

PvZ Heroes: Syndrome

Patch Notes

(Mod v4.6.)

General Changes

All Tribes are now Faction neutral

With the coming of 4.6., Syndrome now makes all Tribes **Faction neutral**. This means that Plants can use Tribes such as **Gourmet**, and Zombies can use Tribes such as **Berry**.

New Tribes

A new batch of Tribes has been added:

- Vegetable
- Tech
- Cosmic
- Vine

“Custom” Tribe REMOVED

The **Custom** Tribe used for all Custom Cards has been removed from respective Cards.

Cards referring to the **Custom** Tribe will now refer to Unique Cards instead.

Card Idea Credits in Flavor Text REMOVED

A lightly controversial change, but all Custom-made Cards now **no longer feature a credit in their flavor text**.

Card Balances



Tricarrotops

▲ Attack increased from 1 to 2

▼ Health reduced from 3 to 2

Grape Responsibility

▲ Ability added:

Now heals the target Plant to full.

Hot Date

↻ Ability changed:

Zombies here are **Team-Up**. **When played:** Move adjacent Zombies here. **When a Zombie is played next door:** Move it here. **When destroyed:** Do **Lethal** damage to all Zombies here.

Gilly Bean

↻ Ability changed:

Amphibious Plants get +2/+3.

Steel Wall

▲ Keyword added: **Armored 1**

↻ Ability changed:

Whenever any adjacent Plant would get hurt, this gets hurt instead.

Cosmic Gourd

Renamed to **Cosmic Nut**

↻ Is now a:

1cost 2/2

Start of Tricks: This **Temporarily** transforms into a random Nut.

Defender-Shroom

Class changed from **Guardian** to **Smarty**

Renamed to **Smoosh-Shroom**

▲ Attack increased from 1 to 6

▲ Keyword added: **Bullseye**

▼ Health reduced from 6 to 4

🔄 Ability changed:

When this hurts the Zombie Hero: Empty their Block Meter.

Grizzly Pear

▼ Keyword removed: **Amphibious**

▲ Ability added:

When played: Destroy all Pets.

GW2 Cactus

Renamed to **Cactus**

reverted back to Vanilla stats

==> 1 1/5 **Bullseye. Strikethrough.**

Shamrocket

🔄 Ability changed:

Choose a Lane.

Destroy all Zombies there and next door.

Starch GPT

reverted back to Vanilla stats

==> 3 4/5 **When a Root is played:** It gets +2/+3. **Start of Turn:** **Conjure**
2 Roots.

The Last Scholar of Syndrome

Renamed to **Soul Patch**

▲ Cost reduced from 8 to 7

▲ Attack increased from 3 to 5

▲ Health increased from 1 to 18

🔄 Ability changed:

Whenever any other Plant or the Plant Hero would get hurt: This gets hurt instead.

Custom Guardian Cards

Guardian Plant Food - **REMOVED**

Corrupted Photo - **REMOVED**



Hot Lava

🔄 Ability added:

Before combat here: Unfreeze all Plants here. (tech. "All Frozen Plants here do a Bonus Attack.")

Veloci-Radish Hatchling

reverted back to Vanilla stats

Banana Bomb

▲ Cost reduced from 2 to 1

🔄 Ability changed:

Do 5 damage to a Zombie.

Blastberry Vine

▼ No longer does special effects if Fused Plant was a Berry

Buff-Shroom

▲ Attack increased from 1 to 3

▲ Health increased from 1 to 3

🔄 Ability changed:

When played: All Mushrooms do a Bonus Attack.

Seedling

▼ Keyword removed: [Zombie Trick Immunity](#)

Cosmic Mushroom

🔄 Is now a:

1cost 2/2

Start of Tricks: This [Temporarily](#) transforms into a random Mushroom.

Cro-Magnolia

🔄 Ability changed:

When played: All adjacent Plants get +2/+2.

[Plant Evolution:](#) Adjacent Plants get double Strength.

Mushroom Grotto

🔄 Now makes a random Mushroom instead of Buff-Shrooms

Punish-Shroom

🔄 Ability now triggers whenever a Mushroom is hurt instead of destroyed

Reeds and Seeds

 Is now a:

2cost 3/4

End of Turn: Do 4 damage.

Blooming Heart

 Is now a:

2cost 2/3

When this does damage: Increase this Plant's damage multiplier by 1x.

Sour Grapes

 Cost reduced from 3 to 1

Weed

 Keyword removed: Armored 1

Wild Berry

 Cost increased from 3 to 4

Banana Launcher

 Ability damage reduced from 6 to 5

Ent

Renamed to **Poison Oak**

 Is now a:

5cost 7/7

When hurt: Do Lethal damage to all adjacent Zombies.

God of Reincarnation

Renamed to **Reincarnation**

 Is now a:

1cost 2/2

While in play: At the End of the next Turn, this transforms into a random Plant.

While in your hand: At the End of each Turn, this transforms into a random Plant that gets +1/+1.

Peary

▼ Keywords removed: **Bullseye, Strikethrough**

▼ Anti-Hero value reduced from **3** to **2**

Sergeant Strongberry

▼ Keyword removed: **Bullseye**

Sonic Bloom

▲ Keyword added: **Anti-Hero 2**

ThunderCot

 Is now a:

3cost 4/4

When hurt: This and all adjacent Plants get +2/+2.

Column Like You See 'Em

Class changed from **Kabloom** to **Guardian**

Renamed to **Gardening Gloves**

 Is now a:

1cost

Move a Plant. **Conjure** a **Buddy System**.

Flame Flower Queen

Renamed to **Red Stinger**

Class changed from **Kabloom** to **Guardian**

 Is now a:

3cost 2/8

Team-Up.

When played behind a Plant: This becomes 8/2.

Malicious Molekale

reverted back to Vanilla

Sizzle

 Is now a:

4cost

Do 12 damage to a Zombie or the Zombie Hero. Then do 6 damage to the rest.

Hongolipsis Vanguard

Renamed to **Mushroom Ringleader**

 Is now a:

3cost 2/4

All Mushrooms do 2x damage.

Boom Balloon Flower

▲ Cost reduced from **6** to **5**

▼ Health reduced from **7** to **5**

▼ Attack reduced from **5** to **0**

▼ Ability effectiveness changed from “Destroy” to “Do 5 damage”

Cherry Bomb

▲ Damage increased from **10** to **Lethal**

Dandy Lion King

Keyword removed: Bullseye

▲ Now additionally hits Zombies in play

Harbinger of Chaos

🔄 Is now a:

4cost 4/7

Plant Draw: Choose a Plant. It transforms into a random Plant that costs 1 Sun more.

Grapes of Wrath

Ability now damages Zombies too

Frosty Kernel

reverted back to Vanilla

Custom Kabloom Cards

Balloon Shroom - **REMOVED**

Reindeer - **REMOVED**

Kabloom Plant Food - **REMOVED**

Super Soil - **REMOVED**

Santa - **REMOVED**



Clique Peas

▼ Ability shuffle reduced from 3 to 2

▼ Ability stat buff reduced from +2/+2 to +1/+1

▲ Ability cost increase reduced from +1 to 0

Conjuring Weed

▲ Ability conjure quantity increased from 1 to 2

Half-Banana

▲ Ability effectiveness range increased from “In hand” to “In play and in hand”

Moonbean

🔄 Is now a:

3cost 3/5

When this hurts a Zombie: [Conjure](#) a Card of the same Rarity as the hurt Zombie.

When this hurts the Zombie Hero: [Conjure](#) a Superpower.

Black-Eyed Pea

▲ Cost reduced from 2 to 1

▲ Ability added:

When hurt: Do a Bonus Attack.

Reposter

Renamed to **Repeater**

🔄 Is now a:

4cost 2/2

When a Plant gains Attack or Strength: Give it an equal amount one more time.

When a Plant does a Bonus Attack: It does one more Bonus Attack.

Cosmic Pea

🔄 Is now a:

1cost 2/2

Start of Tricks: This [Temporarily](#) transforms into a random Pea.

Gamer Peashooter

Renamed to **Fire Peashooter**

🔄 Is now a:

2cost 2/4

Warmth. This cannot be Frozen.

This does 2x damage.

Gigantismic Ultraviolet

Class changed from **Mega-Grow** to **Smarty**

🔄 Is now a:

4cost

Choose a Lane.

Halve the Stats of all Zombies there and next door. Then destroy any Imps there.

Pea Vine

▼ No longer makes **Torchwood** infront when played

Umbrella Leaf

🔄 Is now a:

1cost 0/2

Team-Up.

All adjacent Plants are Hidden and have Zombie Trick Immunity.

Banana Split

▲ Cost reduced from 4 to 3

🔄 Makes **Half-Bananas** instead of **Banana Splits**

Super-Phat Beets

▲ Cost reduced from 4 to 3

▲ Ability damage increased from 1 to 2

Pod Fighter

▼ Attack reduced from 20 to 5

▲ Health increased from 1 to 5

Re-Peat Moss

reverted back to Vanilla

==>

3cost 3/3

Mega Gatling Pea

Renamed to **Commander Gatling Pea**

🔄 Is now a:

6cost 7/8

Armored 1. Quick-Shot. Double-Strike.

Pea Evolution: All Peas do a Bonus Attack.

Rhubarbarian

Renamed to **Monk Choy**

🔄 Is now a:

4cost 4/6

Duelist 2.

When this gains Strength: This does a Bonus Attack.

Pride Flower

Renamed to **Lucky Clover**

🔄 Is now a:

2cost 2/4

When you Conjure a Card: Transform it into a random Legendary Card of the same type.

Zugzwang Zostera

reverted back to Vanilla

==>

🔄 Ability is now:

While this is in hand: Whenever anything gains Strength or Health:

This gets the equal amount.

When played: This does a Bonus Attack.

Custom Mega-Grow Cards

Plant Vent - **REMOVED**

ZackScottGames - **REMOVED**

1000th Card - **REMOVED**



Lily Pad

▲ **Fused Plants** now additionally gain an ability:

When destroyed: Leave behind a [Lily Pad](#).

Birb

↻ Is now a:

2cost 3/5

When this does damage: [Conjure](#) a Superpower.

[Animal Evolution:](#) [Conjure](#) 2 Superpowers.

Lima-Pleurodon

↻ Now shuffles **Magic Beanstalks** instead of **Samens**

▲ Shuffle quantity increased from **1** to **2**

Sap-Fling

↻ Is now a:

3cost 3/2

When played & Start of Turn: Choose a Zombie. It gets -3 Strength.

When this lowers a Zombie's Strength: Make a [Sappy Place](#) in that Zombie's Lane.

Cosmic Bean

↻ Is now a:

1cost 2/2

Start of Tricks: This [Temporarily](#) transforms into a random Bean.

Grave Mistake

▼ Ability effectiveness reduced from “**All**” to “**Here and next door**”

Laser Cattail

↻ Is now a:

2cost 3/3

[Multishot.](#) [Floating.](#) [Team-Up.](#)

All adjacent Plants get +2/+2 when you play a Plant here or next door.

Iceberg Lettuce

▲ Cost reduced from 2 to 0

▼ Ability effectiveness reduced from “**All**” to “**Here and next door**”

Bean Counter

↻ Now Conjures 2 Beans instead of 4 Lima-Pleurodons

▼ No longer shuffles 4 Governments when played

Sussy Bean

Renamed to **Navy Bean**

▲ Cost reduced from 4 to 3

▲ Ability now additionally triggers **When played**

Dodder

Renamed to **Mayflower**

↻ Is now a:

5cost 3/6

Start of Turn: All Plants in play and in hand get either [Bullseye](#), [Deadly](#), [Zombie Trick Immunity](#), [Team-Up](#) or [Strikethrough](#).

Winter Melon

- ▲ Cost reduced from 5 to 4
- ▲ Attack increased from 5 to 6
- ▼ Health reduced from 5 to 4
- ▲ Splash Damage increased from 5 to 6

Leaf Blower

🌀 Is now a:

3cost 4/4

Floating.

When played: Bounce a Zombie. Plant Evolution: Bounce all Zombie Fighters and environments.

Custom Smarty Cards

CARD - REMOVED

Government - REMOVED

Purple-Garrotina's Superpower Wild Card - REMOVED

Magnet-Shroom - REMOVED

Smarty Plant Food - REMOVED

Richard Nixotine - REMOVED

Survival #1 - REMOVED



Laser Bean

Attack increased from 2 to 4

Aloesaurus

- ▼ Cost increased from 2 to 3
- ▲ Attack increased from 2 to 3
- ▲ Health increased from 4 to 6

Fume-Shroom

Cost reduced from 2 to 0

Jack O' Lantern

- ▲ Cost reduced from 2 to 1
- ▲ Attack increased from 2 to 3
- ▲ Health increased from 2 to 3

Metal Petal

🔄 Is now a:

3cost 2/6

Start of Turn: Heal all adjacent Plants for 2 Health for each Sun you made this turn.

Cosmic Flower

🔄 Is now a:

1cost 2/2

Start of Tricks: This [Temporarily](#) transforms into a random Flower.

Venus Flytrap

- ▲ Cost reduced from 3 to 2
- ▲ Attack increased from 2 to 3
- ▲ Health increased from 2 to 3

Water Balloons

🔄 Ability changed:

3 random Zombies get -4/-4 if they're on the Ground, -3/-3 if they're on the Heights or -2/-2 if they're in the Water.

Elderberry

🔄 Is now a:

6cost 3/5

[Multishot](#). [Strikethrough](#).

Plant Evolution: This gets +3/+1.

Midnight Despair

Renamed to **Morning Glory**

 Is now a:

1cost 2/2

When played: Heal all adjacent Plants for 4 Health.

BFN Sunflower

Renamed to **Sunflower Singer**

 Is now a:

4cost 0/3

Start of Turn: All adjacent non-**Sunflower Singer** Plants trigger their **Plant Food** effect.

Jingle Bellflower

Renamed to **Bellflower**

 Is now a:

2cost 3/4

When played: All hurt Zombies get their Strength and Health halved.

Flower Evolution: They get destroyed instead.

Rose be like...

reverted back to Vanilla

Toadstool

 Sun-producing ability changed to:

When this destroys a Zombie: You get +2 Sun for the rest of the game.

Ultimate Cob Cannon

Renamed to **Cob Cannon**

 **Corn Evolution** changed to **Vegetable Evolution**

Custom Solar Cards

Cosmic Energy - **REMOVED**
Gift - **REMOVED**
Heal Beam - **REMOVED**
Sun Stocker - **REMOVED**
Ancient - Cheese - **REMOVED**
Coal - **REMOVED**



Glitched Zombie

Class changed from **Beastly** to **Brainy**

 **Is now a:**

2cost 3/5

Start of Turn: Transform a Zombie you choose into a random Zombie that costs the same.

Discord Mod

Renamed to **Overstuffed Zombie**

 **Is now a:**

4cost 4/7

When this destroys a Plant: Heal all Zombies to full.

Extinction Event

 **Ability changed:**

A Plant gets destroyed. All other copies of that Plant get -4/-4.

Goofy Ahh Fox

▲ Health increased from **3** to **4**

▲ Conjure quantity increased from **1** to **2**

Ghoul

▲ Keyword added: **Floating**

Tilted Towers

🔄 First ability changed from “Is played here” to “Enters this lane”

Cartomars

▲ Ability stat buff increased from +2/+2 to +3/+3

▼ CNU Evolution removed

Crash Site

🔄 Ability changed:

Zombies here get +3/+4, [Frenzy](#), and [Siphon](#).

Interstellar Bounty Hunter

🔄 Is now a:

4cost 5/7

[Hunt](#). [Frenzy](#).

Can be initially played on the Water.

When this destroys a Plant: [Conjure](#) a Legendary.

King Yeti

Renamed to **Yeti Zombie**

🔄 Is now a:

3cost 4/4

When played and Start of Turn: Gain a [Yeti Lunchbox](#).

Plague Imp

Renamed to **Primal Vimpire**

🔄 Is now a:

2cost 6/4

[Fury Frenzy](#).

When this does damage: Heal all other Zombies for that much.

Plant Master Alchemist

Class changed from [Beastly](#) to [Brainy](#)

Renamed to **Mad Chemist**

 Is now a:

4cost 3/8

When you play a Card: [Conjure](#) a Card of the same Type.

Syndrome's Secret Boss

Renamed to **1000-Year Cheesemonger**

 Is now a:

3cost 5/4

When a Plant is played: [Halve](#) its Strength and Health.

PvZ2 Octo Zombie

 Can no longer transform **Bound Octopi** into **Bound Octopus**

Smashing Gargantuar

▲ Cost reduced from **11** to **9**

Custom Beastly Cards

Kick - **REMOVED**

Ban - **REMOVED**

Inzanity - **REMOVED**

Mad Mew Mew - **REMOVED**

Mio Mio San - **REMOVED**

 **Brainy** 

Fast Food Waiter

▲ Conjure quantity increased from **1** to **2**

▲ Ability added:

Start of Tricks: You get +1 Brains this turn.

Refreshing Box

Renamed to **Yeti Lunchbox**

🔄 Is now a:

0cost

Heal a Zombie for 3 Health. It gets +1/+2.

Ohio Station

Renamed to **Transformation Lab**

▼ Cost increased from 1 to 2

🔄 Is now a:

Start of Turn: Transform all Zombies here into a random Zombie that costs 1 or more Brains.

Time Rift

Renamed to **Cone Zone**

Class changed from **Brainy** to **Hearty**

🔄 Is now a:

2cost

Zombies here are Shielded.

Inexperienced Photographer

🔄 Ability changed:

When any other Zombie does damage: It gets +1/+3. Then Stun a random Plant.

Cosmic Scientist

🔄 Is now a:

1cost 2/2

Start of Tricks: This Temporarily transforms into a random non-Cosmic Science Zombie.

Cheater Zombie

Renamed to **Transmission Line Zombie**

🔄 Is now a:

5cost 4/6

This shares all Keywords with all other Zombies in hand and in play.

Fusion: **Clone** the Fused Zombie.

Evolutionary Leap

▲ Cost reduced from **3** to **2**

▼ Effectiveness reduced from “**All**” to “**Manual**”

🔄 Can now target Zombies in hand

Glass Ballista

Renamed to **Player**

🔄 Is now a:

3cost 2/4

When you play a Trick: Gain a 0cost copy of it.

Inspector Gadget

▲ Attack increased from **2** to **3**

CNU

▲ Ability added:

When played: Draw 3 Cards. (*triggers BEFORE his other abilities.*)

▼ Fusion ability removed

FryEmUp

🔄 **Zombie Evolution** changed to **Professional Evolution**

Fashionable Rules of Yapetus

Renamed to **Wizard Gargantuar**

🔄 Is now a:

6cost 5/7

Trick Mirror.

Plants' [Bullseye](#) effects don't work.

Plants can't use their Plant Food abilities.

Custom Brainy Cards

Gift Giving - **REMOVED**

RNJesus - **REMOVED**

CARD - **REMOVED**

Overall Better - **REMOVED**

Tax - **REMOVED**

Contrarian Zombie - **REMOVED**

Mark Zuckerberg - **REMOVED**

Robbie Rotten - **REMOVED**

PvZTryHard - **REMOVED**

Krampus - **REMOVED**

1000th Card - **REMOVED**



Super Drummer

Renamed to **Conga Zombie**

▲ Cost reduced from **2** to **1**

▲ Ability damage increased from **2** to **4**

▼ Effectiveness changed from "**All**" to "**Manual**"

Wall-Flower Zombie

▲ Cost reduced from **2** to **1**

🔄 Keyword pool changed to [Deadly](#), [Frenzy](#), [Strikethrough](#), [Team-Up](#), [Double-Strike](#), [Bullseye](#), [Plant Trick Immunity](#), [Hidden](#)

Hero Cosplayer

Class changed from **Crazy** to **Hearty**

 Is now a:

6cost 6/12

[Armored 1.](#) [Hero Guard.](#)

Unexpected Gifts

 Conjure pool changed to Events and Legendaries (for both factions)

Offensive End

Class changed from **Crazy** to **Hearty**

Renamed to **Defensive End**

 Is now a:

5cost 6/7

[Armored 2.](#)

Plants can't do Bonus Attacks. Plant Tricks cost 3 Sun more.

Gargantuar Mime

Class changed from **Crazy** to **Brainy**

Custom Crazy Cards

Game Mechanic - **REMOVED**

Lone Twin - **REMOVED**

Jerry What - **REMOVED**

 **Hearty** 

Bit-by-Bit Zombie

Renamed to **Cosmic Sports Star**

 Is now a:

1cost 2/2

Start of Tricks: This [Temporarily](#) transforms into a random non-Cosmic Sports Zombie.

Heal Bomb

Renamed to **Baseball Pitcher**

🔄 Is now a:

1cost 3/4

When this hurts a Plant: It gets -3 Strength.

Chaos Stimulation~Rapid Fire

Renamed to **Escape Through Time**

🔄 Ability changed:

Choose a Lane.

All Zombies there and next door become [Shielded](#) until the end of turn.

Blitzer

▲ Keyword added: Armored 1

▼ Keyword removed: Plant Trick Immunity

Zombie King

▲ Attack increased from 0 to 3

🔄 Ability changed:

Start of Turn: All other Zombies get [Shielded](#) until the End of Turn.

Drunk Driver

Renamed to **Coffee Zombie**

🔄 Is now a:

6cost 5/5

When played: All Zombies get +2/+3, [Frenzy](#) and [Quick-Shot](#).

Keyword Mix Masher

🔄 Ability changed:

Start of Turn: All Zombies in play and in hand gain a random [Keyword](#) until the End of Turn.

Keyword Pool: [Deadly](#), [Frenzy](#), [Strikethrough](#), [Team-Up](#), [Double-Strike](#), [Bullseye](#), [Plant Trick Immunity](#), [Hidden](#)

Ra Zombie

Renamed to **Eye of Rah**

 **Is now a:**

6cost 3/3

When played: The Plant Hero loses all their Sun this turn. This gets +1/+1 for each Sun lost.

Spirit of Wild West

 **Ability changed:**

When played: Shuffle all Plants, then [Stun](#) them until the End of Turn.

Custom Hearty Cards

Ahm - **REMOVED**

Player Substitution - **REMOVED**

The Red Sun - **REMOVED**

Ikea Employee - **REMOVED**

Sneaky

Breakdancer Zombie

Renamed to **Aerobics Instructor**

Class changed from **Sneaky** to **Crazy**

 **Ability changed:**

Start of Turn: All Dancing Zombies get +2/+2.

Scarecrow

Renamed to **Fur Hunter Zombie**

▼ **Cost increased from 2 to 3**

▲ **Attack increased from 0 to 4**

🔄 Ability changed:

When there's an Animal or a Pet Plant here: This gets [Duelist 2](#).

When this destroys a Plant: [Stun](#) a Plant you choose.

CHICKEN

Renamed to **Zombie Chicken**

▲ Cost reduced from 3 to 2

▼ Keyword removed: **Frenzy**, **Double Strike**

🔄 Ability changed:

Does additional 1x damage for each other [Zombie Chicken](#) in play

Cosmic Imp

🔄 Is now a:

1cost 2/2

Start of Tricks: This [Temporarily](#) transforms into a random non-Cosmic Imp.

Stock Market Hacker

Class changed from **Sneaky** to **Hearty**

Renamed to **Genetic Biologist**

🔄 Is now a:

4cost 4/5

When a Plant gains Strength or Health: Deduct that amount from it instead, and give the buff to a random Zombie.

Boombox Zombie

Renamed to **Disco's Spirit**

Class changed from **Sneaky** to **Crazy**

▲ Attack increased from 2 to 3

▲ Health increased from 3 to 4

🔄 Ability changed:

When a Dancing or Party Card is played: Do 3 damage to all Plants and the Plant Hero.

Fried C H I C K E N

Renamed to **Fire Rooster**

 **Ability changed:**

When a Plant is played here: Move to a random Lane.

When this enters a Lane: Do 4 damage to all adjacent Plants.

Unfair Zombie Coach

Class changed from **Sneaky** to **Hearty**

 **Ability changed:**

All Sports Zombies get +5 Health. All Sports Zombies are **Brave**.

Custom Sneaky Cards

Crow - **REMOVED**

Zombie Vent - **REMOVED**

Grave Camper - **REMOVED**

Isles 1, 2, 3 - **REMOVED**

Inhalegun Imp - **REMOVED**

Superpower Balances

Guardian



Bubble Up

Move a Plant. It gets +8 Health and becomes **Shielded** until the End of Turn.



Infinity Signal

Choose a Lane. Make an **Infi-Nut** there.
Draw a Card.



Root Wall

Choose a Lane.

All Pants there and next door get [Shielded](#) until the End of Turn.

Kabloom

Meteor Strike

Do 4 damage to all Zombies. Destroy all History Zombie Fighters and Environments.

More Fungus

Make a [Shroom for Two](#) in 2 random lanes.

Storm Front

All Plants in play get +2/+3.

Mega-Grow

Embiggen

Triple a Plant's Strength and Health.

Holo-Flora

Draw 4 Cards.

Time to Shine

A Plant does 2 Bonus Attacks.

Smarty



Big Chill

Choose a Lane.

Freeze all Zombies there and next door. Draw 2 Cards.



Transmogrify

Transform a Zombie into a random 1/1 Zombie with no abilities.



Whirlwind

Bounce 3 random Zombies.



Geyser

Heal all Plants and the Plant Hero for 6 health.



Scorched Earth

All Zombies on the Ground get -3/-4.



Weed Whack

A Zombie gets -6/-6.





Acid Rain

All Plants on the Ground get -3/-4.



Evaporate

Destroy all hurt Plants. Draw 2 Cards.



Galvanize

A Zombie gets +6/+6.

Brainy



Cut Down to Size

Destroy a Plant that has either 4 Strength or more, 4 Health or more or Costs 4 Sun or more.



Summoning

Make a random Zombie that costs 5 Brains or less.



Telepathy

Draw 4 Cards.

Crazy



Brute Strength

A Zombie gets +8 Strength.



Dance Off

Make a random Dancing or Party Zombie that costs 4 Brains or less in 2 random lanes.



Electrobolt

Do 4 damage to all Plants. Destroy all Plants in the Water Lane.

Hearty



Heroic Health

Heal the Zombie Hero for 2x the amount of Plant Hero's Health.



Possessed

Choose a Lane.

All Zombies there and next door get +2/+4 and [Frenzy](#).



Rock Wall

Choose a Lane.

All Zombies there and next door get [Shielded](#) until the End of Turn.

Sneaky



Dolphinado

Bounce 3 random Plants.



In-Crypted

Choose the Zombie Hero to hide all Zombies in play in a **Gravestone**.

Choose a Lane to hide all Zombies in that Lane in a **Gravestone**.

Choose a Zombie to hide it in a **Gravestone**.

Draw 2 Cards.

Super Stench

All Zombies in hand and in play become **Deadly**. Draw 2 Cards.

Signature Superpowers

Blast of an Heartbreak

Renamed to **Precision Blast**

Against all Odds...

Renamed to **Sunburn**

 **Ability changed:**

Do 3 damage to all Zombies and the Zombie Hero. All Sun Producers trigger their ability.

Petricasement

Renamed to **Uncrackable**

 **Ability changed:**

The Plant Hero gets **Shielded** until the End of Turn. Shuffle 1x **Uncrackable** into your deck. Draw 2 Cards.

Denied!

Renamed to **Mood Shield**

 Ability changed:

All Plants get **Shielded**. All hurt Plants additionally get +6 Health. Draw 2 Cards.

Solar Powered Workout

Renamed to **Power Pummel**

 Ability changed:

Do 1 damage to either a random Zombie in play or the Zombie Hero. 10 times.

Bush Ambush

Renamed to **Mush-Boom**

 Ability changed:

Make a random Mushroom in 2 random Lanes. Then all Mushroom Plants get **Hidden** and **Zombie Trick Immunity**.

Sorcery of Doom

Renamed to **Goatify**

 Ability changed:

Choose a Lane.

Transform all Zombies there and next door into a **Goat**.

THE ULTIMATE BBQ

Renamed to **Blazing Bark**

 Ability changed:

All Plants get +8 Strength and Unfrozen.

Decorating

Renamed to **Sprouting Expansion**

 Ability changed:

Draw 3 Cards.

Choose any Fighter.

All of its Keywords get applied to all Plants in play and in hand.

Higher Class Dress Code

Renamed to **Carried Away**

 Ability changed:

Bounce a Zombie. Its cost becomes 0. You may play a Zombie when it's time for Tricks this turn.

Meta Shakeup

Renamed to **Slammin' Smackdown**

 Ability changed:

Destroy all Plants with 5 Strength or less.

Birthday Generator

Renamed to **Gargantuarizer**

 Ability changed:

Choose a Zombie.

Its Strength and Health get quintupled. Draw 2 Cards.

Ice World

Renamed to **Frozen Tundra**

 Ability changed:

Destroy all **Frozen** Plants.

Then **Freeze** all Plants.

Weather Machine

Renamed to **Fabric Torsion**

 Ability changed:

Conjure a Card of each Rarity.

Delicious Conjuring

Renamed to **Bat Storm**

 Ability changed:

Choose a Lane.

Make [Zom-Bats](#) there and next door.

Death Mark

Renamed to **Multiplying Madness**

 Ability changed:

Do 4 damage to all Plants. If this destroys a Plant, gain [Missile Madness](#).

Octo-Rain

Renamed to **Octo-Pult**

 Ability changed:

Make an [Octo-Pet](#).

Explosive Present

Renamed to **Terror-Former 10 000**

 Ability changed:

Draw 3 Cards. Gain [Terror-Forming](#).

All Cards in your hand cost 2 Brains less.

Hero Balances

Beta-Carrotina

Class ruleset changed from **Guardian/Smarty** to **Guardian/Kabloom/Mega-Grow/Smarty/Solar**

Huge-Gigantacus

Class ruleset changed from **Brainy/Sneaky** to **Beastly/Brainy/Crazy/Hearty/Sneaky**