Harsh sunlight

* Increases the power of [Fire-type](http://bulbapedia.bulbagarden.net/wiki/Fire_(type)) moves by 50%.
* Decreases the power of [Water-type](http://bulbapedia.bulbagarden.net/wiki/Water_(type)) moves by 50%.
* Allows [Solar Beam](http://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)) and [Solar Blade](http://bulbapedia.bulbagarden.net/wiki/Solar_Blade_(move)) to be used instantly.
* From Generation V onward, causes [Growth](http://bulbapedia.bulbagarden.net/wiki/Growth_(move)) to raise [Attack](http://bulbapedia.bulbagarden.net/wiki/Statistic#Attack) and [Special Attack](http://bulbapedia.bulbagarden.net/wiki/Statistic#Special_Attack) two stages each.
* Activates the following [Abilities](http://bulbapedia.bulbagarden.net/wiki/Ability): [Chlorophyll](http://bulbapedia.bulbagarden.net/wiki/Chlorophyll_(Ability)), [Dry Skin](http://bulbapedia.bulbagarden.net/wiki/Dry_Skin_(Ability)), [Flower Gift](http://bulbapedia.bulbagarden.net/wiki/Flower_Gift_(Ability)), [Forecast](http://bulbapedia.bulbagarden.net/wiki/Forecast_(Ability)), [Leaf Guard](http://bulbapedia.bulbagarden.net/wiki/Leaf_Guard_(Ability)), [Solar Power](http://bulbapedia.bulbagarden.net/wiki/Solar_Power_(Ability)).
  + Causes Forecast to change [Castform](http://bulbapedia.bulbagarden.net/wiki/Castform_(Pok%C3%A9mon)" \o "Castform (Pokémon)) to its [Sunny Form](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_with_form_differences#Castform).
  + In Generation V onward, causes Flower Gift to change [Cherrim](http://bulbapedia.bulbagarden.net/wiki/Cherrim_(Pok%C3%A9mon)" \o "Cherrim (Pokémon)) to its [Sunshine Form](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_with_form_differences#Cherrim).
* In Generation IV, changes [Cherrim](http://bulbapedia.bulbagarden.net/wiki/Cherrim_(Pok%C3%A9mon)" \o "Cherrim (Pokémon)) to its [Sunshine Form](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_with_form_differences#Cherrim).
* Guarantees [Harvest](http://bulbapedia.bulbagarden.net/wiki/Harvest_(Ability)) will restore a held [Berry](http://bulbapedia.bulbagarden.net/wiki/Berry).
* Changes [Weather Ball](http://bulbapedia.bulbagarden.net/wiki/Weather_Ball_(move)) to a [Fire-type](http://bulbapedia.bulbagarden.net/wiki/Fire_(type)) move and doubles its power.
* Prevents Pokémon from becoming [frozen](http://bulbapedia.bulbagarden.net/wiki/Freeze_(status_condition)).
* Causes [Moonlight](http://bulbapedia.bulbagarden.net/wiki/Moonlight_(move)), [Synthesis](http://bulbapedia.bulbagarden.net/wiki/Synthesis_(move)), and [Morning Sun](http://bulbapedia.bulbagarden.net/wiki/Morning_Sun_(move)) to recover ⅔ of max [HP](http://bulbapedia.bulbagarden.net/wiki/Statistic#HP) (twice the normal amount in [Generation II](http://bulbapedia.bulbagarden.net/wiki/Generation_II)).
* Lowers accuracy of [Thunder](http://bulbapedia.bulbagarden.net/wiki/Thunder_(move)) and [Hurricane](http://bulbapedia.bulbagarden.net/wiki/Hurricane_(move)) to 50%.

Extremly harsh sunlight

* Causes [Water-type](http://bulbapedia.bulbagarden.net/wiki/Water_(type)) damaging moves to fail if used.
  + If a Pokémon attempts to use [Natural Gift](http://bulbapedia.bulbagarden.net/wiki/Natural_Gift_(move)) while holding a [Berry](http://bulbapedia.bulbagarden.net/wiki/Berry) that makes the move Water-type, the Berry is not consumed.
  + If a [frozen](http://bulbapedia.bulbagarden.net/wiki/Freeze_(status_condition)) Pokémon attempts to use [Scald](http://bulbapedia.bulbagarden.net/wiki/Scald_(move)) or [Steam Eruption](http://bulbapedia.bulbagarden.net/wiki/Steam_Eruption_(move)), it will still thaw itself before the move fails.
* Causes the moves [Sunny Day](http://bulbapedia.bulbagarden.net/wiki/Sunny_Day_(move)), [Rain Dance](http://bulbapedia.bulbagarden.net/wiki/Rain_Dance_(move)), [Sandstorm](http://bulbapedia.bulbagarden.net/wiki/Sandstorm_(move)), and [Hail](http://bulbapedia.bulbagarden.net/wiki/Hail_(move)) to fail if used. This cannot be subverted even with [Cloud Nine](http://bulbapedia.bulbagarden.net/wiki/Cloud_Nine_(Ability)) or [Air Lock](http://bulbapedia.bulbagarden.net/wiki/Air_Lock_(Ability)).
  + If a Pokémon affected by [Powder](http://bulbapedia.bulbagarden.net/wiki/Powder_(move)) uses Sunny Day, it will take damage from Powder.
* Causes the Abilities [Drought](http://bulbapedia.bulbagarden.net/wiki/Drought_(Ability)), [Drizzle](http://bulbapedia.bulbagarden.net/wiki/Drizzle_(Ability)), [Sand Stream](http://bulbapedia.bulbagarden.net/wiki/Sand_Stream_(Ability)), and [Snow Warning](http://bulbapedia.bulbagarden.net/wiki/Snow_Warning_(Ability)) to fail. This cannot be subverted even with [Cloud Nine](http://bulbapedia.bulbagarden.net/wiki/Cloud_Nine_(Ability)) or [Air Lock](http://bulbapedia.bulbagarden.net/wiki/Air_Lock_(Ability)).

Rain

* Increases the power of [Water-type](http://bulbapedia.bulbagarden.net/wiki/Water_(type)) moves by 50%.
* Decreases the power of [Fire-type](http://bulbapedia.bulbagarden.net/wiki/Fire_(type)) moves by 50%.
* Allows [Thunder](http://bulbapedia.bulbagarden.net/wiki/Thunder_(move)) and [Hurricane](http://bulbapedia.bulbagarden.net/wiki/Hurricane_(move)) to bypass accuracy check.
  + In [Pokémon Diamond and Pearl](http://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Diamond_and_Pearl_Versions), allows [Thunder](http://bulbapedia.bulbagarden.net/wiki/Thunder_(move)) to hit through [Protect](http://bulbapedia.bulbagarden.net/wiki/Protect_(move)) and [Detect](http://bulbapedia.bulbagarden.net/wiki/Detect_(move)) 30% of the time.
* Activates the following [Abilities](http://bulbapedia.bulbagarden.net/wiki/Ability): [Dry Skin](http://bulbapedia.bulbagarden.net/wiki/Dry_Skin_(Ability)), [Forecast](http://bulbapedia.bulbagarden.net/wiki/Forecast_(Ability)), [Hydration](http://bulbapedia.bulbagarden.net/wiki/Hydration_(Ability)), [Rain Dish](http://bulbapedia.bulbagarden.net/wiki/Rain_Dish_(Ability)), [Swift Swim](http://bulbapedia.bulbagarden.net/wiki/Swift_Swim_(Ability)).
  + Causes Forecast to change [Castform](http://bulbapedia.bulbagarden.net/wiki/Castform_(Pok%C3%A9mon)" \o "Castform (Pokémon)) to its [Rainy Form](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_with_form_differences#Castform).
* Changes [Weather Ball](http://bulbapedia.bulbagarden.net/wiki/Weather_Ball_(move)) to a [Water-type](http://bulbapedia.bulbagarden.net/wiki/Water_(type)) move and doubles its power.
* Halves the power of [Solar Beam](http://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)).
* Causes [Moonlight](http://bulbapedia.bulbagarden.net/wiki/Moonlight_(move)), [Synthesis](http://bulbapedia.bulbagarden.net/wiki/Synthesis_(move)), and [Morning Sun](http://bulbapedia.bulbagarden.net/wiki/Morning_Sun_(move)) to recover ¼ of max [HP](http://bulbapedia.bulbagarden.net/wiki/Statistic#HP) (half the normal amount in [Generation II](http://bulbapedia.bulbagarden.net/wiki/Generation_II)).
* In the [Pokémon Mystery Dungeon series](http://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon_series), prevents Pokémon from exploding.

Heavy rain

* Causes [Fire-type](http://bulbapedia.bulbagarden.net/wiki/Fire_(type)) damaging moves to fail if used (including [moves that change type](http://bulbapedia.bulbagarden.net/wiki/Category:Moves_that_change_type), if they would be Fire-type).
  + If a Pokémon affected by [Powder](http://bulbapedia.bulbagarden.net/wiki/Powder_(move)) uses a Fire-type move, it will take damage from Powder.
  + If a Pokémon attempts to use [Natural Gift](http://bulbapedia.bulbagarden.net/wiki/Natural_Gift_(move)) while holding a [Berry](http://bulbapedia.bulbagarden.net/wiki/Berry) that makes the move Fire-type, the Berry is not consumed.
  + If a [frozen](http://bulbapedia.bulbagarden.net/wiki/Freeze_(status_condition)) Pokémon attempts to use a Fire-type move that [would thaw itself](http://bulbapedia.bulbagarden.net/wiki/Category:Moves_that_thaw_out_the_user) (such as [Flame Wheel](http://bulbapedia.bulbagarden.net/wiki/Flame_Wheel_(move))), it will still thaw itself before the move fails.
* Causes the moves [Sunny Day](http://bulbapedia.bulbagarden.net/wiki/Sunny_Day_(move)), [Rain Dance](http://bulbapedia.bulbagarden.net/wiki/Rain_Dance_(move)), [Sandstorm](http://bulbapedia.bulbagarden.net/wiki/Sandstorm_(move)), and [Hail](http://bulbapedia.bulbagarden.net/wiki/Hail_(move)) to fail if used. This cannot be subverted even with [Cloud Nine](http://bulbapedia.bulbagarden.net/wiki/Cloud_Nine_(Ability)) or [Air Lock](http://bulbapedia.bulbagarden.net/wiki/Air_Lock_(Ability)).
  + If a Pokémon affected by [Powder](http://bulbapedia.bulbagarden.net/wiki/Powder_(move)) uses Sunny Day, it will take damage from Powder.
* Causes the Abilities [Drought](http://bulbapedia.bulbagarden.net/wiki/Drought_(Ability)), [Drizzle](http://bulbapedia.bulbagarden.net/wiki/Drizzle_(Ability)), [Sand Stream](http://bulbapedia.bulbagarden.net/wiki/Sand_Stream_(Ability)), and [Snow Warning](http://bulbapedia.bulbagarden.net/wiki/Snow_Warning_(Ability)) to fail. This cannot be subverted even with [Cloud Nine](http://bulbapedia.bulbagarden.net/wiki/Cloud_Nine_(Ability)) or [Air Lock](http://bulbapedia.bulbagarden.net/wiki/Air_Lock_(Ability)).

Sandstorm

* At the end of each turn, damages each Pokémon for 1/16 (⅛ in [Generation II](http://bulbapedia.bulbagarden.net/wiki/Generation_II)) of its maximum HP, unless it is [Rock](http://bulbapedia.bulbagarden.net/wiki/Rock_(type))-, [Steel](http://bulbapedia.bulbagarden.net/wiki/Steel_(type))-, or [Ground-type](http://bulbapedia.bulbagarden.net/wiki/Ground_(type)); has one of the Abilities [Sand Force](http://bulbapedia.bulbagarden.net/wiki/Sand_Force_(Ability)), [Sand Rush](http://bulbapedia.bulbagarden.net/wiki/Sand_Rush_(Ability)), [Sand Veil](http://bulbapedia.bulbagarden.net/wiki/Sand_Veil_(Ability)), [Magic Guard](http://bulbapedia.bulbagarden.net/wiki/Magic_Guard_(Ability)), or [Overcoat](http://bulbapedia.bulbagarden.net/wiki/Overcoat_(Ability)); or is holding the [Safety Goggles](http://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Safety_Goggles).
* Activates the following [Abilities](http://bulbapedia.bulbagarden.net/wiki/Ability): [Sand Force](http://bulbapedia.bulbagarden.net/wiki/Sand_Force_(Ability)), [Sand Rush](http://bulbapedia.bulbagarden.net/wiki/Sand_Rush_(Ability)), [Sand Veil](http://bulbapedia.bulbagarden.net/wiki/Sand_Veil_(Ability)).
* From Generation IV onward, raises the [Special Defense](http://bulbapedia.bulbagarden.net/wiki/Statistic#Special_Defense) of all [Rock-type](http://bulbapedia.bulbagarden.net/wiki/Rock_(type)) Pokémon by 50%.
* Changes [Weather Ball](http://bulbapedia.bulbagarden.net/wiki/Weather_Ball_(move)) to a [Rock-type](http://bulbapedia.bulbagarden.net/wiki/Rock_(type)) move and doubles its power.
* From Generation III onward, halves the power of [Solar Beam](http://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)).
* Causes [Moonlight](http://bulbapedia.bulbagarden.net/wiki/Moonlight_(move)), [Synthesis](http://bulbapedia.bulbagarden.net/wiki/Synthesis_(move)), and [Morning Sun](http://bulbapedia.bulbagarden.net/wiki/Morning_Sun_(move)) to recover ¼ of max [HP](http://bulbapedia.bulbagarden.net/wiki/Statistic#HP) (half the normal amount in [Generation II](http://bulbapedia.bulbagarden.net/wiki/Generation_II)).

Hail

* At the end of each turn, damages each Pokémon for 1/16 of its maximum HP, unless it is [Ice-type](http://bulbapedia.bulbagarden.net/wiki/Ice_(type)); has one of the Abilities [Ice Body](http://bulbapedia.bulbagarden.net/wiki/Ice_Body_(Ability)), [Snow Cloak](http://bulbapedia.bulbagarden.net/wiki/Snow_Cloak_(Ability)), [Magic Guard](http://bulbapedia.bulbagarden.net/wiki/Magic_Guard_(Ability)), [Overcoat](http://bulbapedia.bulbagarden.net/wiki/Overcoat_(Ability)), or [Slush Rush](http://bulbapedia.bulbagarden.net/wiki/Slush_Rush_(Ability)); or is holding [Safety Goggles](http://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Safety_Goggles).
* Activates the following [Abilities](http://bulbapedia.bulbagarden.net/wiki/Ability): [Forecast](http://bulbapedia.bulbagarden.net/wiki/Forecast_(Ability)), [Ice Body](http://bulbapedia.bulbagarden.net/wiki/Ice_Body_(Ability)), [Snow Cloak](http://bulbapedia.bulbagarden.net/wiki/Snow_Cloak_(Ability)), and [Slush Rush](http://bulbapedia.bulbagarden.net/wiki/Slush_Rush_(Ability)).
  + Causes Forecast to change [Castform](http://bulbapedia.bulbagarden.net/wiki/Castform_(Pok%C3%A9mon)" \o "Castform (Pokémon)) to its [Snowy Form](http://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_with_form_differences#Castform).
* Changes [Weather Ball](http://bulbapedia.bulbagarden.net/wiki/Weather_Ball_(move)) to an [Ice-type](http://bulbapedia.bulbagarden.net/wiki/Ice_(type)) move and doubles its power.
* Allows [Blizzard](http://bulbapedia.bulbagarden.net/wiki/Blizzard_(move)) to bypass accuracy check ([Generation IV](http://bulbapedia.bulbagarden.net/wiki/Generation_IV) onward).
  + In [Pokémon Diamond and Pearl](http://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Diamond_and_Pearl_Versions), allows [Blizzard](http://bulbapedia.bulbagarden.net/wiki/Blizzard_(move)) to hit through [Protect](http://bulbapedia.bulbagarden.net/wiki/Protect_(move)) and [Detect](http://bulbapedia.bulbagarden.net/wiki/Detect_(move)) 30% of the time.
* Halves the power of [Solar Beam](http://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)).
* Causes [Moonlight](http://bulbapedia.bulbagarden.net/wiki/Moonlight_(move)), [Synthesis](http://bulbapedia.bulbagarden.net/wiki/Synthesis_(move)), and [Morning Sun](http://bulbapedia.bulbagarden.net/wiki/Morning_Sun_(move)) to recover ¼ of the user's maximum [HP](http://bulbapedia.bulbagarden.net/wiki/Statistic#HP).
* Allows [Aurora Veil](http://bulbapedia.bulbagarden.net/wiki/Aurora_Veil_(move)) to be used, though the effect lingers even after Hail ends.

Fog

* Multiplies [Accuracy](http://bulbapedia.bulbagarden.net/wiki/Statistic#Accuracy) of all Pokémon battling by 6/10.
* Doubles the power of [Weather Ball](http://bulbapedia.bulbagarden.net/wiki/Weather_Ball_(move)) (but does not change its type).
* Causes [Solar Beam](http://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)) to have its power halved.
* Causes [Moonlight](http://bulbapedia.bulbagarden.net/wiki/Moonlight_(move)), [Synthesis](http://bulbapedia.bulbagarden.net/wiki/Synthesis_(move)), and [Morning Sun](http://bulbapedia.bulbagarden.net/wiki/Morning_Sun_(move)) to only recover ¼ of max HP.

Mysterious air current

* A mysterious air current causes [moves](http://bulbapedia.bulbagarden.net/wiki/Move) that would be [super effective](http://bulbapedia.bulbagarden.net/wiki/Damage#Super_effective) against pure [Flying-type](http://bulbapedia.bulbagarden.net/wiki/Flying_(type)) Pokémon to deal half damage to all Flying-type Pokémon.
  + Outside of [Inverse Battles](http://bulbapedia.bulbagarden.net/wiki/Inverse_Battle), this causes [Electric](http://bulbapedia.bulbagarden.net/wiki/Electric_(type))-, [Ice](http://bulbapedia.bulbagarden.net/wiki/Ice_(type))-, and [Rock-type](http://bulbapedia.bulbagarden.net/wiki/Rock_(type)) moves to deal neutral damage to Flying-type Pokémon.
  + During Inverse Battles, this causes [Bug](http://bulbapedia.bulbagarden.net/wiki/Bug_(type))-, [Fighting](http://bulbapedia.bulbagarden.net/wiki/Fighting_(type))-, [Grass](http://bulbapedia.bulbagarden.net/wiki/Grass_(type))-, and [Ground-type](http://bulbapedia.bulbagarden.net/wiki/Ground_(type)) moves to deal neutral damage to Flying-type Pokémon.
  + If a move is not super effective against the Pokémon's other [type](http://bulbapedia.bulbagarden.net/wiki/Type) (for dual-typed Pokémon), this no longer counts as a super effective hit (for the purposes of [damage-reducing Berries](http://bulbapedia.bulbagarden.net/wiki/Category:Damage-reducing_Berries), [Weakness Policy](http://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Weakness_Policy), etc.).
  + This has no effect on [Stealth Rock](http://bulbapedia.bulbagarden.net/wiki/Stealth_Rock_(move)) and [Anticipation](http://bulbapedia.bulbagarden.net/wiki/Anticipation_(Ability)).
* Causes the moves [Sunny Day](http://bulbapedia.bulbagarden.net/wiki/Sunny_Day_(move)), [Rain Dance](http://bulbapedia.bulbagarden.net/wiki/Rain_Dance_(move)), [Sandstorm](http://bulbapedia.bulbagarden.net/wiki/Sandstorm_(move)), and [Hail](http://bulbapedia.bulbagarden.net/wiki/Hail_(move)) to fail if used. This cannot be subverted even with [Cloud Nine](http://bulbapedia.bulbagarden.net/wiki/Cloud_Nine_(Ability)) or [Air Lock](http://bulbapedia.bulbagarden.net/wiki/Air_Lock_(Ability)).
* Causes the Abilities [Drought](http://bulbapedia.bulbagarden.net/wiki/Drought_(Ability)), [Drizzle](http://bulbapedia.bulbagarden.net/wiki/Drizzle_(Ability)), [Sand Stream](http://bulbapedia.bulbagarden.net/wiki/Sand_Stream_(Ability)), and [Snow Warning](http://bulbapedia.bulbagarden.net/wiki/Snow_Warning_(Ability)) to fail. This cannot be subverted even with [Cloud Nine](http://bulbapedia.bulbagarden.net/wiki/Cloud_Nine_(Ability)) or [Air Lock](http://bulbapedia.bulbagarden.net/wiki/Air_Lock_(Ability)).
* A mysterious air current doubles the power of [Weather Ball](http://bulbapedia.bulbagarden.net/wiki/Weather_Ball_(move)) without changing its type; as such, it remains a [Normal-type](http://bulbapedia.bulbagarden.net/wiki/Normal_(type)) move.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Harsh sunlight | Extremly harsh sunlight | Rain | Heavy rain | Sandstorm | Hail | Fog | Mysterious air current |
| Ability | * Activate: Chlorophyll, Dry skin, Flower Gift, Forecast, Leaf Guard, Solar Power | * Changing weather abilities fail even if there is Cloud Nine or Air Lock (Drought, Drizzle, Sand Stream, Snow Warning) | * Activate : Dry Skin, Forecast, Hydration, Rain Dish, Swift Swim | * Changing weather abilities fail even if there is Cloud Nine or Air Lock (Drought, Drizzle, Sand Stream, Snow Warning) | * Activate: Sand Force, Sand Rush, Sand Veil |  |  |  |
| Move type | * Fire: +50% * Water: -50% | * Water damaging: fail | * Water: +50% * Fire: -50% | * Fire damaging: fail |  |  |  |  |
| Item |  |  |  |  |  |  |  |  |
| Particular move | * Solar beam: 1 turn * Solar blade: 1 turn * Growth: +2lvl atk and spe atk * Harvest: 100% * Weather ball: fire type, +50% power * Moonlight, Synthesis and Morning sun: restore 2/3 of total HP * Thunder and Hurricane: -50% accuracy | * Changing weather moves fail even if there is Cloud Nine or Air Lock (Sunny Day, Rain Dance, Sandstorm, Hail) * If affected by Powder, Sunny day causes damage * Natural gift (water type) does’nt consume the berry * Scald and Steam eruption unfroze anyway | * Thunder and Hurricane bypass accuracy check * Weather ball : water type, +50% power * Solar Beam : -50% power * Moonlight, Synthesis, Morning Sun: recover ¼ of max HP | * Natural gift (fire type): berry not consumed * Fire type move that can unfroze, unfroze anyway * Changing weather moves fail even if there is Cloud Nine or Air Lock (Sunny Day, Rain Dance, Sandstorm, Hail) | * Weather Ball: rock type, 2x power * Solar beam: -50% power * Moonlight, Synthesis, Morning sun: +1/4 HP |  |  |  |
| Status | * No frozen |  |  |  |  |  |  |  |
| Accuracy | * Thunder & hurricane -50% |  |  |  |  |  |  |  |
| Status |  |  |  |  | * -1/16Hp except if:   + Type: Steel, Ground, Rock   + Ability: Sand Force, Sand Rush, Sand Veil, Magic Guard, Overcoat   + Item: Safety Goggles * Rock type: +50% def | * - |  |  |