

DEAD BY
DAYLIGHT™



X

LITTLE SHOP
OF
HORRORS

New Killer - The Overgrowth (Audrey II)

New Power:

Budding Heads- You can plant your seeds on a generator or pallet, causing smaller, vine-like versions of yourself to sprout from the object. This



offspring will attack and grab any survivor that approaches. The grabbed survivor must complete a skill check to escape the vine's grip. After a small amount of time, the offspring will wilt and die. There can only be two vines at a time."I'm a mean green mother from outer space and I'm bad!" -Audrey II

New Perks:

Feed Me!- The Entity's hunger is insatiable, much like your own. Whenever The Entity takes a survivor, the difficulty for survivors to escape your grasp is increased for a short period of time. *"I need blood and he's got more than enough!"*
-Audrey II

Suppertime- You know just the solution to dealing with nosey survivors. Your attack speed increases for a short time after a survivor is unhooked. *"When he's gone, the world will be yours."* -Audrey II

New Hex

Past the Stars and Beyond the Moon- Your long journey has made you familiar with many distant lands. When traversing an area of the map you have already been in in the current match, you move much faster than usual. *"I dream we'll go somewhere that's green."* -Audrey

Extra

Mori - Audrey II swallows the survivor whole, similar to what it does to Mr. Mushnik at the end of Suppertime.

Movement - Audrey II uses its roots and vines to pull himself around.

Menu Selection - When selected, Audrey II will appear inanimate, then spring to life and start nodding its head and slamming its pot on the ground, as if keeping time to a beat.

Match Entrance - Audrey II appears in a ray of light similar to the one it first comes to Earth in.

Weapon - Vines

Skins - Audrey Jr. appearance and a Fabric Puppet appearance.