PvZ RPG – The Zombie-Playing Game

Complete SPecific List Concept

# Non-Area Unique

These is all the everything that isn’t unique to an area (yet). Some of these will probably find a home somewhere else.

## Zombies

|  |  |
| --- | --- |
| Player Zombie   * *Browncoat* costume * All costumes available in various colours * Browncoat stats * Ability to use actions (weapons, armours, gadgets) * Automatic spawn |  |
| Browncoat   * Has *Bite* attack |  |
| Conehead   * Has *Bite* attack * Has *Cone* armour |  |

## Plants

|  |  |
| --- | --- |
| Imitater   * Start of turn ability: Copies stats, abilities and appearance of the closest plant (front, then behind, then top, then bottom, diagonals are further away than direct neighbours) |  |
| Peashooter   * Regular plant * Straight attack |  |
| Sunflower   * Regular plant * Heal attack * Heals zombie if hit by Munch type attack |  |
| Wall-nut   * Protector plant * Pass-through trait * Fire Weak trait |  |
| Potato Mine   * Ground plant * Ground attack * Cooldown before attack * Vanquishes itself upon dealing its damage * Tiny trait |  |
| Chomper   * Regular plant * Melee attack * Cooldown between attacks |  |
| Spikeweed   * Ground plant * Ground attack * Grounded trait |  |
| Iceweed   * Ground plant * Ground attack * Grounded trait * Chill trait |  |
| Cabbage-pult   * Regular plant * Lobbed attack |  |
| Cactus   * Regular plant * Straight attack * Pierce trait |  |
| Garlic   * Protector plant * Diverts zombie to adjacent lane when hit by a Munch type attack * Fire Weak trait * Pass-through trait |  |
| Seedling   * Regular plant * Cooldown before ability * Turns into a random plant from the current area |  |
| Plantern   * Regular plant * Buffs plants in 3x3 radius (TBD) |  |
| Bombegranate   * Regular plant * Lobbed attack * When vanquished, deals heavy damage to all zombies in 3x3 area and leaves behind a *Seedling* | Une image contenant dessin humoristique, Dessin animé, Animation, capture d’écran  Le contenu généré par l’IA peut être incorrect. |
| Stickybomb Rice   * Regular plant * Lobbed attack * Can attack in all three lanes |  |
| Draftodil   * Regular plant * Straight attack * Low damage * Stall trait * Pierce trait |  |
| Headbutter lettuce   * Regular plant * Melee attack * Can attack in front or behind itself * Butter trait |  |
| Buttercup   * Protector plant * Melee attack * No damage * Butter trait |  |
| Chili Bean   * Regular plant * When vanquished by Munch type attack, inflicts Stun on all zombies behind the zombie that ate it |  |
| Perfume-shroom   * TBD |  |
| Blooming Heart   * Regular plant * Lobbed attack * Damage increases every time it hits a zombie |  |
| Pea-nut   * Protector plant * Straight attack |  |
| Sap-fling   * Regular plant * Lobbed attack * No damage * Stall trait |  |
| Cold Snapdragon   * Regular plant * Melee attack * Attacks on its lane and neighbouring lanes * Chill trait * Pierce trait |  |
| Explode-O-Nut   * Protector plant * When vanquished, explodes in a 3x3 area * Pass-through trait * Fire Weak trait |  |
| Hot Date   * Protector plant * Forces zombies to move to its lane if there are no Protector type lanes in front of it (in other lanes) * When vanquished, deals damage to all zombies in its lane * Fire trait * Pass-through trait |  |
| Goo Peashooter   * Regular plant * Straight attack * Poison trait |  |
| Sting Bean   * TBD |  |
| Corn Dog   * Regular plant * Melee attack * Can attack zombies in neighbouring lanes * If the tile is available, it moves to it |  |
| Sergeant Strongberry   * TBD |  |
| Party Thyme   * TBD |  |
| Winter Squash   * Regular plant * Melee attack * Attacks zombie in front of behind itself * Makes a free Straight attack |  |
| Go-nuts   * TBD |  |
| Wing-nut   * Regular plant * Straight attack * Prevents zombies from using the Repeat trait |  |

## Boss Fights

|  |  |
| --- | --- |
| Soul Patch   * Regular plant * Melee attack * Grants Shielded trait to plants on its column * When a plant is hit by an attack, takes the damage instead * Armoured (1) trait |  |

## Attacks

|  |  |
| --- | --- |
| Bite   * Munch type * Doesn’t require weapon slot |  |
| Smack   * Strike type * Only possible if weapon slot is occupied by a Gadget |  |
| Vaulting Pole   * Strike type * Pierce trait |  |
| Tennis Racket   * Strike type * Deals greater damage against the front-most plant of the garden (excludes Ground type plants) |  |
| Camera   * Ranged type * Deals more damage to Bosses |  |

## Armours

|  |  |
| --- | --- |
| Cone   * Helmet type * Fire Weak trait |  |
| Party Cone   * Helmet type * Fire Weak trait * Has more health based on how many Spawnlings are on the garden |  |
| Bucket   * Helmet type |  |
| Brick Head   * Helmet type * Armoured (1) trait |  |
| Screendoor   * Shield type * Pass-through trait |  |
| Umbrella   * Umbrella type * Fire Weak trait * Gives zombies Pierce trait for Munch and Strike type attacks |  |
| Newspaper   * Shield type * Fire Weak trait * Pass-through trait * Gives zombie two actions on next turn after being destroyed |  |

## Gadgets

|  |  |
| --- | --- |
| Flag   * Passive type * Gadget slot * Summons *Browncoats* |  |
| Rally Flag   * Passive type * Weapon slot * Summons *Coneheads* |  |
| Top Hat   * TBD |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Engineer’s Workshop   * Items Garden * Garden Warfare’s Engineer * Workshop * Object related (TBD) |  |

# Training Grounds

The Training Grounds are the zombie’s specialised… well, training grounds and are where every player’s journey begins. It is mostly inspired by “I, Zombie” with its Cardboard Plants that are a perfect replica of the “I, Zombie” plant pool.

## Zombies

|  |  |
| --- | --- |
| Player Zombie   * *Training Grounds Bandana* costume * Reward for beating Training Grounds boss for first time |  |

## Cardboard Plants

|  |  |
| --- | --- |
| Cardboard Peashooter   * Regular plant * Straight attack * Flammable trait |  |
| Cardboard Sunflower   * Regular plant * Heal attack * Heals zombie if vanquished by Munch type attack |  |
| Cardboard Wall-nut   * Protector plant * Pass-through trait * Fire Weak trait |  |
| Cardboard Potato Mine   * Ground plant * Ground attack * Cooldown before attack * Vanquishes itself upon dealing its damage * Tiny trait |  |
| Cardboard Reapeater   * Regular plant * Straight attack * Repeat trait * Flammable trait |  |
| Cardboard Chomper   * Regular plant * Melee attack * Cooldown between attacks |  |
| Cardboard Snow Pea   * Regular plant * Straight attack * Chill trait |  |
| Cardboard Puff Shroom   * Regular plant * Straight attack * Limited range * Tiny trait |  |
| Cardboard Fume Shroom   * Regular plant * Straight attack * Limited range * Pierce trait * Laser trait |  |
| Cardboard Scaredy Shroom   * Regular plant * Straight attack * Effectively becomes a Protector plant if there are zombies in the 3x3 area around it * Cannot attack while in Protector form |  |
| Cardboard Squash   * Regular plant * Melee attack * Attacks zombie in front if hit by a Strike or Munch type attack * Attacks zombie in front or behind itself * Vanquishes itself upon dealing its damage |  |
| Cardboard Threepeater   * Regular plant * Straight attack * Attacks on its lane and neighbouring lanes * Flammable trait |  |
| Cardboard Spikeweed   * Ground plant * Ground attack * Grounded trait |  |
| Cardboard Torchwood   * Protector plant * While alive, gives Fire trait to plants behind it, in its lane with the Flammable trait * Pass-through trait |  |
| Cardboard Split Pea   * Regular plant * Straight attacker * Can attack backwards * Backwards attack has Repeat trait * Flammable trait |  |
| Cardboard Starfruit   * Regular plant * Straight attacker * Attacks in star formation |  |
| Cardboard Magnet-shroom   * Regular plant * Magnetising trait in its lane |  |
| Cardboard Kernel-pult   * Regular plant * Lobbed attack * Butter trait |  |
| Cardboard Umbrella Leaf   * Regular plant * While alive, gives Shielded trait to other plants in a 3x3 area |  |
| Cardboard Cactus   * Regular plant * Straight attack * Pierce trait |  |
| Cardboard Garlic   * Protector plant * Diverts zombie to adjacent lane when hit by a Munch type attack * Fire Weak trait * Pass-through trait |  |
| Cardboard Tall-nut   * Protector plant * Fire Weak trait |  |

## Boss Fights

|  |  |
| --- | --- |
| Dummy Dave   * Regular plant * Doesn’t attack * Spawns Cardboard Plants during fight | TBD |

## Attacks

|  |  |
| --- | --- |
| Cardboard Shooters   * Ranged type |  |

## Armours

|  |  |
| --- | --- |
| Target   * Shield type * Passthrough trait | TBD |

## Gadgets

|  |  |
| --- | --- |
|  |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden   * Exclusively spawns Cardboard Plants |  |
| Training Room   * Bonus Garden * No Spawnlings * Player death and HP don’t count * Exclusively spawns Cardboard Plants * Defeating plants rewards Brainiac Coins * Limit of turns |  |

# Neighbour’s House

Most PvZ 1 plants will find themselves amongst other worlds or simply in the general pool and the Shadow Plants from the Modern Day are going to be moved right over the Dark Ages, so I instead decided to base the Neighbour’s House on Rogue Garden with its unique mechanics and the all-iconic Brown Parka zombies. However, while the Modern Day plants might be missing from this world, it is here that you’ll find the fitting items and zombies.

## Zombies

|  |  |
| --- | --- |
| Player Zombie   * *Snowy Day* costume * Reward for obtaining every winter spawnling and item |  |
| Player Zombie   * *Fancy Coat* costume * TBD |  |
| Camping Tent   * Has *Tent (Modern Day)* passive * Fire Weak trait | TBD |
| Brownparka   * Has *Bite* attack * Ice Immune trait |  |
| Brownparka Conehead   * Has *Bite* attack * Has *Winter Cone* armour * Ice Immune trait |  |
| Brownparka Pothead   * Has *Bite* attack * Has *Camping Pot* armour * Ice Immune trait |  |
| Sled Zombie   * Has *Bite* attack * Has *Sled* armour * Ice Immune trait |  |
| Campimp   * Has *Bite* weapon * Imp trait | TBD |
| Rallied Protester   * Has *Torch* attack | TBD |
| Cuckoo Zombie   * Has *Cuckoo Clock* attack |  |
| Jack-in-the-Box Zombie   * Has *Jack-in-the-Box* attack |  |
| Chimney Sweep   * Has *Sweep* attack |  |

## Plants

|  |  |
| --- | --- |
| Escape Root   * Regular plant * Always spawns columns 7-8 * Start of turn: If a plant in columns 5-6 is below 15% HP, switches places with that plant then turns into a *Jalapeño* or a *Chilly Pepper* |  |
| Sea-shroom   * Regular plant * Straight attack * Limited range * Tiny trait * Aquatic trait |  |
| Gatlin Pea   * Regular plant * Straight attack * Spread (4) trait * Flammable trait |  |

## Boss Fights

|  |  |
| --- | --- |
| Cornucopia   * Regular plant * Straight attack * Start of turn: Creates a random plant on an available tile |  |

## Attacks

|  |  |
| --- | --- |
| Cuckoo Clock   * Ranged type |  |
| Jack-in-the-Box   * Strike type * Deals massive damage to the zombie and every plant in a 3x3 area |  |
| Sweep   * Strike type |  |

## Armours

|  |  |
| --- | --- |
| Winter Cone   * Helmet type * Ice Immune trait * Fire Weak trait |  |
| Sled   * Shield type * Allows zombie to move two tiles instead of one * Fire Weak trait * Pass-through Trait |  |
| Rogue News Sunday   * Shield type * Fire Weak trait * Gives zombie two actions on next turn after being destroyed |  |
| Mining Hardhat   * Helmet type * Reveals fog two tiles in front of the zombie |  |
| Fanfare Helmet   * Helmet type |  |

## Gadgets

|  |  |
| --- | --- |
| Frozen Flag   * Passive type * Gadget slot * Summons *Brownparka Zombies* |  |
| Protest Megaphone   * Active type * Summons *Rallied Protesters* | TBD |
| Flashlight   * Active type * Reveals fog in 2x3 area in front of the zombie |  |
| Fanfare Flag   * Passive type * Weapon slot * Summons *Fanfare Zombies* (TBD) |  |
| Major Staff   * Active type * Summons *Fanfare Zombies* (TBD) |  |
| Tent (Modern Day)   * Passive type * Armour and weapon slot * Summons *Brownparka Potheads* and *Campimps* | TBD |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Day-Night  Gardens are during:   * Daytime - Unchanged * Nighttime - Exclusively spawns shrooms and Protectors |  |
| Seasons  Gardens are in:   * Winter - Spawns more Chill and Freeze plants * Fall - Turns the middle lane into a water lane because of rain * Summer - Spawns more Fire plants and sunflowers * Spring - Unchanged |  |
| Fog   * Exclusive to Fall gardens * Start of turn Garden Gimmick * Fog appears, masking some of the plant spawn columns until the end of the next turn. |  |

# Zen Garden

Dave’s private palace, the Zen Garden features is the home to the Marigold, a handful of PvZ Adventures plants and many more.

## Zombies

|  |  |
| --- | --- |
| Zombie Monk   * Has *Monk Fist* weapon * Amphibious trait |  |

## Plants

|  |  |
| --- | --- |
| Flower Pot   * Ground plant * Pot trait | Une image contenant intérieur, tasse, conteneur, toilettes  Le contenu généré par l’IA peut être incorrect. |
| Marigold   * Regular plant * Rewards Brainiac Coins when vanquished |  |
| Gold Magnet   * Regular plant * Straight attack * No damage * Steals Brainiac Coins if attack hits the Player Zombie * Magnetising trait in lane |  |
| Sprout   * Regular plant * Cooldown before ability * Turns into a *Marigold* * Tiny trait |  |
| Sunflower Seed   * Regular plant * Cooldown before ability * Turns into a *Sunflower, Twin Sunflower, Primal Sunflower, Feral Sunflower, Metal Petal,* or *Cardboard Sunflower* |  |
| Aspearagus   * Regular plant * Straight attack * Targets any zombie in front of it on the garden |  |
| Bamboo Shoot (Adventures)   * Regular plant * Lobbed attack * TBD |  |
| Beeshooter   * Regular plant * Straight attack * TBD |  |
| Sweet Pea   * Regular plant * Straight attack * Attack prevents zombie from moving to a different lane on their next turn * Flammable trait |  |
| Gold Bloom   * Regular plant * TBD |  |
| Power Lily   * Regular plant * TBD |  |
| Sage Sage   * Regular plant * TBD |  |
| Solar Sage   * Regular plant * When vanquished: Permanently turns all Spawnlings in 3x1 area into *Zombie Monks* |  |
| Shine Vine   * Regular plant * Melee attack * No damage * Heals zombie if vanquished by a Munch type attack * Stun trait * Vine trait |  |
| Power Flower   * Regular plant * Straight attack * Start of turn ability: Heals all plants in its lane an amount of health equal to the number of flowers on the garden * Laser trait |  |
| Heartichoke   * Regular plant * Straight attack * If possible, makes a free attack when a zombie heals |  |
| Magnifying Grass   * Regular plant * Straight attack * Deals more damage based on number of sun plants in the garden * Deals no damage if there are no sun plants |  |
| Goop-shroom   * Regular plant * Straight attack * Limited range * No damage * Stall trait * Pierce trait * Laser trait |  |
| Pismashio   * Regular plant * Straight attack |  |
| Typical Beanstalk   * TBD |  |
| Magical Beanstalk   * TBD |  |
| Hibernating Beary   * Protector plant * Melee attack * No damage * Gains damage when hit * Fire Weak trait * Pass-through trait |  |
| Health-nut   * TBD |  |

## Boss Fights

|  |  |
| --- | --- |
| Enlighten-mint   * TBD |  |
| Gravitree   * Protector plant * Straight attack * Attack prevents zombie from moving to a different lane on their next turn * When a Spawnling is spawned in a neighbouring lane, moves it to its lane if possible * Armoured (1) trait |  |

## Attacks

|  |  |
| --- | --- |
| Monk Fist   * Strike type * Can target zombies * Chance of Heal attack | TBD |

## Armours

|  |  |
| --- | --- |
|  |  |

## Gadgets

|  |  |
| --- | --- |
|  |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden   * Plant Pots automatically spawn under every plant. |  |

# Old Wild Egypt

This area takes elements from both Ancient Egypt and the Wild West from PvZ 2. By mixing these hot environments and the Torchwood-burned peas with the cold plants of Ancient Egypt and the icy winds of the Frostbite Caves, it creates a fire-ice combo that is nicely complemented by the peas.

## Zombies

|  |  |
| --- | --- |
| Player Zombie   * *Modern Mummy* costume * Reward for beating the Old Wild Egypt area for the first time |  |
| Sarcophagus   * Has *Necromancy (Egypt)* passive * Armoured (1) trait * Ice Immune trait |  |
| Mummy Zombie   * Has *Bite* attack * Fire Weak trait |  |
| Conehead Mummy   * Has *Bite* attack * Has *Cobra Cone* armour * Fire Weak trait |  |

## Plants

|  |  |
| --- | --- |
| Repeater   * Regular plant * Straight attack * Repeat trait * Flammable trait |  |
| Sling Pea   * Regular plant * Lobbed attack * Can attack in up to 3 lanes (up to 1 pea per zombie) * Spread (3) trait |  |
| Split Pea   * Regular plant * Straight attacker * Can attack backwards * Backwards attack has Repeat trait * Flammable trait |  |
| Pea Pod   * Regular plant * Straight attack * Spread (rounds up to 5) trait * Flammable trait |  |
| Snap Pea   * Regular plant * Melee attack * Cooldown between attacks * If it vanquishes a zombie, makes a Straight attack when next possible * Flammable trait |  |
| Bloomerang   * Regular plant * Straight attack * Projectiles hit zombies twice * Pierce trait * Laser trait |  |
| Bonk Choy   * Regular plant * Melee attack * Can attack in front or behind itself |  |
| Iceberg Lettuce   * Regular plant * Melee attack * No damage * Attacks when vanquished by a Munch or Strike type attack * Freeze trait |  |
| Ice Bloom   * When vanquished, attacks all zombies in 3x3 * No damage * Freeze trait |  |
| Winter Melon   * Regular plant * Lobbed attack * Uses Chill trait on all zombies in 3x3 area around hit zombie |  |
| Snow Pea   * Regular plant * Straight attack * Chill trait |  |
| Chilly Pepper   * Regular plant * When vanquished, attacks all zombies in its lane * No damage * Chill trait |  |
| Icy Currant   * Regular plant * Ground attack * Links to other ice plants, forming frosty lines that chill zombies on them, that is stronger if the other plant is an Icy Currant |  |
| Tall-nut   * Protector plant * Fire Weak trait |  |
| Twin Sunflower   * Regular plant * Heal attack * TBD |  |
| Melon-pult   * Regular plant * Lobbed attack * Damages in X pattern around hit zombie |  |
| Tumbleweed   * Regular plant * Straight attack * Attacks bounce off zombies * Flammable trait |  |
| Torchwood   * Protector plant * While alive, gives Fire trait to plants behind it, in its lane with the Flammable trait and increases their damage by 1 * Pass-through trait |  |
| Pepper-pult   * Regular plant * Lobbed attack * Fire trait |  |
| Fire Pea   * Regular plant * Straight attack * Fire trait |  |
| Jalapeño   * Regular plant * When vanquished, attacks all zombies in its lane * Fire trait |  |
| Pyre Vine   * Regular plant * Melee attack * Fire trait * Vine trait |  |

## Boss Fights

|  |  |
| --- | --- |
| The Pod Father   * Regular plant * Straight attack * Buffs Peas in the garden (TBD) * Spawns Split Peas, Snow Peas and Fire Peas * Flammable trait |  |
| Appease-mint   * TBD |  |
| Pepper-mint   * TBD |  |
| Winter-mint   * TBD |  |

## Attack

|  |  |
| --- | --- |
| Torch   * Strike type * Fire trait | TBD |
| Serpent Staff   * Ranged type * If wearing the *Pharaoh’s Headwear*: Fire trait |  |

## Armours

|  |  |
| --- | --- |
| Ice Block   * Helmet type * Ice Immune trait * Fire Weak trait |  |
| Cobra Cone   * Helmet type |  |
| Pharaoh’s Headwear   * Helment type * Fire Weak trait |  |

## Gadgets

|  |  |
| --- | --- |
| Desert Flag   * Passive type * Gadget slot * Summons *Mummy Zombies* |  |
| Necromancy (Egypt)   * Passive type * Armour and weapon slot * Summons *Mummy Zombies* | TBD |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden |  |
| Night Cold Winds   * Start of turn Garden Gimmick * Chills all zombies in a lane |  |

# Pirates’ Beach

Pirates, corsairs, Sky City raiders and crusaders, all here to fight you in the Pirate Seas. “Docked Ship” gardens also give you everything from the Big Wave Beach in this aquatic themed area.

## Zombies

|  |  |
| --- | --- |
| Player Zombie   * *Beach Bum* costume * Reward for beating a boss in a Docked Ship garden of the Pirate’s Beach for the first time |  |
| Ducky Tuber   * Has *Bite* attack * Has *Ducky Tube* passive |  |
| Ducky Tuber Conehead   * Has *Bite* attack * Has *Starfish Cone* armour * Has *Ducky Tube* passive |  |
| Sun Bather   * Has *Bite* attack * Has *Lounge Chair* armour |  |
| Paper Plane Imp   * Has *Bite* attack * Amphibious trait * Fire Weak trait * Imp trait | TBD |

## Plants

|  |  |
| --- | --- |
| Lily Pad   * Ground plant * Allows non-amphibious plants to spawn on its water tile * Pot trait * Aquatic trait |  |
| Umbrella Leaf   * Regular plant * While alive, gives Shielded trait to other plants in the column in front of it |  |
| Kernel-pult   * Regular plant * Lobbed attack * Butter trait |  |
| Threepeater   * Regular plant * Straight attack * Attacks on its lane and neighbouring lanes |  |
| Snapdragon   * Regular plant * Melee attack * Attacks on its lane and neighbouring lanes * Fire trait * Pierce trait |  |
| Coconut Cannon   * Regular plant * Straight attack * Cooldown between attacks |  |
| Spring Bean   * Regular plant * Melee attack * No damage * Knockback trait |  |
| Explode-o-vine   * Regular plant * Melee attack * Heavy damage in 3x3 area when vanquished * Vine trait |  |
| Blastberry Vine   * Regular plant * Lobbed attack * Attacks target zombie and two tiles behind * Vine trait |  |
| Squash   * Regular plant * Melee attack * Attacks zombie in front if hit by a Strike or Munch type attack * Attacks zombie in front of behind itself * Vanquishes itself upon dealing its damage |  |
| Rotobaga   * Regular plant * Straight attack * Attacks in 4 diagonals * Amphibious trait |  |
| Skyshooter   * Regular plant * Straight attack * TBD |  |
| Pod Fighter   * Regular plant * Straight attack * Makes an attack when a plant in a neighbouring tile on its column makes an attack * Amphibious trait |  |
| Fireweed   * Exclusive to Docked Ship gardens * Regular plant * Lobbed attack * Fire trait |  |
| Acid Lemon   * Exclusive to Docked Ship gardens * Regular plant * Straight attack * Deals extra damage against Helmet type armour |  |
| Bowling Bulb   * Regular plant * Straight attack * Attacks bounce off zombies * Spread (3) trait |  |
| Banana Launcher   * Regular plant * Lobbed attack * Can attack any lane * Cooldown between attacks * Deals damage in 1x3 area |  |
| Tangle Kelp   * Exclusive to Docked Ship gardens * Ground plant * Ground attack * Vanquishes self upon dealing its damage * Aquatic trait |  |
| Guacodile   * Exclusive to Docked Ship gardens * Regular plant * Straight attack * Once vanquished, deals damage to all zombies in lane * Amphibious trait |  |
| Homing Thistle   * Regular plant * Straight attack * Can target any zombie in the garden |  |
| Cattail   * Exclusive to Docked Ship gardens * Regular plant * Lobbed attack * Can target any zombie in the garden * Repeat trait * Aquatic trait |  |
| Water Chestnut   * Protector plant * Pass-through trait * Fire Weak trait * Amphibious trait |  |
| Spineapple   * Regular plant * Straight attack * Gives a Melee attack to Protector plants in its lane that don’t have an innate attack |  |
| Half-Banana   * Regular plant * Melee attack * Heals plant in a 3x3 radius upon being vanquished |  |
| Apple Mortar   * Regular plant * Lobbed attack * Attacks on its lane and neighbouring lanes * Stun trait |  |
| Carrotillery   * Regular plant * Lobbed attack * Attacks last zombie in lane |  |
| Smackadia   * Regular plant * Melee attack * Increases health of nut plants * Amphibious trait |  |
| Marine Bean   * Regular plant * Straight attack * Has more health and damage based on how many plants with the Amphibious trait are in the garden * Amphibious trait |  |
| Navy Bean   * Regular plant * Straight attack * Increases health and damage of plants in the garden with the amphibious trait * Amphibious trait |  |
| Admiral Navy Bean   * Regular plant * Straight attack * Spread (number of plants with the Amphibious trait in the garden, max 5) trait * Amphibious trait |  |
| Aloe   * Regular plant * Heal attack * Heals plant in front of itself |  |

## Boss Fights

|  |  |
| --- | --- |
| Tricorn   * Regular plant * Straight attack * Attacks on its lane and neighbouring lanes |  |
| Loco Coco   * Protector plant * Summons Water Chestnuts on column 6 and Coconut Cannons on column 9 * Pass-through trait * Fire Weak trait |  |
| Banana Split   * Exclusive to Docked Beach gardens * Regular plant * Lobbed attack * Splits into two *Half-Bananas* on neighbouring lanes upon being vanquished * Chill trait |  |
| Cob Cannon   * Exclusive to Marine Battle gardens * Regular plant * Lobbed attack * Cooldown between attacks * Damages in 3x3 area around hit zombie * Can hit any zombie in the garden |  |
| Reinforce-mint   * TBD |  |
| Arma-mint   * TBD |  |

## Attacks

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| --- | --- |
|  |  |

## Armours

|  |  |
| --- | --- |
| Lounge Chair   * Shield type * Pass-through trait * Fire Weak trait * Heals the zombie if they are still wielding it at the end of the fight |  |
| Starfish Cone   * Helmet type |  |
| Head Barrel   * Helmet type * Fire Weak trait * Armoured (1) trait |  |
| Paper Hat   * Helmet type * When destroyed, spawns *Paper Plane Imps* * Fire Weak trait |  |

## Gadgets

|  |  |
| --- | --- |
| Backyard Flag   * Passive type * Gadget slot * Spawns *Ducky Tubers* |  |
| Ducky Tube   * Passive type * Gadget slot * Gives zombie Amphibious trait while used |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Marine Battle gardens   * One of the three lanes has no planks in the columns 1 to 4 * Zombies cannot spawn in or move to or through tiles without planks * Zombies forced into said tiles will die instantly |  |
| Docked Ship gardens   * Up to two of the three lanes are water lanes * Zombie spawn area isn’t water and has pirate ship appearance |  |
| Low Tide   * Exclusive to Docked Ship gardens * Start of turn Garden Gimmick * The water of the water lanes washes back for one turn, allowing zombies to walk there without Ducky Tubes * Zombies in water without the amphibious trait take heavy damage each turn |  |
| High Tide   * Exclusive to Docked Ship gardens * Start of turn Garden Gimmick * The water of the water lanes rises for one turn, flooding the zombie spawn area * Zombies in water without the amphibious trait take heavy damage each turn |  |

# Neon Future

A time of guns, robots, holograms, music and a whole bunch of electricity perfectly reflected in plants and zombies alike.

## Zombies

|  |  |
| --- | --- |
| Space Cadet   * Has *Space Gun* attack * Has *Space Helmet* armour |  |
| Back-up Dancer   * Has *Bite* attack |  |

## Plants

|  |  |
| --- | --- |
| Metal Petal   * Protector plant * Heal attack * Heals zombie if hit by Munch type attack * Pass-through trait * Fire Weak trait |  |
| Steel Magnolia   * Regular plant * Straight attack * Increases health of plants in cross area |  |
| Cool Bean   * Protector plant * Melee attack * Chill trait |  |
| Maypop Mechanic   * Regular plant * Straight attack * Attacks in front and behind itself * Pierce trait |  |
| Laser Cattail   * Regular plant * Straight attack * Can target any zombie in the garden * Repeat trait * Amphibious trait |  |
| Laser Bean   * Regular plant * Straight attack * Laser trait * Pierce |  |
| Citron   * Regular plant * Straight attack * Cooldown between attacks |  |
| Infi-nut   * Protector plant * Heals self every turn * Start of turn (second onwards): Applies shielded trait to plants in its column * Pass-through trait * Fire Weak trait |  |
| Astro Vera   * Regular plant * Melee attack * Increases health of plants in 3x3 area and heals them when it attacks |  |
| Tile Turnip   * Ground plant * When a plant in the same tile as a Tile Turnip attacks, all plants in the same tile as a Tile Turnip attack * Vine trait * Grounded trait |  |
| Phat Beet   * Regular plant * Melee attack * Attacks in 3x3 area |  |
| Tough Beets   * Protector plant * Melee attack * Gain health when a Spawnling is spawned |  |
| Super-Phat Beets   * Regular plant * Straight attack * Gains damage when a Spawnling is spawned |  |
| Mirror-nut   * Protector plant * Straight attack * Does not make an attack on its turns * When a nut, including itself, is hit by an attack, makes an attack |  |
| Bluesberry   * Regular plant * Straight attack * Start of turn ability: attacks a zombie in a different lane |  |
| Electric Blueberry   * Regular plant * Lobbed attack * Cooldown between attacks * Can attack any zombie in the garden * Tiny trait |  |
| Lightning Reed   * Regular plant * Straight attack * Attack jumps to up to two more zombies consecutively, within 1 tile of the hit zombie |  |
| Electric Peashooter   * TBD | Beta design |
| Electro Pea   * TBD | Beta design |
| Electrici-tea   * Regular plant * Melee attack * Attacks in cross pattern * Attack jumps one more zombie within 1 tile of the hit zombie |  |
| Power Vine   * Regular plant * Straight attack * Repeat trait if next to a Power Vine * Spread (3) trait if plant inside is electric |  |
| Electric Currant   * Regular plant * Ground attack * Links to other electric plants, forming electric lines that damage zombies on them, that is stronger if the other plant is also an Electric Currant |  |
| Zapricot   * Regular plant * Straight attack |  |
| Leaf Blower   * Regular plant * Straight attack * Knockback trait * Amphibious trait |  |
| Ensign Uproot   * Regular plant * Straight attack * Start of turn: Moves a plant or a zombie by one tile * Amphibious trait |  |
| Lieutenant Carrotron   * Regular plant * Lobbed attack * Start of turn: Spawns an *Intensive Carrot* * Amphibious trait |  |
| Intensive Carrot   * Regular plant * When a plant is vanquished, this is vanquished instead |  |
| Starfruit   * Regular plant * Straight attacker * Attacks in star formation |  |
| Re-peat Moss   * Regular plant * Straight attack * Gives plants in column Repeat trait while alive * Repeat trait |  |
| Pineclone   * Regular plant * Attack type based on plant it transformed from * Ground plants and plants that don’t attack take a Straight attack type * Keeps “When it vanquishes a zombie” abilities * Keeps “When vanquished” abilities |  |

## Boss Fights

|  |  |
| --- | --- |
| Filla-mint   * TBD |  |
| Starch Lord   * TBD |  |
| Lord Pineclone   * Regular plant * Straight attack * Start of turn: Turns every plant, except plants with the Vine trait into a *Pineclone* | TBD |
| Shooting Starfruit   * Regular plant * Straight attack * Attacks in star pattern * Repeat trait * Amphibious trait |  |

## Attacks

|  |  |
| --- | --- |
| Space Gun   * Ranged type * Fire trait | TBD |

## Armours

|  |  |
| --- | --- |
| Space Helmet   * Helmet type | TBD |
| Holo-Shield   * Shield type * Applies Shielded trait to zombies in its column | TBD |

## Gadgets

|  |  |
| --- | --- |
| Teleporter   * Active type * Summons *Space Cadets* | TBD |
| Pocket Robo-Shield   * Active type * Instantly equips the player with a *Holo-Shield* armour | TBD |
| MP3 Player   * Passive type * Weapon slot * Prevents plants from using their Repeat trait |  |
| Disco Glasses   * Passive type * Armour slot * Prevents armour from being worn * Summons *Back-up Dancers* |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden |  |
| Gadget Scientist’s Lab   * Items Garden * PvZ Heroes’ Gadget Scientist * Far Future themed laboratory/workshop * Active Gadgets related (TBD) |  |

# Lost City

Lost City is the area closest to its original counterpart. It includes all its usual plants, gemiums, and premiums and a handful more plants that jut seemed fitting. Explosions and stalling await.

## Zombies

|  |  |
| --- | --- |
| Adventuring Tent   * Has *Tent (Lost City)* passive * Fire Weak trait |  |
| Adventurer Zombie   * Has *Bite* attack |  |
| Conehead Adventurer   * Has *Bite* attack * Has *Cone* armour |  |
| Pothead Adventurer   * Has *Bite* attack * Has *Camping Pot* armour |  |

## Plants

|  |  |
| --- | --- |
| Magnet Plant   * Regular plant * Magnetising trait in neighbouring lanes |  |
| Red Stinger (Lane 9)   * Regular plant * Straight attack * Repeat trait * Fire Weak trait |  |
| Red Stinger (Lanes 7 and 8)   * Protector plant * Straight attack * Fire Weak trait * Pass-through trait |  |
| Red Stinger (Lanes 5 and 6)   * Protector plant * Fire Weak trait * Pass-through trait |  |
| A.K.E.E.   * Regular plant * Lobbed attack * Attack bounces onto other zombies in the lane |  |
| Endurian   * Protector plant * Melee attack * Damages when hit by a Munch or Strike type attack * Fire Weak trait * Pass-through trait |  |
| Stallia   * Regular plant * Melee attack * No damage * Attacks in 3x3 area * Stall trait |  |
| Gold Leaf   * Ground plant * Ground attack * No damage * Gives Brainiac coins while stood on * Stall trait |  |
| Toadstool   * Regular plant * Melee attack * Long range * Heals zombie when vanquished by Munch type attack * Cooldown between attacks |  |
| Strawburst   * Regular plant * Lobbed attack * Attack becomes more powerful for each turn without attacking (up to third stage) * Largest attack does damage in cross area * Pierce trait |  |
| Grapeshot of Wrath   * Regular plant * Lobbed attack * When vanquished, deals heavy damage in 3x3 area and shoots a straight attack in star formation |  |
| Lava Guava   * Regular plant * Melee attack * Creates crack to damage all zombies in range * Deals massive damage to zombie that vanquishes it if it uses a Munch or Strike type attack * Pierce trait * Laser trait * Fire trait |  |
| Sweet Potato   * Protector plant * Forces zombies to move to its lane if there are no Protector type lanes in front of it (in other lanes) * Fire Weak trait * Pass-through trait |  |
| Dandelion Bomber   * Regular plant * Straight attack * Attacks in its lane or neighbouring lanes |  |
| Dandelion   * Regular plant * Melee attack * Attacks in 3x3 area |  |
| Dazey Chain   * Regular plant * Straight attack * Each attack is stronger (up to third stage) * Last stage has Stall trait |  |
| Reincarnation   * Regular plant * Straight attack * When vanquished: Turns into a random plant |  |
| Pair of Pears   * Regular plant * Straight attack * Start of turn: If possible, spawns a *Pear Pal* on the tile in front |  |
| Pear Pal   * Regular plant * Melee attack * Amphibious trait |  |

## Boss Fights

|  |  |
| --- | --- |
| Bombard-mint   * TBD |  |
| Contain-mint   * TBD |  |

## Attacks

|  |  |
| --- | --- |
| Excavator Shovel   * Strike type * Pushes the plant back one tile, switching it with the plant there if there is one | TBD |
| Turquoise Skull   * Ranged type * Deals more damage for every sun plant in the garden * Fire trait |  |

## Armours

|  |  |
| --- | --- |
| Parasol   * Umbrella type * Fire Weak trait | TBD |
| Camping Pot   * Helmet type * Magnetisable trait |  |

## Gadgets

|  |  |
| --- | --- |
| Tent (Lost City)   * Passive type * Armour and weapon slot * Summons *Adventurer Zombies*, *Conehead Adventurers* and *Pothead Adventurers* | TBD |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden |  |

# Dark Ages

The Dark Ages are somewhat split. The Castle is the Dark Ages from PvZ 2, where all the shrooms reside. Meanwhile, the Dark Meadow is where you’ll encounter all the Shadow Plants

## Zombies

|  |  |
| --- | --- |
| Gravestone   * Has *Necromancy (Dark Ages)* passive * Armoured (1) trait * Ice Immune trait |  |
| Peasant Zombie   * Has *Bite* attack * Fire Weak trait |  |

## Plants

|  |  |
| --- | --- |
| Puff-shroom   * Exclusive to Castle gardens * Regular plant * Straight attack * Limited range * Tiny trait |  |
| Fume-shroom   * Exclusive to Castle gardens * Regular plant * Straight attack * Limited range * Pierce trait * Laser trait |  |
| Scaredy-shroom   * Exclusive to Castle gardens * Regular plant * Straight attack * Effectively becomes a Protector plant if there are zombies in the 3x3 area around it * Cannot attack while in Protector form |  |
| Magnet-shroom   * Regular plant * Magnetising trait 4x3 area (2 tiles forwards, 1 tile backwards) |  |
| Sun-shroom   * Exclusive to Castle gardens * Regular plant * Heal attack * Increases in size every turn (up to third stage) * Heals zombie when defeated by Munch type attack |  |
| Hypno-shroom   * Exclusive to Castle gardens * TBD |  |
| Gloom-shroom   * Exclusive to Castle gardens * Regular plant * Melee attack * Attacks in 3x3 area * Pierce trait |  |
| Sun Bean   * Regular plant * If vanquished by a Munch type attack, causes zombie to heal plants when hit by an attack |  |
| Spore-shroom   * Exclusive to Castle gardens * Regular plant * Lobbed attack * If it vanquishes a zombie that is in the Plant Spawn area, it spawns a Spore-shroom on that tile |  |
| Moonflower   * Exclusive to Dark Meadow gardens * Regular plant * Heal attack * Powers other shadow plants in cross pattern while alive * Heals zombie if hit by Munch type attack * Shadow-powered: Powers plants in a 3x3 power |  |
| Nightshade   * Exclusive to Dark Meadow gardens * Regular plant * Melee attack * Can only fire three times * Shadow-powered: Can also attack behind itself and two tiles forward * Shadow-powered: Recharges one petal per turn |  |
| Shadow-shroom   * Regular plant * Melee attack * When vanquished by Munch type attack, attacks zombie * Poison trait * Shadow-powered: When vanquished by Munch or Strike type attack, attacks in X pattern |  |
| Dusk Lobber   * Exclusive to Dark Meadow gardens * Regular plant * Lobbed attack * Shadow-powered: Attacks in its lane and neighbouring lanes |  |
| Grimrose   * Exclusive to Dark Meadow gardens * Regular plant * Straight attack * Vanquishes self after one attack * Pierce trait * Shadow-powered: Can attack three times before vanquishing |  |
| Ghost Pepper   * Regular plant * Melee attack * Attacks in 1x5 area * Vanquishes self after three turns * Explodes in X pattern upon being vanquished * Grounded trait * Pierce trait * Amphibious trait |  |
| Shadow Peashooter   * Exclusive to Dark Meadow gardens * Regular plant * Straight attack * Shadow-powered: Gains laser and stall trait |  |
| Vamporcini   * Protector planc * Melee attack * Heals after attacking * Fire Weak trait * Pass-through trait |  |
| Gloom Vine   * Exclusive to Dark Meadow gardens * Regular plant * Melee attack * Shadow-powers plant inside * Vine trait * Shadow-powered: Attacks in 3x3 area |  |
| Noctarine   * Exclusive to Dark Meadow gardens * Regular plant * When vanquished, permanently shadow-powers plants in X pattern * Shadow-powered: When vanquished, permanently shadow-powers plants in 3x3 area |  |
| Murkadamia Nut   * Exclusive to Dark Meadow gardens * Protector plant * Tiny trait * Fire Weak trait * Pass-through trait * Shadow-powered: Gains Melee attack when hit by Munch or Strike type attack and gains Armoured (1) trait |  |
| Buff-shroom   * Exclusive to Castle gardens * Regular plant * Straight attack * Increases damage of shrooms in 3x3 area |  |
| Smoosh-shroom   * Exclusive to Castle gardens * Regular plant * Melee attack * Pierce trait |  |
| Astro-shroom   * Exclusive to Castle gardens * Lobbed attack * Makes an attack at a random zombie when a plant is placed |  |
| Jack O’ Lantern   * Regular plant * Melee attack * 2 tile tange * Fire trait * Pierce trait * Laser trait |  |
| Mushroom Ringleader   * Exclusive to Castle Gardens * Straight attack * Deals more damage based on amount of shrooms in garden |  |
| Grow-shroom   * Regular plant * Straight attack * Increases damage and health of the lowest health other plant while alive |  |
| Moonbean   * Regular plant * Melee attack * If it vanquishes the zombie, spawns a *Magical Beanstalk* on its lane |  |
| Holly Knight   * Protector plant * Melee attack * Attacks zombie when hit by Munch type attack * When a Protector type plant is vanquishe, spawns a *Holly Pawn* on its tile |  |
| Holly Pawn   * Protector plant * Deals damage when hit by Munch type attack |  |
| Pumpkin   * Protector plant * Vine trait * Fire Weak trait * Pass-through trait |  |
| Haunted Pumpking   * Regular plant * Straight attack * Start of first turn: Spawns a *Peasant Zombie* |  |

## Boss Fights

|  |  |
| --- | --- |
| Doom-shroom   * TBD |  |
| Punish-shroom   * Exclusive to Castle gardens * Lobbed attack * Attacks at a random zombie every time a shroom is vanquished * Pierce trait |  |
| Ice-shroom   * Exclusive to Castle gardens * Melee attack * When vanquished, attacks all zombies in 5x3 area * No damage * Freeze trait |  |
| Dark Matter Dragonfruit   * Exclusive to Dark Meadow gardens * Straight attack * Pierce trait * Increases cost of Spawnlings * Shadow-powered: Deals damage in cross area around hit zombie |  |
| Ail-mint   * TBD |  |
| Conceal-mint   * TBD |  |

## Attacks

|  |  |
| --- | --- |
|  |  |

## Armours

|  |  |
| --- | --- |
|  |  |

## Gadgets

|  |  |
| --- | --- |
| Gravedigger Shovel   * Active type * Summons *Gravestones* |  |
| Necromancy (Dark Ages)   * Passive type * Armour and weapon slot * Summons *Peasant Zombies* | TBD |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Castle gardens   * Sunflowers don’t spawn |  |
| Dark Meadow gardens   * Sunflowers don’t spawn |  |
| Shadow Wave   * Exclusive to Dark Meadow gardens * Start of turn Garden Gimmick * Activates all shadow plants for one turn |  |
| Spore Cloud   * Exclusive to Castle gardens * Start of turn Garden Gimmick * Spawns a *Puff-shroom* in each lane with an empty tile |  |
| King’s Lair   * Items Garden * PvZ 2’s Zombie King * Dark Ages themed throne room * Armour related (TBD) |  |

# Jurassic Marsh

PvZ 2’s Jurassic Marsh with a handful more prehistoric additions. It is also the home to the Dino-roar plants from PvZ Heroes and their gimmick.

## Zombies

|  |  |
| --- | --- |
|  |  |

## Plants

|  |  |
| --- | --- |
| Primal Sunflower   * Regular plant * Heal attack * TBD | Une image contenant clipart, dessin humoristique, dessin, illustration  Le contenu généré par l’IA peut être incorrect. |
| Feral Sunflower   * Regular plant * Melee attack * Heals zombie if hit by Munch type attack | TBD |
| Primal Peashooter   * Regular plant * Straight attack * Knockback trait | Une image contenant clipart, dessin humoristique, Graphique, illustration  Le contenu généré par l’IA peut être incorrect. |
| Primal Wall-nut   * Protector plant * Pass-through trait * Fire Weak trait * TBD | Une image contenant dessin humoristique, croquis, Dessin animé, art  Le contenu généré par l’IA peut être incorrect. |
| Primal Potato Mine   * Ground plant * Ground attack in 3x3 area * Cooldown before attack * Deals heavy damage once armed up * Vanquishes itself upon dealing its damage * Tiny trait | Une image contenant dessin humoristique, gâteau d’anniversaire, Silhouette d’animal, jouet  Le contenu généré par l’IA peut être incorrect. |
| Venus Flytrap   * Regular plant * Melee attack * Heals the plant in front of it equally to the damage dealt | Une image contenant dessin humoristique, clipart, Dessin animé  Le contenu généré par l’IA peut être incorrect. |
| Tricarrotops   * Protector plant * Melee attack * Fire Weak trait * Pass-through trait * Dino-roar: Increases its own health | Une image contenant clipart, Dessin animé, Animation, dessin humoristique  Le contenu généré par l’IA peut être incorrect. |
| Veloci-Radish Hunter   * Regular plant * Melee attack * Dino-roar: Spawns a *Veloci-Radish Hatchling* | TBD |
| Veloci-Radish Hatchling   * Regular plant * Melee attack * Dino-roar: Increases its own damage | Une image contenant dessin humoristique, clipart, grenouille, Dessin animé  Le contenu généré par l’IA peut être incorrect. |
| Lime-Pleurodon   * Regular plant * Straight attack * Amphibious trait * Dino-roar: Makes an attack if possible | Une image contenant grenouille, dessin humoristique, clipart, vert  Le contenu généré par l’IA peut être incorrect. |
| Pear Cub   * Regular plant * Melee attack * Tiny trait * Turns into *Grizzly Pear* upon being vanquished |  |
| Grizzly Pear   * Regular plant * Melee attack |  |
| Three-nut   * Protector plant * Straight attack * Fire Weak trait * Pass-through trait * Makes damage of every plant in 3x3 area be 3 |  |
| Cro-Magnolia   * Regular plant * Straight attack * Increases damage of plants in cross area |  |
| Elderberry   * Regular plant * Straight attack * Laser trait |  |
| Wild Berry   * Regular plant * Straight plant * Before attacking, moves to a random available tile |  |
| Briar Rose   * Regular plant * Melee attack * Makes a free Straight attack at a zombie when it hits a flower |  |
| Chard Guard   * Protector plant * Melee attack * Knockback trait |  |
| Stunion   * Regular plant * When vanquished by Munch or Strike type attack, attacks zombies in the two tiles ahead * No damage * Stun trait |  |
| Primal Umbrella Leaf   * Regular plant * While alive, gives Shielded trait to other plants in a 3x3 area | TBD |
| Parsnip   * Regular plant * Melee attack * Once vanquished, deals damage to all zombies in lane |  |
| Aloesaurus   * Regular plant * Melee attack * Dino-roar: Heals plants in cross pattern including itself | Une image contenant grenouille, clipart, dessin humoristique, Dessin animé  Le contenu généré par l’IA peut être incorrect. |
| Forget-me-nuts   * Regular plant * Increases cost of Spawnlings |  |

## Boss Fights

|  |  |
| --- | --- |
| Apotatosaurus   * Regular plant * Melee attack * Dino-roar: Increases its own health and damage | Une image contenant clipart, Dessin animé, Animation, jouet  Le contenu généré par l’IA peut être incorrect. |
| Bananasaurus Rex   * Regular plant * Melee attack * Repeat trait * Dino-roar: Increases its own damage | Une image contenant clipart, dessin humoristique, smiley, Dessin animé  Le contenu généré par l’IA peut être incorrect. |
| Savage Spinach   * Regular plant * Melee attack * Increases damage of all plants in garden |  |
| Pecanolith   * TBD |  |
| Enforce-mint   * TBD |  |

## Attacks

|  |  |
| --- | --- |
|  |  |

## Armours

|  |  |
| --- | --- |
|  |  |

## Gadgets

|  |  |
| --- | --- |
|  |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden |  |
| Dino Roar   * Start of turn Garden Gimmick * Triggers all Dino-roar plants’ abilities in two neighbouring columns |  |

# The Zombosseum

This world happens not in the Roman timeline but rather in the already ancient and broken Zombosseum, taking elements from both the ancient Rome world in PvZ 2 and the Renaissance Age from PvZ 2 China. Uses plants from the Renaissance Age as well as many Seediums that fit either thematically or because they are native, amongst others, to the Mediterranean.

## Zombies

|  |  |
| --- | --- |
|  |  |

## Plants

|  |  |
| --- | --- |
| Dartichoke   * Regular plant * Straight attack * Shoots at higher HP zombie in range, ignoring zombies in front of it * Pierce trait | Une image contenant dessin humoristique, clipart, Graphique, Animation  Le contenu généré par l’IA peut être incorrect. |
| Pomegarnet Merchant   * Regular plant * Lobbed attack * Attack bounces diagonally if there is a zombie within 1 tile |  |
| Bamboo Spartan   * Protector type * Melee attack * Fire Weak trait * Pass-through trait * Armoured (1) trait | Une image contenant dessin humoristique, Animation, illustration, Dessin animé  Le contenu généré par l’IA peut être incorrect. |
| Sweetheart Snare   * Ground type * Ground attack * Stall trait | Une image contenant fleur  Le contenu généré par l’IA peut être incorrect. |
| Bzzz Button   * Regular plant * Melee attack * When vanquished by Munch or Strike type attack, deals damage to zombie * Stun trait * Tiny trait | Une image contenant dessin humoristique, art  Le contenu généré par l’IA peut être incorrect. |
| Olive Pit   * Ground plant * Ground attack * No damage * Stall trait * Grounded trait | Une image contenant dessin humoristique, art  Le contenu généré par l’IA peut être incorrect. |
| Poppin’ Poppies   * Regular plant * Melee attack * Summons *Lil’ Buddies* | Une image contenant clipart, Dessin animé, smiley, Animation  Le contenu généré par l’IA peut être incorrect. |
| Lil’ Buddy   * Protector plant * Heal attack * Heals zombie when vanquished by a Munch type attack * Fire Weak trait * Pass-through trait | Une image contenant dessin humoristique, clipart, smiley, pomme  Le contenu généré par l’IA peut être incorrect. |
| Snake Grass   * Regular plant * Melee attack * Spawns more *Snake Grasses* * Amphibious trait |  |
| Celery Stalker   * Protector plant * Melee attack * Attacks exclusively behind itself * Start of turn: Hides unless there is a zombie in range of its attack * While hidden: Regular plant, Grounded trait |  |
| Spikerock   * Ground plant * Ground attack * Grounded trait |  |
| Jugger-nut   * Protector plantgra * Pass-through trait * Armoured (1) trait |  |
| Strawberrian   * Regular plant * Melee attack * Attacks either in front or in both tiles diagonally in front |  |

## Boss Fights

|  |  |
| --- | --- |
| Sportacus   * Regular plant * Straight attack * Makes free attack when any zombie equips or activates a Gadget * Armoured (1) trait |  |
| Spear-mint   * TBD |  |

## Attacks

|  |  |
| --- | --- |
|  |  |

## Armours

|  |  |
| --- | --- |
|  |  |

## Gadgets

|  |  |
| --- | --- |
|  |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden |  |
| Healer’s Grove   * Support Garden * PvZ 2’s Healer Zombie * Zombosseum themed temple * Heal related (TBD) |  |

# ZCorp Intra-Space-Time

The Z Corporation’s bureaux in the endless vacuum of the Time Twister dimension. This area includes all the ZCorp zombies and trinkets and is under attack from a crew of magical plants, and plants formed form the cosmic matter of the Time Twister space.

## Zombies

|  |  |
| --- | --- |
| Player Zombie   * *Employee of the Week* costume * Reward for beating the ZCorp Undead Bureaux area for the first time |  |
| ZCorp Costumer Service   * Has *ZCorp Pin* attack | Une image contenant dessin humoristique, clipart, Animation, illustration  Le contenu généré par l’IA peut être incorrect. |
| ZCorp New Hire   * Has *Bite* attack * Has *ZCorp Mug* passive |  |

## Plants

|  |  |
| --- | --- |
| Hocus Crocus   * Regular plant * Straight attack * Sends hit zombie to the last available tile in its lane | Une image contenant dessin humoristique  Le contenu généré par l’IA peut être incorrect. |
| Thyme Warp   * Regular plant * Cooldown between attacks * Sends all zombie to the last available tiles in their lanes * When vanquished, triggers a *Time Twist* Garden Gimmick |  |
| Witch Hazel   * Regular plant * Straight attack * If it vanquishes the zombie, creates a *Puff-shroom* in that lane |  |
| Missile Toe   * Regular plant * Lobbed attack * Can attack any lane * Cooldown between attacks * Deals damage in 1x3 area * Chill trait |  |
| Shrinking Violet   * Regular plant * Upon vanquishing, applies Tiny trait to all zombies in 3x3 area |  |
| Caulipower   * TBD * Amphibious trait |  |
| Magic-shroom   * Regular plant * Straight attack * Can attack in front and behind itself |  |
| Orchid Warlock   * Regular plant * Straight attack * If possible, causes zombies in 3x3 area of hit zombie to move to its lane * Amphibious trait |  |
| Galacta-cactus   * Protector plant * Straight attack * When vanquished, damages all plants and zombies * Pierce trait * Fire Weak trait * Pass-through Trait |  |
| Spyris   * Regular plant * Straight attack * Gives Pierce trait to plants in its column while alive * Pierce trait |  |
| Levitater   * Regular plant * Straight attack * Can attack any zombie in the garden * No damage * Knockback trait |  |
| Cosmoss   * Regular plant * Straight attack * Increases damage and health when a Garden Gimmick happens * Amphibious trait |  |
| Cosmic Peashooter   * Regular plant * Straight attack * Pierce trait * Start of second turn: Becomes a random pea plant that gains the Pierce trait |  |
| Cosmic Wall-nut   * Protector plant * Shielded trait * Start of second turn: Becomes a random nut plant that gains the Shielded trait |  |
| Cosmic Sunflower   * Regular plant * Heal attack * Start of second turn: Becomes a random sun plant |  |
| Cosmic Mushroom   * Regular plant * Straight attack * Pierce trait * Laser trait * Start of second turn: Becomes a random shroom that gains the pierce trait |  |
| Cosmic Bean   * Regular plant * Straight attack * Start of second turn: Becomes a random bean |  |
| Bean Counter   * Regular plant * Melee attack * Increases damage based on number of beans on the garden * Start of turn: If possible, spawns a Cosmic Bean within a 3x3 area |  |
| Astrocado Pit   * Regular plant * After one turn, turns into an *Astrocado* * Tiny trait * Fire Weak trait |  |

## Boss Fights

|  |  |
| --- | --- |
| The Great Zucchini   * Regular plant * Straight attack * Start of turn: Turns a Spawnling into a *Browncoat* (As The Great Zucchini is vanquished, it will revert to normal) * Laser trait * Amphibious trait |  |
| Molekale   * Regular plant * Melee attack * Start of turn: Turns every plant into a random plant |  |
| Astrocado   * Regular plant * Straight attack * When vanquished, spawns an *Astrocado Pit* on its tile * Laser trait * Pierce trait |  |
| Enchant-mint   * TBD |  |

## Weapons

|  |  |
| --- | --- |
| ZCorp Pin   * Strike type | Une image contenant Animation, Personnage de fiction, illustration, Dessin animé  Le contenu généré par l’IA peut être incorrect. |
| Office Keyboard   * Ranged type |  |

## Armours

|  |  |
| --- | --- |
| Recycling Bin   * Helmet type * Upon reaching 0 health, doesn’t disappear. Instead, it survives the fight with 10% less max health (taken from original health) |  |

## Gadgets

|  |  |
| --- | --- |
| ZCorp Mug   * Passive type * Weapon slot * Gives zombie the Repeat trait | Une image contenant Animation, dessin humoristique  Le contenu généré par l’IA peut être incorrect. |
| ZCorp Cellphone   * Active type * Summons *ZCorp Costumer Services* | Une image contenant dessin, illustration, Animation, Personnage de fiction  Le contenu généré par l’IA peut être incorrect. |
| ZCorp Flag   * Passive type * Gadget slot * Summons *ZCorp New Hires* |  |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden |  |
| Time Twist   * Start of turn Garden Gimmick * Randomly reverts part of the damage done the previous turn * More likely to revert damage done to plants |  |
| Rush Hour   * Start of turn event * Spawns a *ZCorp New Hire* |  |
| ZCorp Consultation   * Items Garden * PvZ 2’s ZCorp Consultant * ZCorp themed office * Passive Gadgets, ZCorp or Spawnling related (TBD) |  |