

Field of Tombs

Chapter DLC

The Gravedigger

Joseph Palmer

Joseph Palmer was a troubled boy from the start of his life. Reared by a prestigious catholic father, he began to show a strange fascination of the dead. Unbeknownst to his dad, Father George, his son was hoarding the corpses of dead birds found in the graveyard. At the age of 14, his father discovered his collection, and attempted to perform an exorcism on his deranged son. Joseph ceased his behavior, for the moment. He grew up to become a gravedigger for his the cemetery owned by his father's church, and while a bit estranged, never seemed to mean any harm.

Until one night, something snapped in him. Joseph encountered a group of teenagers vandalizing the grave of his Father. Joseph couldn't stop himself. He hunted down every last one of them, brutally bludgeoning them with a shovel, before capturing the final delinquent and taking her to his shed. However, she fought back. She took an axe from the wall of tortuous instruments that Joseph seemed to have lined up for this very occasion, and plunged it deep into his chest.

The police were never able to locate Joseph's body, but the police believed that he wandered into the woods with his last bits of energy, and his body was picked clean by the crows.

Speed: 113%

Lunge: Average

Terror Radius: 20 meters

The Shovel - A rusty and sharpened shovel, used to put people 6 feet under.

- After a successful hit, the grave digger will reach up to brush off dirt and blood.

The Dark Swarm

A horrible cloud of frenzied avians, bending to the will of The Gravedigger

- **The Dark Swarm** is The Gravedigger's main power: channeling his repressed anger allows him innate control over the wildlife, enabling him to send out crows to attack his victims.
 - The Gravedigger starts the match with 10 crows circling around his head.
 - The Gravedigger has a halved terror radius due to the caws from the crows alerting survivors.
 - At any time, by holding the RMB for two seconds, the Gravedigger can send out a crow, which will fly forward, deviating randomly from left to right. Crows that are sent out flying return to the Gravedigger upon exiting his terror radius, or hitting a wall. This ability has a 3 second cooldown
 - Crows home slightly toward survivors within the Gravediggers line of sight, but not entirely.
 - If a crow encounters a survivor, it will start circling them.
 - Unlike stillness crows, the Gravedigger's swarm does not cease until they are 36 meters away from the Gravedigger. Also unlike stillness crows, the Gravedigger's swarm circles the actual survivor, instead of above their head.
 - Once the crows are 36 meters away from the Gravedigger, they begin to slowly return to the killer at the rate of 1 crow every three seconds.
 - **1-3 Crows:** Acts similar to stillness crows, alerting the killer to their location.
 - **4 Crows:** Upon reaching 4 crows, a 20 second bleed-out timer also begins. Reaching the end of this bleed-out timer lowers the survivor a health state.
 - **5-9 Crows:** Each subsequent crow speeds up the bleed-out timer by 2 seconds.
 - **10 Crows:** All attacks against the survivor place them into the dying state.
 - If the crows fall under **4**, the bleed out timer slowly recedes.
 - If a survivor is healed with more than **4** crows circling them, the bleed out timer is reset.
 - If a survivor is injured with more than **4** crows circling them, the bleed out timer is reset

- When a survivor reaches the dying state, all crows return to the Grave digger.
- Attacking and missing returns **two** crows. Attacking and hitting the survivor returns **one**.
- Being stunned by a pallet returns **one** crow.
- Break actions return **one** crow.
- If you try to place more than ten crows onto multiple survivors, the oldest crow will return to you to be sent out.

Essentially, the main strategy would be to keep the survivor in your line of sight for as long as you can, sending out crows with either the intention of injuring them for later use, or sticking with them and taking advantage of the 10 crow insta-down.

MORI

The Gravedigger turns the survivor onto their backs, and pierces the shovel directly into their stomach, eliciting a scream. Shortly after, crows begin to swarm them, causing them to flail and scream, before ultimately falling limp.

Perks

HEX: In Memory



A hex rooting it's power on grief. After a survivor is sacrificed, if there is a Dull Totem remaining on the map, this Hex is applied to it. While this hex is active, for every survivor sacrificed, your terror radius is decreased by **2/3/4** meters, and passive noises made by you are decreased by **15/20/25** %

Dead Ringer



You become obsessed with one survivor. While carrying your obsession:

You move **6/8/10** % faster.

You are **10/15/20** % more resistant to lightburn.

Time to wiggle free from your grasp is increased by **30/40/50** %.

Your attacks trigger a **- / 20 / 15** second bleed out timer on survivors.

You can lunge while carrying your obsession.

Six Feet Under



A deep rage is unlocked when your victims defy you. After being stunned by a pallet, the charge time for your ability is decreased by **10/20/30** % and the cool down by **10/15/20** % for **3/5/7** seconds.

Add-Ons

Common

Black feather

A feather plucked from a dark bird.

- Slightly increases the speed at which crows travel

Holy water

A bottle of blessed water that was utilized during the exorcism of Joseph Palmer.

- Slightly decreases the cooldown of the Dark Swarm

Spray paint

A bottle of purple spray paint, recovered from one of the corpses in the Saint Benedict Massacre.

- Slightly increases the range at which crows can travel before returning to the Gravedigger

Green ribbon

A green ribbon, lost by a wary churchgoer, and collected by Joseph.

- The amount that the bleed-out timer is sped up by crows is increased by .3 seconds.

Uncommon

Sharp talon

A claw collected from a presumably dead bird.

- Moderately increases the speed at which crows travel

Cross necklace

A golden necklace worn by the priest at the exorcism of Joseph Palmer.

- Moderately decreases the cooldown of the Dark Swarm

Old wallet

A brown, worn down wallet collected from one of the corpses in the Saint Benedict Church Massacre.

- Moderately increases the range at which crows can travel before returning to the Gravedigger.
- Slightly decreases the speed at which crows travel

Hair tie

A basic brown hair tie pickpocketed from an unwitting churchgoer.

- The amount that the bleed-out timer is sped up by extra crows is increased by .5 seconds.

Rusty Knife

A homemade knife that was recovered from Joseph Palmer's shed.

- Slightly increases the homing capability of any given crow

Bloody pillowcase

The pillowcase in which Joseph used to stash the corpses of crows.

- The auras of survivors who initially come into contact with the Dark Swarm are revealed to you for 2 seconds.

Rare

Severed wing

A feathered wing, seemingly pulled off of the corpse of a black bird.

- Considerably increases the speed at which crows travel
- Slightly increases the charge time of the Dark Swarm.

Old bible

An aged bible that was read from during the exorcism of Joseph Palmer

- Considerably decreases the cooldown of the Dark Swarm
- Slightly decreases the charge time of the Dark Swarm

Graveyard map

The map of the Saint Benedict's Church graveyard.

- Increases the maximum amount of crows by 2
- Slightly increases the cooldown of the Dark Swarm

Nail covered board

A wooden plank littered with sharp nails, taken from the torture chair found in the shed belonging to Joseph Palmer.

- Considerably increases the homing capability of any given crow

- Slightly decreases the range at which crows can travel before returning to the Gravedigger

Broken cellphone

A cracked smartphone recovered from one of the corpses in the Saint Benedict Church Massacre.

- Moderately increases the range at which crows can travel before returning to the Gravedigger.

Very Rare

Feathered corpse

A skeleton of a bird with pieces of flesh and feather still hanging off of it.

- Considerably increases the speed at which crows travel

Box of skulls

The box in which Joseph stashed the skulls of the dead crows

- Survivors with 5 or more crows swarming them have their aura constantly revealed.

Joseph's shoe

A worn down leather shoe, recovered from the forest during the search for Joseph Palmer's body.

- The amount of crows needed to expose the survivor is reduced by 2
- The maximum amount of crows is reduced by 2

Ultra Rare

Rusty axe

The axe that was used to finally bring an end to Joseph's rampage.

- Crows no longer start a bleedout timer on survivors
- Every crow that is swarming the survivor that the gravedigger is chasing increases his movement speed by 2%

Diary page

A crumpled page torn from the diary of Joseph Palmer.

- Maximum amount of crows reduced by **9**.
- Moderately decreases the speed at which crows travel

- As long as there is one crow on the survivor, nearby dormant crows will attack as if they were a part of the Dark Swarm, functioning identically to the normal crows.
- A maximum of **10** of these crows can be on any given survivor.
- These crows are not added to the maximum amount, and fly away when they are out of range rather than return to the Gravedigger.

“Get out of my head Get out of my head Get out of my head”