







## DEVOURER

*Medium aberration, chaotic evil*

**Armor Class** 8 + Your Charisma Mod + Your Proficiency Bonus

**Hit Points** 12 per CR

**Speed** 30 ft.

**Ability Scores:** The Devourer uses your Charisma in place of its ability scores.

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, necrotic, poison, thunder

**Damage Vulnerabilities** force, psychic, radiant, damage from magical weapons

**Condition Immunities** blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone

**Senses** blindsight 50 ft. passive Perception 10

**Challenge** 1/2 your current Madness Level

**Consuming Form.** Any nonmagical weapon that hits the Devourer corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the Devourer is destroyed after dealing damage.

**Incorporeal Movement.** The Devourer can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Arcane Weakness.** The Devourer has disadvantage on Saving throws against spells and spell-like effects.

### ACTIONS

**Consume.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8+3) psychic damage. The target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## SEED OF CORRUPTION

Unable to cope with the madness on their own, some hollowers seek to escape their torment by spreading it to others. Infesting the minds of their foes with the same darkness that afflicts them, these Seeds of Corruption Wreck Havoc on the sanity of those that stand in their way.

## INFEST THE MIND

Beginning at 2nd level when you choose this manifestation, The emptiness of your eyes reflects visions of the dark nothingness from which you draw your power. Whenever you make an attack with your null blade against a target you can see, you may make an intimidation check as part of the attack. On a success, the target is afflicted with a layer of madness. If a target dies while afflicted with madness from this feature, subtract the number of layers of madness the target was afflicted with from your own.

## PAINFUL INSANITY

At 5th level the madness that you sew within the minds of your foes causes them to greater and greater pain with each attack. When you spend dark energy to deal extra damage against a target afflicted with madness, you deal additional damage equal to the target's current layer of madness + your charisma modifier

## DISTORT SENSES

By the time you reach 11th level, you have learned to manipulate the madness within your foes to your own advantage. When an enemy afflicted with madness makes an attack or casts a spell that targets you or an ally, you may use your reaction to reduce the attack roll or spell save DC by their current layer of madness

## DOMINATE MADMAN

At level 17 you gain the ability to twist and shape the insanity you have inflicted upon your enemies in order to control their actions. As an action on your turn, you may force a target you have afflicted with madness to make a charisma saving throw with a DC equal to  $8 + \text{your charisma modifier} + \text{your proficiency bonus}$ . On a failure, the target is dominated by you for a number of rounds equal to its current layer of madness. When the domination ends, the target's madness layer is reduced to 0.



## CREDITS AND ACKNOWLEDGMENTS

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### **A SPECIAL THANKS**

To My wife, who has been forced to put up with my obsessive work.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

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