

A detailed illustration of a Zombie Stalker, a pale, muscular humanoid with a skull-like face, red eyes, and exposed red muscle on its torso. It wears a tattered olive-green shirt. The character is set against a dark, atmospheric background with a full moon and silhouettes of trees. UI elements include a black banner at the top left with the name 'ZOMBIE STALKER', a black heart icon with a red pulse line and the number '12' at the top right, and a red splatter icon with the number '5' to the right of the character's head. At the bottom, a black box contains the word 'MIDRANGE' in yellow and a description of the character's movement.

ZOMBIE STALKER

12

5

MIDRANGE

After dealing damage, Stalker moves to the weakest player in range.

A detailed illustration of a Zombie Spitter. The character has long, wavy red hair and a pale, decaying face. Its mouth is wide open, revealing a long, green, segmented tongue that is dripping with red blood. The character's skin is a mix of yellow and brown, showing signs of decay. In the top left corner, there is a black rectangular box with the text 'ZOMBIE SPITTER' in white. In the top right corner, there is a black shield-like shape with a red heartbeat line and the number '6' in white. To the right of the character's head, there is a red splatter shape with the number '2' in white. At the bottom, there is a black rectangular box with the text 'MIDRANGE' in yellow and 'Deal damage to all players in range.' in white.

ZOMBIE SPITTER

6

2

MIDRANGE

Deal damage to all players in range.

A detailed illustration of a Zombie Spitter. The character has long, wavy red hair and a pale, decaying face. Its mouth is wide open, revealing a long, green, segmented tongue that is dripping with red blood. The character's skin is a mix of yellow and brown, showing signs of decay. In the top left corner, there is a black rectangular box with the text 'ZOMBIE SPITTER' in white. In the top right corner, there is a black shield-like shape with a red heartbeat line and the number '6' in white. To the right of the character's head, there is a red splatter shape with the number '2' in white. At the bottom, there is a black rectangular box with the text 'MIDRANGE' in yellow and 'Deal damage to all players in range.' in white.

ZOMBIE SPITTER

6

2

MIDRANGE

Deal damage to all players in range.

A detailed illustration of a Zombie Spitter. The character has long, wavy red hair and a pale, decaying face. Its mouth is wide open, revealing a long, green, segmented tongue that is dripping with red blood. The character's skin is a mix of yellow and brown, showing signs of decay. In the top left corner, there is a black rectangular box with the text 'ZOMBIE SPITTER' in white. In the top right corner, there is a black shield-like shape with a red heartbeat line and the number '6' in white. To the right of the character's head, there is a red splatter shape with the number '2' in white. At the bottom, there is a black rectangular box with the text 'MIDRANGE' in yellow and 'Deal damage to all players in range.' in white.

ZOMBIE SPITTER

6

2

MIDRANGE

Deal damage to all players in range.

A detailed illustration of a Zombie Spitter. The character has long, wavy red hair and a pale, zombie-like complexion. Its mouth is wide open, revealing a long, green, segmented tongue that is dripping with a red, blood-like substance. The character's eyes are white and hollow, and its skin appears decayed and textured. The background is dark and stylized with geometric shapes.

ZOMBIE SPITTER

6

2

MIDRANGE

Deal damage to all players in range.

A detailed illustration of a zombie character with long, wavy red hair. The character's face is partially decayed, with greenish-yellow skin and exposed teeth. A long, green, tongue-like appendage is protruding from its mouth. The character is wearing a brown, tattered garment. In the top left, a black banner contains the text 'ZOMBIE SPITTER'. In the top right, a black shield with a red heart and a white number '6' is shown. To the right of the character's head, a red splatter contains a white number '2'. At the bottom, a black banner contains the text 'MIDRANGE' in yellow, followed by a description of the ability.

ZOMBIE SPITTER

6

2

MIDRANGE

Deal damage to all players in range.

ZOMBIE SOLDIER

8

4



ZOMBIE SOLDIER

8

4



ZOMBIE SOLDIER

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ZOMBIE SOLDIER

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ZOMBIE SOLDIER

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ZOMBIE DOG



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ZOMBIE WALKER



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ZOMBIE WALKER



2



ZOMBIE WALKER



2



SKELETON KING

BOSS



Passive: All zombies are immune to damage until Skeleton King is destroyed.

An illustration of three zombies in a city street. The central zombie is a man with a bloody face and a yellow shirt, reaching forward with a bloody hand. To his left is a zombie with blonde hair and a red tie. To his right is a zombie with long dark hair and a purple shirt. In the background, a building with a 'HELP' sign is visible.

ZOMBIE HORDE

BOSS



4

SHORT RANGE

Deal damage to all players in range.