PvZ RPG – The Zombie-Playing Game

Complete SPecific List Concept

# Template Area

## Zombies

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## Plants

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## Boss Fights

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## Weapons

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## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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| Default Fighting Garden |  |

# 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

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| --- | --- |
| Player Zombie   * *Browncoat* costume * All costumes available in various colours * Browncoat stats * Ability to use actions (weapons, armours, gadgets) * Automatic spawn * Has *Bite* and *Smack* weapons at the start of the game |  |
| Browncoat   * Has *Bite* weapon |  |
| Ducky Tuber   * Has *Bite* weapon * Has *Ducky Tube* passive |  |
| Conehead   * Has *Bite* weapon * Has *Cone* armour |  |
| Space Cadet   * Has *Space Gun* weapon * Has *Space Helmet* armour |  |

## Plants

|  |  |
| --- | --- |
| Peashooter   * Regular plant * Straight attack |  |
| Sunflower   * Regular plant * Heal attack * Heals zombie if hit by Munch type attack |  |
| Twin Sunflower   * Regular plant * Heal attack * TBD |  |
| Metal Petal   * Protector plant * Heal attack * Heals zombie if hit by Munch type attack * Pass-through trait |  |
| Wall-nut   * Protector plant * Pass-through trait * Fire Weak trait |  |
| Potato Mine   * Ground plant * Ground attack * Takes one turn to arm up * Vanquishes itself upon dealing its damage * Tiny trait |  |
| Repeater   * Regular plant * Straight attack * Repeat trait |  |
| Gatlin Pea   * Regular plant * Straight attack * Spread (4) trait |  |
| Chomper   * Regular plant * Melee attack * Cooldown between attacks |  |
| Fire Pea   * Regular plant * Straight attack * Fire trait |  |
| Spikeweed   * Ground plant * Ground attack * Grounded 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 |  |
| Split Pea   * Regular plant * Straight attacker * Can attack backwards * Backwards attack has Repeat trait |  |
| Starfruit   * Regular plant * Straight attacker * Attacks in star formation |  |
| 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 |  |
| Tall-nut   * Protector plant * Fire Weak trait |  |
| Seedling   * Regular plant * 2 turns to arm up * Turns into a random plant from the current area |  |
| Pumpkin   * Protector plant * Vine trait * Fire Weak trait * Pass-through trait |  |
| Re-peat Moss   * Regular plant * Straight attack * Gives plants in column Repeat trait while alive * Repeat trait |  |
| 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 |  |

## Boss Fights

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| The Pod Father   * Regular plant * Straight attack * Buffs Peas in the garden (TBD) * Spawns Peashooters, Snow Peas and Fire Peas |  |

## Weapons

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

## 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 |  |
| Ice Block   * Helmet type * Ice Immune trait * Fire Weak trait |  |
| Screendoor   * Shield type * Pass-through trait |  |
| 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 |  |
| Parasol   * Umbrella type * Fire Weak trait | TBD |
| 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 |  |
| Rogue News Sunday   * Shield type * Fire Weak trait * Gives zombie two actions on next turn after being destroyed |  |
| Space Helmet   * Helmet type | TBD |

## Gadgets

|  |  |
| --- | --- |
| Flag   * Passive type * Armour slot * Summons *Browncoats* |  |
| Rally Flag   * Passive type * Weapon slot * Summons *Coneheads* |  |
| Fanfare Flag   * Passive type * Weapon slot * Summons *Fanfare Zombies* |  |
| Teleporter   * Active type * Summons *Space Cadets* | TBD |
| Major Staff   * Active type * Summons *Fanfare Zombies* |  |

## Gardens and Garden Gimmicks

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| --- | --- |
| Gadget Scientist’s Lab   * PvZ Heroes’ Gadget Scientist * Far Future themed laboratory/workshop * Active Gadgets related (TBD) |  |
| Engineer’s Workshop   * 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

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

## Cardboard Plants

|  |  |
| --- | --- |
| Cardboard Peashooter   * Regular plant * Straight attack |  |
| 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 * Takes two turns to arm up * Vanquishes itself upon dealing its damage * Tiny trait |  |
| Cardboard Reapeater   * Regular plant * Straight attack * Repeat 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 of behind itself * Vanquishes itself upon dealing its damage |  |
| Cardboard Threepeater   * Regular plant * Straight attack * Attacks on its lane and neighbouring lanes |  |
| 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 |  |
| 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

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

## Weapons

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

## Armours

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

## Gadgets

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## Gardens and Garden Gimmicks

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| Default Fighting Garden   * Exclusively spawns Cardboard Plants |  |

# 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 World 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.

## Zombies

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| --- | --- |
| Brown Parka   * Ice Immune trait * Has *Bite* weapon |  |
| Brown Parka Conehead   * Ice Immune trait * Has *Bite* weapon * Has *Winter Cone* armour |  |
| Brown Parka Slider   * Ice Immune trait * Has *Bite* weapon * Has *Sled* armour |  |
| Rallied Protester   * Has *Torch* weapon | TBD |

## Plants

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## Boss Fights

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## Weapons

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| Riot Can   * Strike type |  |

## Armours

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| --- | --- |
| Winter Cone   * Helmet type |  |
| Sled   * Shield type * Allows zombie to move two tiles instead of one * Fire Weak trait * Pass-through Trait |  |

## Gadgets

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| --- | --- |
| Frozen Flag   * Passive type * Armour slot * Summons *Brown Parkas* |  |
| Protest Megaphone   * Active type * Summons *Rallied Protesters* | TBD |

## Gardens and Garden Gimmicks

|  |  |
| --- | --- |
| Default Fighting Garden   * Daytime * Spring |  |
| Day-Night   * Some Fighting Gardens are in nighttime * Nighttime has a different appearance and exclusively uses shrooms and Protectors |  |
| Seasons   * Some Fighting Gardens are in Winter, Fall or Summer * Winter has a different appearance and spawns more Chill and Freeze plants * Fall has a different appearance and turns the middle lane into a water lane because of rain * Summer has a different appearance and spawns more Fire plants and sunflowers |  |
| Fog   * Exclusive to Fall gardens * Start of turn Garden Gimmick * Fog appears, masking some of the plant spawn columns until the end of the 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

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## Plants

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| 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 * One turn cooldown * Turns into a *Marigold* * Tiny trait |  |
| 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 |  |
| Gold Bloom   * Regular plant * TBD |  |
| Power Lily   * Regular plant * TBD |  |
| Sage Sage   * Regular plant * TBD |  |
| Shine Vine   * Regular plant * Melee attack * No damage * Heals zombie if vanquished by a Munch type attack * Stun trait * Vine trait |  |
| 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 |  |

## Boss Fights

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| Enlighten-mint   * TBD |  |

## Weapons

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## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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

# Ancient Egypt

## Zombies

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## Plants

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| --- | --- |
| 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 |  |
| Snow Pea   * Regular plant * Straight attack * Chill trait |  |
| 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. |
| Aloe   * Regular plant * Heal attack * Heals plant in front of itself |  |
| 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 |  |

## Boss Fights

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## Weapons

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| Torch   * Strike type * Fire trait | TBD |

## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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| Default Fighting Garden |  |

# 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

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## Plants

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| --- | --- |
| 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 a 3x3 area |  |
| 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 its column makes an attack * Amphibious 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 |  |
| 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 |  |

## Boss Fights

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| --- | --- |
| 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   * Regular plant * Lobbed attack * Splits into two *Half-Bananas* on neighbouring lanes upon being vanquished * Chill trait |  |

## Weapons

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## Armours

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## Gadgets

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

## Gardens and Garden Gimmicks

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| 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 |  |

# 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

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## Plants

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| --- | --- |
| 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 * Stall trait * Gives Brainiac coins while stood on |  |
| 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 |  |

## Boss Fights

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

## Weapons

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| --- | --- |
| Excavator Shovel   * Strike type * Pushes the plant back one tile, switching it with the plant there if there is one | TBD |

## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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| --- | --- |
| 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* passive |  |
| Peasant Zombie   * Has *Bite* weapon * 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 |  |
| Shadow Peashooter   * Exclusive to Dark Meadow gardens * Regular plant * Straight attack * Shadow-powered: Gains laser and stall trait |  |
| Vamporcini   * Exclusive to Castle gardens * Protector plant * 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 Shielded trait |  |
| Buff-shroom   * Exclusive to Castle gardens * Regular plant * Melee attack * Increases damage of shrooms in 3x3 area |  |
| 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 |  |

## Boss Fights

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

## Weapons

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## Armours

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## Gadgets

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| Gravedigger Shovel   * Active type   Summons *Gravestones* |  |
| Necromancy   * Passive type * Armour and weapon slot   Summons *Peasant Zombies* | TBD |

## Gardens and Garden Gimmicks

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| 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   * 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

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## Plants

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| --- | --- |
| 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 * Takes two turns to arm up * 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 * TBD | 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 |  |

## Boss Fights

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| --- | --- |
| 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. |
| 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. |
| Savage Spinach   * Regular plant * Melee attack * Increases damage of all plants in garden |  |

## Weapons

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## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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

# 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

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## Plants

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

## Boss Fights

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| Sportacus   * Regular plant * Straight attack * Makes free attack when any zombie equips or activates a Gadget |  |

## Weapons

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## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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| Default Fighting Garden |  |
| Healer’s Grove   * 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

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

## Plants

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| --- | --- |
| 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 * Two turns cooldown * 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 |  |
| 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 |  |
| Galacta-cactus   * Protector plant * Straight attack * When vanquished, damages all plants and zombies * Pierce trait * Fire Weak trait * Pass-through Trait |  |
| Spyris   * TBD |  |
| Cosmoss   * Regular plant * Straight attack * Increases damage and health when a Garden Gimmick happens |  |
| 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 |  |
| Astrocado Pit   * Regular plant * After one turn, turns into an *Astrocado* * Tiny trait * Fire Weak trait |  |

## Boss Fights

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| --- | --- |
| 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 |  |
| Shooting Starfruit   * Regular plant * Straight attack * Attacks in star pattern * Repeat trait * Amphibious trait |  |
| Astrocado   * Regular plant * Straight attack * When vanquished, spawns an *Astrocado Pit* on its tile * Laser trait * Pierce trait |  |
| Enchant-mint   * TBD |  |

## Weapons

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| --- | --- |
| 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

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

## Gadgets

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| --- | --- |
| ZCorp Mug   * Passive type * Weapon slot * Allows zombie to make two actions on their turn | 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 * Armour slot * Summons *ZCorp New Hires* |  |
| ZCorp Pocket Robo-Shield   * Active type * Instantly equips the player with a *Holo-Shield* armour | TBD |

## Gardens and Garden Gimmicks

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| --- | --- |
| 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   * PvZ 2’s ZCorp Consultant * ZCorp themed office * Passive Gadgets, ZCorp or Spawnling related (TBD) |  |