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HOLLOWER

Deep within the nightmarish halls of Bedlam, a madman screams out in pain, and the hallucinations that assault his mind suddenly take material form to slaughter the doctors who hold him. The leather straps that hold him down break of their own accord, and he takes hold of one of the twisted implements of his torture, judging it a suitable tool for his purposes

As he strides down the hall of inmates, his nightmares rip and tear at the bars and bodies that surround him with equal measure. With each step towards the heart of the Asylum, another light snuffs out, and the buzzing cacophony of radio static grows ever more incessant.

Behind the Iron doors of the guard-room, the remaining survivors cower in fear. A terrible sharpness breaks the silence as the communications terminal calls out with a ring. Once... Twice... Three times... And finally the warden deems to answer. Through the line, a single voice comes, dark and overpowering: "Don't look behind you". The Warden Turns, and from the pointed rooftops, shadowy ravens take flight amongst the screams.

THE POWER OF A BROKEN MIND

The nature of Hollowers is a point of violent contention between scholars and mystics alike. The phenomenon is known: an Individual capable of harnessing an almost inconceivable amount of power, seemingly from nowhere at all, and driven mad by the sheer volume of this power. Many attribute this inconceivable force to a dark realm beyond the boundaries of the known world. Others suspect that to become a hollower is to uncover some vast and unknowable secret. But the truth is far more simple: A Hollower is not driven mad by their own power. It is their very madness that provides the source of their power.

A Hollower's Insanity is far deeper and more potent than any typical delirium or madness that an adventurer might encounter, and it is this depth of insanity that allows a hollower to draw vast amounts of power from their own broke psyche. Exactly how this power manifests may change from Individual to individual, but at their core, all Hollowers are twisted and demented individuals, struggling to maintain their sanity amidst the cacophony of nightmares and hallucinations that plague them.

Despite this, they have learned to harness their shattered sanity and use it as a weapon - Warping the laws of reality them to create a shadowy approximation of the world they see. Because of this warping, and their inherent madness, Hollowers are both feared and shunned. Any many who has met a hollower can tell you of the way their very presence seems to emit an aura of wrongness. As such, few Hollowers stay in one place for long, and many choose the life of an adventurer

CREATING A HOLLOWER

When building your Hollower, think about what has led them into the depths of this terrible madness. Was it a slow and encroaching insanity, set upon them from birth? Or perhaps a single mind-shattering event or revelation left them unable to cope with the world around them. Perhaps there is some even darker trauma that led them here, a trauma that your character has yet to fully understand themselves

If left unchecked, a hollower's power will eventually destroy them, and it is important to consider how your character has learned to cope with this reality. 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. How does your hollower see their own madness and power? Do they someday hope to rid themselves of the insanity that assails their mind? Or do they embrace the insanity, reveling in the freedom it gives them from the world?

HOLLOWER

Proficiency			Insanity Rate
Level	Bonus	Features	
1st	+2	Depths of Insanity, Lunatic's Strike	+1
2nd	+2	Psychotic Manifestation, Frightless Stare	+1
3rd	+2	Demented Nightmares	+2
4th	+2	Ability Score Increase	+2
5th	+3	Psychotic Manifestation Feature	+3
6th	+3	Flickering Hallucination	+3
7th	+3	Anchors of Sanity	+4
8th	+3	Ability Score Increase	+4
9th	+4	Demented Nightmares	+5
10th	+4	Shroud of Madness	+5
11th	+4	Psychotic Manifestation Feature	+6
12th	+4	Ability Score Increase	+6
13th	+5	Vivid Hallucinations	+7
14th	+5	Warped Passage	+7
15th	+5	Shared Nightmare, Anchors of Sanity	+8
16th	+5	Ability Score Increase	+8
17th	+6	Psychotic Manifestation Feature	+9
18th	+6	The Horrible Truth	+9
19th	+6	Ability Score Increase	+10
20th	+6	Echoes of the Insanity	+10

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 Improvised Weapons

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two from Acrobatics, Athletics, Arcana, 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 Shortsword
- Leather Armor
- An explorer's pack or a scholars pack

ROLLING INSANITY

As your insanity rate increases, you have the potential to be rolling on the insanity effect table a lot, especially with the addition of the Anchors of Sanity feature. To help prevent this from slowing down gameplay, it is recommended that you roll these insanity effects at the end of your turn, rather than the moment you gain them. This does prevent you from suffering the effects of your newfound insanity during the action that incurred them, but it also stops combat from slowing to a halt.

DEPTHS OF INSANITY

SANITY SCORE

Beginning at 1st level, your mind becomes increasingly unstable as you activate your various abilities. You have an insanity score which you may increase in exchange for a variety of effects. Your insanity score has a minimum value equal to 1/2 your hollower level, but no maximum value, and for each point by which your insanity score increases, you risk suffering a variety of effects. The maximum amount that you can increase your insanity score in a single turn is equal to your insanity rate, as shown on the Hollower Class Table.

Whenever your insanity score increases, You gain an insanity effect from the Insanity Effect Table on the following page. To determine the effect gained, roll 1d20 then add your current insanity score. If you are already suffering from that effect, repeat the process until you gain a new effect. These effects are considered permanent and can only be removed by reducing your Insanity Score. For each point by which your insanity score is reduced, you may remove one Insanity effect of your choice.

Your insanity score decreases by an amount equal to your proficiency bonus each time you complete a long rest.

INSANITY SAVE DC

Some of your features or abilities may require creatures to make saving throws against the madness that pervades your being. The DC of these saving throws is equal to your charisma modifier + your current insanity score. When a feature or ability that uses this DC also increases your insanity score, the DC is calculated before your insanity score is increased.

INSANITY EFFECTS

Result Effect

- 1 *You find yourself reflexively speaking in the third person, as if telling your own story, rather than living it.*
- 2 *Wherever you look, you cannot shake the sensation that everything is ever so slightly out of place - as if the entire universe has somehow been shifted 2 inches to the left.*
- 3 *A random inanimate object within reach suddenly begins speaking to you, claiming to be a powerful artifact or the victim of a powerful polymorphic curse*
- 4 *Death and violence are the only things that seem to fill a shadowy void in your soul. You delight in causing pain and suffering, even if you detest yourself for such enjoyment.*
- 5 *You find the world itself to be hysterically funny, especially when it is at it's most cruel. You laugh at the misfortune of yourself and others, and the greater the pain, the harder you laugh.*
- 6 *The past, present, and future flow together in an uncanny reality. You have difficulty telling them apart, and commonly place events or memories in the wrong tense*
- 7 *Paranoia strikes at the deepest level of your psyche. You find it difficult to trust anyone, even close friends*
- 8 *An overwhelming sense of dread overtakes you. Something bad is about to happen. You just don't know what*
- 9 *You are convinced that one of your senses is flawed, cursed, or otherwise unreliable. Whenever you roll a perception check, you roll twice, and only believe the second result to be true, even if the first reveals more.*
- 10 *You find yourself physically unnerved by any motion not undertaken on your own two feet. You suffer the poisoned condition while mounted or riding in or on a vehicle.*
- 11 *You find yourself compelled to eat small inedible objects such as buttons, pebbles, bullets, or coins . You must succeed on a dc 10 wisdom saving throw to resist consuming such objects*
- 12 *The last few hours are a Blur; you cannot seem to remember anything that happened since your last long rest.*
- 13 *Wealth and it's accumulation are so deeply a part of your spirit that you find it actively painful to let go. Whenever you spend or are otherwise separated from your wealth, you take 1d10 psychic damage.*
- 14 *Food seems absolutely and entirely unappetizing. Whenever you consume a meal of any sort, you must succeed on a dc 8 constitution save or find yourself unable to keep it down long enough to gain it's benefits.*
- 15 *You discover yourself to be inexplicably attractive, even if others do not share the opinion. Whenever you see your own reflection, you must succeed on a DC 12 wisdom saving throw or be unable to look away.*
- 16 *Sensation is muddled, and you seem to hear colors or taste sounds. When making perception checks, you treat disadvantage as advantage, and advantage as disadvantage..*
- 17 *Your fingers struggle to remember the nuances of written language. You must succeed on a dc 10 dexterity check in order to write legibly.*
- 18 *You develop a noticeable vocal tick, which others find unsettling. You have disadvantage on deception, persuasion and performance checks which rely on speech*
- 19 *The idea of forcing your will on others is frightening and difficult, you have disadvantage on persuasion and intimidation checks*
- 20 *Your memories seem to flee from you even as you grasp them. Whenever you attempt to recall a particular person, place, or event, roll 1d4 on a 1, you cannot recall the associated memory until you complete a long rest.*
- 21 *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 12 charisma save in order to tell the truth.*
- 22 *Light glares at your senses even while your eyes are closed. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.*
- 23 *You are uncharacteristically chipper, and gain advantage on all skill checks in which you are proficient. This effect lasts until you fail a skill check, at which point you instead gain disadvantage on all skill checks.*
- 24 *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.*
- 25 *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*
- 26 *Your mind is drained and sluggish. You suffer one level of exhaustion, and cannot gain the benefits of a short rest*
- 27 *You find yourself pocketing anything not nailed down. If 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.*
- 28 *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.*
- 29 *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.*

- 30 You find the making of decisions difficult, and often falter in critical situations. Whenever you roll a d20, you treat a roll of 2 or lower as a critical failure.
- 31 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
- 32 Your own name becomes the trigger of a powerful compulsion. If a creature you can hear speaks your full name aloud, you feel compelled to obey their commands as if targeted by the spell *Suggestion*
- 33 You cannot seem to recall much of anything from the past week. You cannot remember anything that has happened during the past 1d6 days.
- 34 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
- 35 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
- 36 Your fingers seem hesitant to obey your command, you have disadvantage on slight of hand checks and attacks made using your dexterity modifier
- 37 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 4 hours you go without food or drink.
- 38 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
- 39 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
- 40 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.
- 41 You feel compelled to repeat yourself, lest you make a mistake. Whenever you take an action, you must repeat that action 1d4 times
- 42 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.
- 43 The world around you seems too large, or you seem too small. You count as one size category smaller for the purposes of carrying capacity and wielding weapons
- 44 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
- 45 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
- 46 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.
- 47 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
- 48 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
- 49 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.
- 50 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 skill proficiencies. You still remember how to speak, walk, and otherwise function, and can still use abilities and features from your class.
- 51 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 no creature or object is present, you instead attack empty space.
- 52 Lethargy overcomes you, but sleep refuses to come. You must succeed on a DC 10 constitution saving throw to gain the benefits of a long or short rest.
- 53 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 until the end of your next turn
- 54 The world you see is not that of your allies. 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

LUNATIC'S STRIKE

In your unhinged mind, every weapon becomes no more than a tool to channel your own insanity. Beginning at 1st level, You may use your charisma modifier instead of your strength or dexterity modifier when making an attack using a weapon with which you are proficient.

Additionally, once per turn, when you hit with an attack using a weapon with which you are proficient, you may increase your insanity score to deal an additional 1d6 psychic damage to the target for each point of insanity gained.

FRIGHTLESS STARE

At lvl 2, The madness in your eyes is plain for all to see. You have advantage on saving throws against being frightened and on intimidation checks against creatures you can see.

In addition, you gain darkvision out to 60 ft if you did not have it already. If you already have darkvision from another feature, you instead increase the range of this dark vision by 60 ft.

PSYCHOTIC MANIFESTATION

By second level, you gain the first modicum of control over your madness. Choose one of the Psychotic Manifestations Listed at the end of this class description.

DEMENTED NIGHTMARES

Beginning at 3rd level, your madness begins bleed into reality. As a bonus action on your turn, you may increase your insanity score by one to create spherical Zone of Nightmare at a point within 60 ft that you can see. This zone has a radius of 5 ft and spreads around corners though nonmagical barriers. It lasts for 1 minute or until you dismiss it as a bonus action.

The area within this sphere swirls with twisted visions and terrifying shadows. Bright light within the sphere is reduced to dim light, dim light is reduced to darkness, and non-magical light sources such as flames or lanterns are snuffed out. Creatures other than you who enter or start their turn within the sphere must succeed on a wisdom saving throw against your Insanity Save DC or become frightened of you until the end of their next turn. Allies have advantage on this saving throw.

The radius of this sphere increases to 10 ft at 9th level, and to 15 ft at 17th.



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.

FLICKERING HALLUCINATION

Beginning at 6th level, your warped psyche twists the world around you, allowing you to be everywhere and nowhere all at once. When an attack against you misses, you may use your reaction to increase your insanity score by one and teleport 5 ft.

ANCHORS OF SANITY

From 7th level onward, Your allies represent an anchor of sanity amid the chaos of your nightmares. Allies are considered immune to the effects of your Demented Nightmares feature.

Additionally, whenever you roll on an insanity effect table while within 30 ft of an ally, you may roll twice and choose from either result. At 15th level, you may instead roll 3 times on the insanity effect table and choose any result.

SHROUD OF MADNESS

By level 10, the madness that pervades your form makes it difficult to tell you apart from your delusions. While in a zone of nightmares, you are considered heavily obscured to all forms of detection.

VIVID HALLUCINATIONS

At 13th level, the shifting nightmares that surround you make it difficult to tell friend from foe. When you activate your Flickering Hallucination feature while within a zone of nightmares, the triggering attacker must succeed on a wisdom saving throw against your Insanity Save DC or repeat the attack against a creature of your choice within 5 ft.

WARPED PASSAGE

At 14th level, your broken sense of reality allows you to step from one demented shadow to the next in an instant. Once per round as part of your move action, you may step from any point within a zone of nightmares to any other point within a zone of nightmares

SHARED NIGHTMARE

By 15th level, your allies have become as much a part of yourself as your nightmares. So much in fact that enemies have difficulty telling them apart. Any creature frightened of you is also frightened of your allies.

THE HORRIBLE TRUTH

Amidst the depths of nightmares and madness, you have learned to glean the horrible truths of the world by the light of insanity

Beginning at 18th level, as an action on your turn, you may increase your insanity score by three to peer through this lense of madness and see things as they truly are. Until the end of your next turn, You view zones of nightmare as if under the effect of the True Seeing Spell. As a Bonus action on each of your turns, you may increase your insanity score by one to maintain this effect. You may do this for a number of rounds equal to your charisma bonus.

ECHOES OF INSANITY

By 20th level, your madness has grown strong enough that even the untainted world swirls with your nightmares. You are Surrounded by a persistent Zone of Nightmare which extends in a 20 ft radius centered on your person and moves with you.



PSYCHOTIC

MANIFESTATION

The terrible price a hollower pays for their power is the sanctity of their own mind. By 2nd level, the depths of insanity that you have opened yourself up to have begun to warp your mind beyond repair, and in return, your psyche has adopted it's own twisted way of surviving amongst the chaos.

SOULLESS HUSK

In the face of such terrible insanity, you have become a husk of your former self; letting go of emotion and sensation to protect yourself from the pain you inflict on yourself and others, and channelling such things instead into a weapon against your enemies

DEADEN THE PAIN

Beginning at 2nd level when you choose this Psychotic manifestation, the depths of your own insanity become a shield against the outside world. As a bonus action on your turn, you may deaden yourself to the pain of the world around you.

Until the start of your next turn whenever your are subjected to damage from a nonmagical source, you may reduce this damage by an amount equal to your current insanity score. After the damage is reduced, your insanity score decreases by an amount equal to your proficiency bonus.

MADMAN'S GAMBIT

When you feel nothing, it is easy to trade your own blood for that of your enemy. Starting at 5th level you can throw caution to the wind to attack without hesitation. When you make your first Attack on Your Turn, you can decide to Make a madman's gambit. Until the start of your next turn, attacks against you are made with advantage, but whenever an enemy you can see hits you with an attack, you may make an attack against it as a free action. You may use this feature a number of times between long rests equal to half your proficiency bonus rounded down.

UNFEELING SOUL

By 11th level, even the deepest parts of your soul are tempered against the pain of existence. You may use your Deaden the Pain feature even against damage from magical sources

DEATHLESS JUGGERNAUT

At 17th level, The force of your own insanity is enough to keep you moving long after your body has failed. When you are reduced to 0 hit points or fewer and have an insanity score of 1 or greater, you do not immediately fall unconscious. Instead, you remain conscious and may continue to take actions as normal so long as your insanity score remains above it's minimum value. Each round this ability is active, your Deaden the Pain feature is considered active, and your insanity score decreases by an amount equal to your proficiency bonus even if you take no damage.

While in this state, you still make death saving throws as normal, however you do not suffer saving throw failures from taking damage or from critical hits. If your hit points drop below the negative value of your hit point maximum, you suffer instant death.



FRACTURED SELF

Driven by the stress of your own insanity, you have learned to fracture your soul to better bear the madness that threatens to overwhelm your mind.

SHATTERED EGO

Beginning at 2nd level when you choose this manifestation, you are able to fracture your mind into disparate parts, giving physical form to your Madness. As an action your turn, you may summon a Fragment at an unoccupied space you can see within a zone of Nightmares.

This Fragment is a physical manifestation of some warped part your psyche, and takes the form of an aberration with a CR no higher than half your proficiency bonus. This Fragment adds your proficiency bonus to attack rolls and saving throws it is proficient in, and its maximum hit points are increased by 1d4 per CR. The Fragment takes actions and rolls initiative on it's own, but will follow your telepathic commands to the best of it's ability. Once summoned a Fragment cannot be dismissed and remains until it's hit points are reduced to 0 or fewer. You may have no more than one Fragment under your command at once. This limit increases by one when you reach 5th level, and again at 11th level and 17th.

Whenever you gain an insanity effect and have at least one Fragment under your command, you may choose one of your Fragments to gain the effect instead. When a Fragment dies, your insanity score is reduced by an amount equal to the Fragment's CR + your charisma modifier.

If a Fragment's total number of insanity effects exceeds it's CR + your charisma modifier, it breaks free of your control and stops obeying your commands.

DIVIDED TRAUMA

By the time you reach 5th level, you have learned to use your disjointed self as a means of defence. When you take damage and have at least one Fragment under your command, you may use your reaction to split the damage equally between yourself and Each of your Fragments.

EGO REINFORCEMENT

Your twisted selves grow more powerful with each and every trauma. Starting at 11th level. Your Fragments gain a bonus to their AC and Damage rolls equal to their current number of insanity effects.

INTERCHANGEABLE SELVES

At 17th level, even you have trouble telling what self is truly the real you. As a bonus action on your turn, you may swap places with a Fragment under your command.



AGENT OF CHAOS

Refusing to accept the dreadful reality of your own insanity, you thrust the nightmares onto the minds of others, spreading your madness like a plague and warping the minds of your enemies.

INFEST THE MIND

Beginning at 2nd level your madness begins to spread beyond the confines of your own mind and infest those of others. Whenever you hit with a weapon attack against an enemy, your target gains a number of insanity points equal to 1/2 your proficiency bonus (rounded up), and your insanity score is reduced by the same amount. Enemies who gain points of insanity do not suffer insanity effects in the same way you do, but their minds become vulnerable in a way you can exploit.

SPELL-LIKE INSANITY

You are capable of harnessing the insanity of others in order to replicate the effects of some spells and cantrips. The Spells and Cantrips you can cast in this way are listed on the Insanity Spell List at the end of this class, and can only target and effect creatures with an insanity score of 1 or higher, or areas and creatures within a zone of Nightmare. Effects created in this way do not require verbal, somatic, or material components.

Cantrips You know a number of cantrips as shown on the Insanity Spellcasting table. Each time you complete a long rest, you may choose one of the Insanity cantrips you know, and replace it with another cantrip from the Insanity spell list.

Insanity Casting To create one of these effects, you expend a number of insanity points from your target, as shown on the table below. To cast a spell at a higher level, you expend additional points of insanity as if the spell were the level you are casting it at. If a spell would target or effect multiple creatures with an insanity score of 1 or higher, you may draw the required insanity points from among all affected targets.

Spell Level	Insanity Cost
1	2
2	3
3	5
4	6
5	7

Spells of 1st Level and Higher The Spell Level column of the Insanity Spellcasting table shows the maximum level of spells you can replicate. You prepare the list of Insanity Spells that are available for you to cast, choosing from the insanity spell list. When you do so, choose a number of Insanity Spells as shown in the Prepared Spells column of the Insanity Spellcasting table. The Spells must be of a level equal to or lower than your spell level, as show on the Insanity Spellcasting table. Casting the spell doesn't remove it from your list of prepared Spells.

You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Insanity Spells requires time spent reading your mind against the madness they represent: at least 1 minute per Spell Level for each spell on your list.

INSANITY SPELLCASTING

Level	Cantrips	Prepared Spells	Spell level
2nd	2	2	1st
3rd	2	2	1st
4th	2	3	1st
5th	2	3	2nd
6th	2	4	2nd
7th	2	4	2nd
8th	2	5	2nd
9th	3	5	3rd
10th	3	6	3rd
11th	3	6	3rd
12th	3	7	3rd
13th	3	7	3rd
14th	3	8	4th
15th	3	8	4th
16th	3	9	4th
17th	3	9	4th
18th	3	10	4th
19th	3	10	5th
20th	3	11	5th

Spellcasting Ability Insanity is the source of your power, and you use your Insanity Save DC for Insanity spells you cast and your insanity score when making an attack roll with one.

MENTAL AMBUSH

By 5th level. You have learned to accompany your strikes with an invasion of the mind. Striking both in a single blow. When you hit with an attack, you can use a bonus action to cast a cantrip against the same target.

DOMINATE MADMAN

At level 11 you have gained the ability to twist and shape the insanity you inflict upon your enemies in order to control their actions. If a creature's current insanity score exceeds it's CR (or level), You may use an action on your turn to reduce the target's insanity score to 1, and force the target to make a charisma saving throw against your madness save DC. On a failure, the target Suffers the effects of the spell Dominate Monster. A creature can repeat this saving throw at the end of each of it's turns, and any time it takes damage. A creature that saves against this ability cannot be targeted by this ability again for 24 hours

INFECTIOUS INSANITY

When you reach 17th level. The Insanity that pervades your being has become so infectious that it spreads even without your influence. When a creature afflicted with at least one point of insanity hits with an attack against a creature who is not your ally, both creatures gain a point of insanity.

INSANITY SPELLS

CANTRIPS (0 LEVEL)

Dancing Lights
Eldritch Blast
Friends
Message
Minor Illusion
Prestidigitation
Thaumaturgy
Vicious Mockery
Infestation
Toll the Dead

1ST LEVEL

Arms of Hadar
Bane
Charm Person
Command
Compelled Duel
Disguise Self
Dissonant Whispers
Ensnaring Strike
Hex
Illusionary Script
Silent Image
Sleep
Tasha's Hideous Laughter
Wrathful Smite
Cause Fear

2ND LEVEL

Blindness/Deafness
Blur
Calm Emotions
Crown of Madness
Darkness
Detect Thoughts
Enthrall
Hold Person
Invisibility
Mirror Image
Phantasmal Force
Ray of Enfeeblement
Silence
Suggestions
Mind Spike
Shadow Blade

3RD LEVEL

Bestow Curse
Fear
Feign Death
Hunger of Hadar
Hypnotic Pattern
Major Image
Slow
Spirit Guardians
Enemies Abound

4TH LEVEL

Compulsion
Confusion
Dominate Beast
Evard's Black Tentacles
Greater Invisibility
Grasping Vine
Hallucinatory Terrain
Phantasmal Killer
Charm Monster
Shadow of Moil

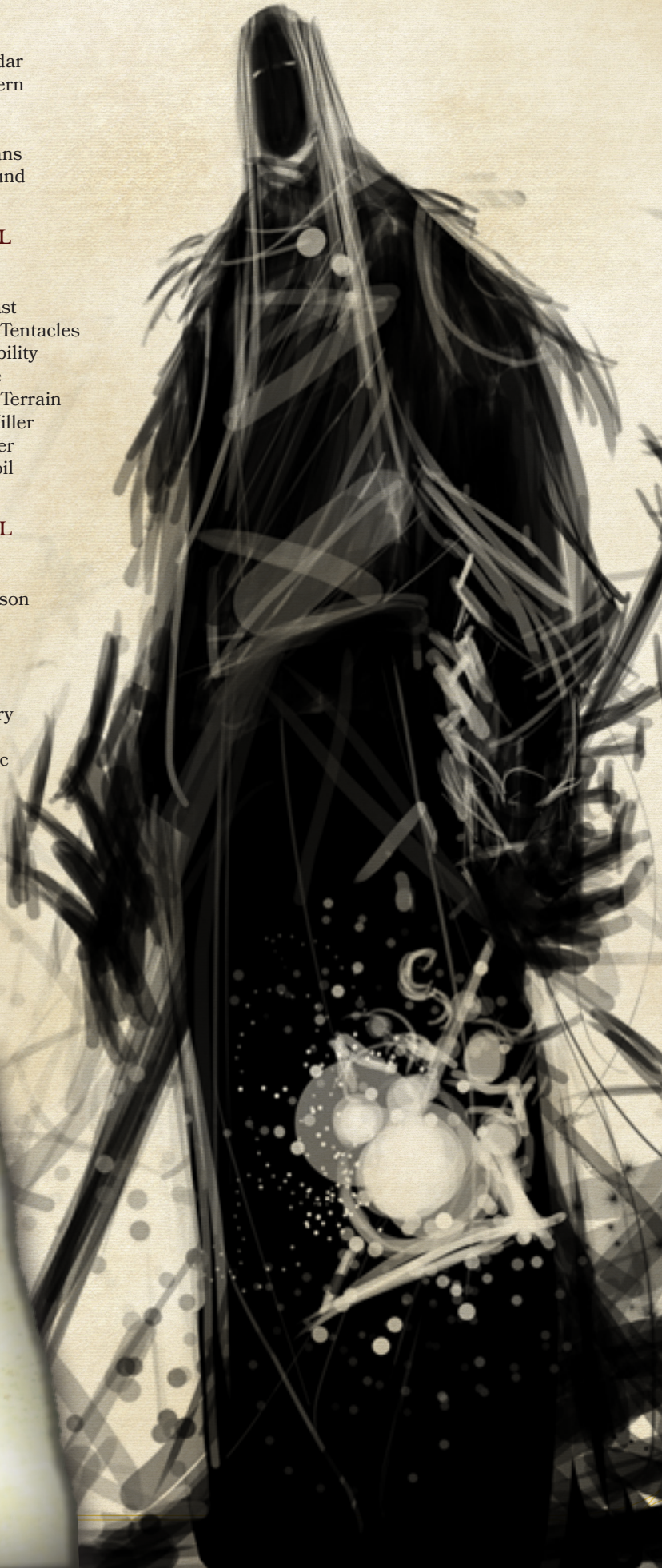
5TH LEVEL

Contagion
Creation
Dominate Person
Dream
Geas
Hold Monster
Mislead
Modify Memory
Seeming
Synaptic Static

INSANE ILLUSIONS

Insanity spellcasting works by manipulating the insanity of others. Because of that, the effects of spells which target areas, or which use yourself or an ally as the target, are only real within your zones of nightmare, or to creatures afflicted with at least one point of insanity. When you cast one of these spells, you split the insanity point cost between all affected creatures with an insanity score of 1 or higher, not including yourself.

For example, if you were to cast the spell Greater invisibility on yourself or an ally, the targeted creature would only be considered invisible within your zones of nightmare, and to creatures with an insanity score of 1 or greater. To cast the spell, you would subtract a total of 6 insanity points from between any number of creatures, not including yourself.



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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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Much of the artwork used in this class has been heavily edited from its original form. I did my best not to remove signatures or other identifying marks, but all artwork is credited regardless.

AUTHOR'S NOTES

When I first created the Hollower Class, it was on commission, and inspired by discussions with two separate clients. Both wanted something focussed around the idea of darkness and shadows, and I myself had an interesting idea for a class that used status effects as an ability cost rather than a set number of points or spells lots. It was my second major homebrew, and while I was very happy with it at the time, even then I recognized that it was an experiment, and never planned to revisit the class. But some discussions with players and play testers struck me with a line of thinking that finally brought me back around.

There were always a few major issues with the hollower, mostly brought forth out of my own inexperience: Firstly, The split madness table seemed to give a lot of people trouble, and no one seemed to agree how it was meant to be used. Secondly, The First Subclass, which focussed around a black-whole like passive effect, had a fundamental flaw which made effectively unplayable. Thirdly, the Seed of Corruption Subclass was a nightmare to keep track of. What worked in theory made an absurd amount of work for the DM in practice. Finally, the originally class was tied inherently to a setting specific idea of "the void" which heavily limited its inclusion in other settings.

In taking on this rework, I basically overhauled the class from the start, using everything I have learned since I started homebrewing to clean it up, and make it both more sun, and more simple to play. I kept the general idea of descending into madness in exchange for power, and built on that, mostly dropping the darkness and "void" aspects, and leaving the flavor open to whatever interpretation best suited the setting.

I completely replaced the first subclass, this time instead building an "insane juggernaut" subclass, modeled around slasher villains like Jason and Michael Meyers. And for the other subclasses, I redefined their mechanics to fit the same theme, but to operate a lot more smoothly and without so much to keep track of.

This time Around, I'm a lot more confident in the playability of the class, and while it still wont be for everyone, it's no longer as experimental. The balance is tighter, and the mechanics are smoother. I'm sure it still needs some work here and there, but in defence of my own sanity I think this is a good place to stop for now. Hope you all enjoy!