

# Field Effects



*The Pokémon Anime has shown time and again that field effects can turn the tide of a battle ...  
Starting with the Brock's Gym in episode 5.*

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# INTRODUCTION

Among all of the Ideals  born with Sacred Phoenix, we have the Field Effects. In my desire to transcribe what was seen in the Anime, I want to be as ambitious as *Pokémon Reborn*, but following my own logic.



Today, I'm happy to announce that this Ideal became True after two years of work. The game design part (illustrated in this document) is 100% complete, while the features listed here are all coded in the current demo based on PSDK.

In my fangame, Field Effects are divided into 3 categories:

- **Battlefield (or terrain):** This is simply the place where the battle takes place: cave, grass, water ...
- **Weather:** These are the climatic conditions that govern the terrain: sun, rain, storm ...
- **Battle auras:** These are more or less temporary enchantments affecting either one or both sides of the field (Safeguard, Tailwind, Stealth Rock, Fairy Aura, ...)

There can only be a single terrain and a single type of weather active at once. The battle auras, however, can be cumulated.

## Comparison to other games

### Compared to official games

- Terrain types will be way more varied than in official games and not only limited to Grassy, Psychic, Misty and Electric Terrain.
- With the exception of the Grassy Terrain, the other official fields become auras or weathers.
- Weathers will be much more numerous: there will be a dozen of them, some with 2 levels of intensity.
- Since there can only be one type of weather at once, they theoretically can't be cumulated... But some will be able to combine or amplify each other!
- Any field effect that is likely to inflict damage at the end of the turn (such as Sandstorm) see their amount of damage inflicted influenced by type affinity (and won't constantly be set at 1/16<sup>th</sup> of the target's HP).
- Outside of battles, terrains and weather will have an impact on [the following Pokémon's mood](#) (and therefore its friendship's variations). By talking to it, it has a good chance of reacting to its environment if it's not indifferent to it.
- The Terrain Pulse move being dexited, its effects aren't listed here. Sacred Phoenix preferred keeping the Nature Power's legacy, which has a similar strategical influence, but is also more varied (call to a special move with a type boosted by the terrain and a roughly equivalent power).

## Compared to Pokémon Reborn and Rejuvenation

- We will find a similar number of terrains, but modified to fit Keltios' era. The ones that are too similar (such as Flower Garden Field and Grassy Terrain) will either be deleted or fused.
- Most outdoor terrains also have an indoor version, and almost all have three variants linked to the vibration rate of the battlefield: cursed place, neutral and holy place. Those two factors result in up to six combinations for every basic terrain. This is the most original feature of the Sacred Phoenix system.
- Fields are not subdivided into four main families (elemental, magical, synthetic and telluric), as all battlefields in Keltios are natural. The distinction is managed differently: either by terrain aliases (very useful for synthetic fields: you can have a factory field by granting it the characteristics of the Magnetic cave); or by considering certain fields as weather or auras that will have the specificity of combining with the effects of the battlefield.
- Just like in Reborn, each terrain will have its own battleback, and the battleback will be updated when the terrain is altered.
- There are only two instances for the battlefield: the natural terrain and the active terrain (which can be altered and has priority over the former, unless this instance is empty). Replacing an active terrain with another therefore removes all trace of the previous instance.
- Whereas natural terrain is fixed and unchanging for the entire duration of the fight (except for multi-phase scripted battles), the active terrain instance always has a limited time (usually 5 or 8 turns) and will become null once this time has elapsed.
- For optimization reasons, Field effects will favor global effects (for example: Water type moves will get 50% stronger in a watery field.) rather than having specific moves being individually impacted, even if some will remain that way (this last point mostly concerns status moves).
- There is also an overall impact on side effects, notably on the chance of inflicting a status. (For example, a Psychic Aura increases the chance of being confused for any effect or move that can inflict that status).
- Forced terrain changes will depend on the power of a move and its user. Simply put, it will be almost impossible for a level 10 Charmander to melt a frozen terrain, but a level 100 Charizard could do it in a single attack.
- Field effects will directly affect the Breath and Mana cost of the moves used (by a factor of 0.35 to 2); but this modulation cannot be applied to a PP-based system (unless float numbers are allowed for remaining PPs).
- Moves will never get a secondary type like with Flying Press. The energy cost, power or probability to inflict a secondary effect are the only things that are impacted

### About the energy cost:

It is planned that field effects should vary the energy cost. This document shows that this is done with manually determined values for each case, even though this value is roughly inversely proportional to the power factor. After coding, I decided to simplify this by correlating these two values with a mathematical formula, with the cost capped between  $\times 0.5$  and  $\times 2$ .

**The “Energy cost” values** given in the various detailed effects tables are therefore out of date. **In fact, they should be ignored altogether.** Indeed, another challenge is that such modulation is very difficult to reconcile **with a PP system** where only an integer is subtracted when a move is used. This will become possible the day I can actually implement my double manapool system (Breath and Mana), something I've been planning since the birth of the project in 2018.





















































# TERRAINS

## List of battlefields

Here is a list of existing lands. See the “Detailed battlefield effects” part at the end of this section for the exact effects of each terrain.

## Terrain category and their variants

Terrain category	Variant names	Location	Can be altered by damage of type ...
Neutral	Cursed place Neutral Holy place	Open area outdoors, tall grass (except in the following cases)	
	Cursed temple Interior Temple	Building interiors (except deep basement and underground dungeons)	
Rocky	Sinister mountain Rocky Sacred mountain	Mountains, rocky soils (not snowy)	  (Damage ×0,5)
	Sinister cave Cave Sacred cave	Mountain interiors, caves, mines, underground dungeons	  (Damage ×0,5)
Meadow (Grassy)	Cursed meadow Meadow Sacred meadow	Very tall grass, areas tagged as meadow	    (Damage ×0,5)
Forest (Grassy)	Sinister forest Forest Sacred forest	Areas tagged as forest	    (Damage ×0,5)
	Cursed forest cave Forest cave Sacred forest cave	Grassy or forest areas indoors	    (Damage ×0,5)
Swampy	Fetid swamp Swamp Sacred marsh	Waters traversable on foot (except seashore), muddy area	  
	Fetid swamp cave Swamp cave Blessed swamp cave	Indoor swamp	   
Desert	Cursed desert Desert Blessed desert	Areas tagged as desert	
Beach	Cursed beach Beach Blessed beach	Sandy areas near the sea	

Aquatic ( <i>Water surface</i> )	Pestilential waters Aquatic Blessed waters	Stretches of fresh water or close to a shore (Pokémons have a foothold)	 
	Cursed water cave Water cave Blessed water cave	Same as Aquatic, but indoors	  
Sea ( <i>Water surface</i> )	Cursed sea Maritime Blessed sea	Sea water (Pokémons have no foothold and can drown)	 (Damage $\times 0,5$ ) Semi-unalterable (immunity  and  )
Snowy ( <i>Icy</i> )	Cursed snows Snowy Sacred snows	Snowy exterior	
	Cursed ice cave Ice cave Blessed ice cave	Snowy or frozen interiors	 
Frozen ( <i>Icy</i> )	Cursed Ice Frozen Sacred Ice	Slippery outdoor areas like frozen lakes	
Volcanic	Cursed volcano Volcanic Sacred volcano	Near a volcano (outdoors)	  (Damage $\times 0,5$ )
	Cursed volcanic cave Volcanic cave Sacred volcanic cave	Inside a volcano	   (Damage $\times 0,5$ )
Draconic	Evil draconic Draconic Sacred draconic	Dragons' outdoor hunting grounds	  (Damage $\times 0,5$ )
	Evil Dragon's Den Dragon's Den Sacred Dragon's Den	Draconic caves	    (Damage $\times 0,5$ )
Burning	Cursed blaze Burning field Sacred blaze	Following a fire in a meadow or forest, or by overheating some fields.	 (Damage $\times 2$ )
	Cursed burning cave Burning cave Sacred burning cave	Following a fire in a forest cave, or by overheating some caves.	 (Damage $\times 2$ ) 
Magnetic	Cursed magnetic Magnetic Sacred magnetic	Outdoor areas with strong electric or magnetic fields	
	Cursed magnetic cave Magnetic cave Sacred magnetic cave	Same as Magnetic, but indoors	
Windy	Cursed promontory Windy Sacred promontory	Areas highly exposed to wind (high altitude, aviaries)	
Etheric	Cursed etheric Etheric Sacred etheric	Arceus' Plane (not programmed)	



It's worth noting almost all terrains have a blessed and cursed version, depending on whether the place of combat is sacred or imbued with dark energies. This virtually triples the number of terrains, but it doesn't mean that all these variants will be present in the game. The impact of the holiness of the place is common to all terrains: their effects are added to those of the basic terrain without interference.

The same logic also applies to indoor/outdoor status: when it exists, the indoor variant will have the same characteristics as its outdoor counterpart, plus the effects specific to and common to an interior.

## Unalterable terrains

These terrains have no variants and always have a fixed vibratory rate:

Terrain	Location
Underwater	Underwater (no oxygen, some Pokémons will quickly be knocked out)
Aerial	Combat which must take place in the air (Sky Battle)
Spatial	In space (no oxygen, some Pokémons will quickly be knocked out)
Distortion World	Giratina's Plane (extremely cursed land, drains energy)

Their particularity is to be unalterable: abilities that modify the terrain will not activate, and moves effects that alters the battlefield will fail.

## Terrains aliases

For the sake of immersion, there are several cases where a battlefield will have a different name and battleback; but with features perfectly identical to one of the basic terrains.

This is typically the case with the Augurs (and Arceus Colosseum): the arena will be specially designed to match a precise terrain and adapted to the proposed challenge.

Some interiors will also have custom battlebacks and follow the same logic (fighting in the Ivy Tower is like being in a Temple, i.e., an indoor holy place).

Here is the list:

Terrain alias	Correspond to ...	Location
Neutral grassy	Neutral	Tall grass in an outdoor area with neutral vibration rate
Village square	Neutral	Outdoor battles in a town
Town square	Neutral	Outdoor battles in a city
Ivy Colosseum	Sacred meadow	Gortelda
Nereid Colosseum	Aquatic	Sailadh
Telluric Colosseum	Desert	Aceris
Oceanic Colosseum	Maritime	Selenion
Fairy Colosseum	Holy place (misty)	Fearnos
Lava Dome Colosseum	Volcanic	Huathorn
Black Wings Colosseum	Cursed place	Sambucus
Spirit Colosseum	Holy place (psychic aura)	Collia
Draconic Colosseum	Draconic	Duiraco
Phoenix Colosseum	Windy (sunny)	Hulis



Arceus Colosseum	Neutral, Frozen, Rocky, Aquatic or Meadow	Ardrasil
Ivy Tower	Temple	Gortelda
Celestial Tower	Sacred promontory	Duiraco
Sinister Dungeon	Sinister cave	Underground, basements of buildings
Dungeon	Cave	Underground, basements of buildings
Sacred Dungeon	Sacred cave	Underground, basements of buildings
Circle of Illusion	Neutral	Showdown University (Ardrasil)
Graveyard	Cursed place	Areas marked as cemeteries
Tomb	Cursed temple	Yveltal Tower and cemetery interiors
Giratina Shrine	Cursed temple	Niflheim Lair (Skjaldari)
Darkrai Shrine	Cursed temple	Nightmare Lair (Kalos)

## Field transition

### What changes in the event of terrain alteration

If there is a change of terrain, the vibratory rate of the place is always preserved.  
There is no way to switch from an inner to an outer terrain, or vice versa.

For this reason, a Grassy Terrain move launched on a Cemetery will combine the characteristics of the cemetery with the Grassy Terrain, resulting in a Cursed meadow, while this attack will result in a Sacred forest cave if launched from inside a Temple.

As soon as the terrain has been altered by an attack, a combination of attacks or an ability, this modification is maintained for 5 turns (8 turns if the Pokémon responsible held the Telluric Rock item, the ancient equivalent of Terrain Extender), after which the terrain returns to its original state.

Remember that in Sacred Phoenix, Mist has become a weather and Psychic Terrain a field aura, so they are no longer impacted by these abilities or moves.

### Moves causing an immediate transition

The following attacks or abilities immediately replace the current terrain with another (unless it is unalterable):

- **Grassy Terrain** or **Grassy Surge** / **Seed Sower** ability => Equivalent grassy terrain
- **Electric Terrain** or **Electric Surge** / **Hadron Engine** ability => Equivalent magnetic terrain
- **Splintered Stormshards** / **Steel Roller** / **Ice Spinner** or **Teraform Zero** ability => Terraces the terrain (unless unalterable or semi-unalterable)
- **Defog** => Cancels certain weather as well as Psychic and Light auras, but no terrain
- **Grass Pledge** ...
  - on aquatic (but not maritime) terrain => Equivalent swampy terrain
  - on swampy terrain => Equivalent grassy terrain
  - on neutral or rocky terrain if it was launched twice successfully in two consecutive turns maximum => Equivalent grassy terrain

- **Fire Pledge ...**

- on a Meadow or a Forest (and no rain or blizzard) => Burning field
- on a Forest cave (and no rain or blizzard) => Burning cave
- on volcanic or draconic terrain and if it was launched twice successfully in two consecutive turns maximum (and no rain or blizzard) => Equivalent burning terrain
- on aquatic or maritime terrain => Generates the “Rainbow aura” for 4 turns (terrain is unchanged), remaining duration not increased if there is already a Rainbow.
- on swampy terrain => Terraces the terrain (unless rain or blizzard) + Generates the “Rainbow aura” aura for 4 turns.

- **Water Pledge ...**

- on grassy terrain => Equivalent swampy terrain
- on swampy terrain => Equivalent aquatic terrain
- in a Cave if it was launched twice successfully in two consecutive turns maximum => Swamp cave
- on a Burning field or a Burning cave => Original terrain + Generates the “Rainbow aura” for 4 turns.

- **Move or ability invoking rain or blizzard** on a Burning terrain => Original terrain (or neutral if the battle began directly on burning terrain.)

From the moment the launcher succeeds in one of these attacks, the effects that impact the entire terrain apply, even if the target has not been directly affected (dodged attack, protection or natural immunity of the target).

## Moves that can affect a terrain

Unlike Pokémon Reborn, the transition time is not determined by a number of uses (from 1 to 2 times for a given list of attacks), but by the amount of “elemental damage” inflicted by the Pokémon’s attack (or active weather). The most obvious consequence is that the real power of the move is taken into account, influenced by everything that can modify its power (launcher’s level, weather, held item...).

Thus, a high-level Pokémon will be able to successfully alter a terrain with a single attack, while this will remain almost impossible for low level Pokémons...

### Mechanism of terrain changes:

- Terracing the field will always yield the original terrain if it falls into the neutral terrain category, even if it’s indoors. The same applies to rocky interior terrain (dungeons and caves) or maritime terrain. In all other cases, the result is a neutral terrain adapted to urban density if the combat takes place outdoors, and a cave if indoors. The sanctity of the location is preserved in all cases.
- If no new terrain is invoked, a terraced battlefield remains in this state for 5 turns. The duration is increased to 8 with the Telluric Rock or if generated by the Teraform Zero ability. Once the duration has expired, the terrain reverts to its original state.
- The elemental damage factor is multiplied by the actual power of the attack and the square root of the Pokémon’s Attack stat (or Special Attack stat for a special move). All conditions influencing power are taken into account (weather, current terrain, STAB, held item ...). Only the critical hit and damage roll are not taken into account, since damage on the terrain is calculated independently of any target.
- A terrain will only suffer damage from a given element if it is vulnerable to that element (see right-hand column in the terrain list at the beginning of this document).
- As soon as an elemental attack has been successfully launched and there was at least one potential target, it will inflict its damage on the terrain (even if it doesn’t hit any of its targets).

- Each attack inflicts its elemental damage only once per launch (even if it hits several Pokémons).
- If a terrain accumulates 10,000 damage from a single element, it is altered and changes immediately once the attack has finished executing (or at the very end of the turn if it is due to a climate).
- Any change in terrain immediately resets all elemental damage gauges.
- The telluric damage gauge never alters the terrain, but returns to zero as soon as a rockslide has been triggered.

### **Elemental damage interference:**

Some types can negate damage of another type.

- Fire systematically cancels with Ice: any damage from one of these elements will first cancel that of the opposite element before its own are increased. [Technically, this is handled with a single gauge ranging from -10000 to +10000.]
- Half of the Fire damage inflicted by an attack is subtracted from the Water damage gauge.
- Half of the Water damage inflicted by an attack is subtracted from the Fire damage gauge.
- A quarter of the Water damage inflicted by an attack is subtracted from the Poison damage gauge.
- Water and Ice do not interfere.
- Ground and Poison do not interfere with other damage and will increment without lowering other gauges.

## **Fire-type elemental damage**

### *List of attacks inflicting Fire-type elemental damage*

The following attacks deal Fire-type elemental damage to the terrain:

Note that it is impossible to inflict this type of damage if the weather is rainy or if there is a blizzard.

<b>Attack</b>	<b>Elemental damage factor*</b>
Inferno Overdrive	3
Fire Pledge	3
Eruption	3
Flame Burst	3
Searing Shot	3
Lava Plume	3
Fire Blast	2
Blast Burn	2
Flamethrower	2
Heat Wave	2
Incinerate	1
Mystical Fire	1
Fiery Dance	1
Magma Storm	1
Fire Spin	1
Sacred Fire	1
Overheat	1
Burn Up	1
Blue Flare	1
Flare Blitz	1

\* Rocky, draconic and volcanic terrains and caves take half the damage.

### *Climates affecting Fire-type elemental damage*

Certain weather conditions modify the rate of Fire-type damage on certain terrains:

Weather	Impact on the terrain at the end of the turn	Basic terrains concerned
Rain, Stormy rain or Freezing rain	- 1200 Fire-type damage	Grassy, swampy, draconic and volcanic
Torrential rain or Blizzard	Fire-type damage reset	Grassy, swampy, draconic and volcanic
Snow	- 800 Fire-type damage	Icy and volcanic
Scorching sun	+ 1600 Fire-type damage	Icy
Scorching sun	+ 800 Fire-type damage	Rocky

### *Terrain transition by Fire-type elemental damage*

If the fire damage gauge is full, the following terrains will transform as follows:

Old terrain	New terrain	Battle quote
Frozen (maritime area)	Maritime	The fiery attacks have melted the ice covering the sea!
Frozen (unless in a maritime area)	Aquatic	The ice has completely melted due to the fiery attacks and is now replaced by a body of water!
Snowy	Swamp	The intensity of the fiery attacks turned the snow into mud!
Swamp	Neutral (field terracing)	The swamp has been completely dried out by rising temperatures!
Ice cave	Swamp cave	The ice on the walls has melted and is now replaced by sludge!
Swamp cave	Cave (field terracing)	The heat has completely dried out the mud in this cave!
Meadow	Burning field	The vegetation is ablaze!
Forest	Burning field	The vegetation is ablaze!
Forest cave	Burning cave	The vegetation in this cave is ablaze!
Rocky (Draconic before)	Draconic	The ardor of this battle has restored the draconic flux!
Cave (Dragon's Den before)	Dragon's Den	The ardor of this battle has restored the flux of the Dragon's Den!
Rocky (except dragon area)	Volcanic	The ardor of this battle is such that the rocks have become scorching hot!
Cave (except dragon area)	Volcanic cave	The ardor of this battle is such that the walls of this cave have become scorching hot!
Volcanic	Burning field	The volcanic ground was overheated by the fiery attacks and burst into flames!
Volcanic cave	Burning cave	The volcanic cave was overheated by the fiery attacks and burst into flames!
Draconic	Burning field	The draconic ground was overheated by the fiery attacks and burst into flames!
Dragon's Den	Burning cave	The draconic cave was overheated by the fiery attacks and burst into flames!

## Water-type elemental damage

### *List of attacks inflicting Water-type elemental damage*

The following attacks deal Water-type elemental damage to the terrain:

Attack	Elemental damage factor*
Hydro Vortex	3
Oceanic Operetta	3
Water Pledge	3
Water Spout	3
Origin Pulse	3
Whirlpool	3
Hydro Cannon	2
Surf	2
Muddy Water	2
Hydro Pump	2
Sparkling Aria	1
Waterfall	1
Dive	1
Bubble Beam	1
Brine	1

\* Because the vegetation drains away excess water, grassy terrains suffer half as much Water damage. The same applies to draconic terrains (dragons are resistant to water).

Conversely, burning terrains suffers twice as much water damage (compensating for their 50% weakening from this field).

### *Climates affecting Water-type elemental damage*

Certain weather conditions modify the rate of Water-type damage on certain terrains:

Weather	Impact on the terrain at the end of the turn
Torrential rain	+ 1500 Water-type damage*
Sunny	- 1000 Water-type damage
Scorching sun	Water-type damage reset

\* Value to divide by 2 on a draconic or grassy terrain, and to multiply by 2 on a burning terrain.

### ***Terrain transition by Water-type elemental damage***

If the water damage gauge is full, the following terrains will transform as follows:

Old terrain	New terrain	Battle quote
Volcanic	Rocky	The deluge of water has cooled the volcanic rocks!
Volcanic cave	Cave	The deluge of water has cooled the walls of this volcanic cave!
Dragon's Den	Cave	The den has been flooded and is no longer suitable for Dragons!
Burning field	(Original terrain)	The downpours of water dumped on the terrain extinguished the fire!
Burning cave	(Original terrain)	The downpours of water dumped on the terrain extinguished the fire!
Meadow	Swamp	The downpours have turned the meadow into a swamp!
Forest	Swamp	The downpours have turned the forest into a swamp!
Forest cave	Swamp cave	The cave has been flooded and the vegetation is now covered in mud!
Swamp	Aquatic / Maritime (in sea)	The torrents of water that poured onto the site completely flooded the marsh!
Swamp cave	Water cave	The torrents of water that poured into the cave flooded it completely!

### ***Ice-type elemental damage***

#### ***List of attacks inflicting Ice-type elemental damage***

The following attacks deal Ice-type elemental damage to the terrain:

Attack	Elemental damage factor*
Subzero Slammer	3
Glaciate	3
Blizzard	3
Powder Snow	2
Ice Beam	2
Icy Wind	2
Aurora Beam	1
Freeze-Dry	1

\* Maritime terrain takes half as much Ice damage.

### *Climates affecting Ice-type elemental damage*

Certain weather conditions modify the rate of Ice-type damage on certain terrains:

Weather	Impact on the terrain at the end of the turn
Snow or Freezing rain	+800 Ice-type damage*
Blizzard	+2000 Ice-type damage*
Sunny	-1000 Ice-type damage
Scorching sun	Ice-type damage reset

\* Values to divide by 2 if it is a Maritime terrain

### *Terrain transition by Ice-type elemental damage*

If the ice damage gauge is full, the following terrains will transform as follows:

Old terrain	New terrain	Battle quote
Swamp	Frozen	Falling temperatures have frozen the swamp!
Swamp cave	Ice cave	The freezing assaults have frozen the mud in this cave!
Aquatic	Frozen	Falling temperatures have solidified the water's surface!
Water cave	Ice cave	The water in this cave has been completely solidified by the icy assaults!
Maritime	Frozen	Falling temperatures have turned the surface of the sea into an expanse of ice!
Meadow	Snowy	The meadow has become snow-covered!
Forest	Snowy	The forest is covered in snow!
Forest cave	Ice cave	The freezing assaults have completely frozen the vegetation in this cave!
Draconic	Rocky	The drop in temperature has made this hunting area unsuitable for dragons!
Rocky	Snowy	The rocks are covered in ice!
Dragon's Den	Cave	The drop in temperature has dissipated the draconic heat of this cave!
Cave	Ice cave	The freezing assaults have covered the walls of this cave with ice!



## Poison-type elemental damage

### *List of attacks inflicting Poison-type elemental damage*

The following attacks deal Poison-type elemental damage to the terrain:

Attack	Elemental damage factor
Acid Downpour	3
Sludge Wave	3
Acid	2
Gunk Shot	1
Sludge	1
Sludge Bomb	1

### *Climates affecting Poison-type elemental damage*

Certain weather conditions modify the rate of Poison-type damage on certain terrains: the rain dilutes the poison dispersed in the field!

Weather	Impact on the terrain at the end of the turn
Rain or Stormy rain	- 800 Poison-type damage
Torrential rain	- 2000 Poison-type damage

### *Terrain transition by Poison-type elemental damage*

If the poison damage gauge is full, the following terrains will transform as follows:

Old terrain	New terrain	Battle quote
Meadow	Swamp	The meadow has turned into a swamp due to putrefaction!
Forest	Swamp	The forest has turned into a swamp due to putrefaction!
Forest cave	Swamp cave	The accumulation of putrefaction has turned the vegetation in this cave into sludge!
Aquatic	Swamp	The putrefaction has made the body of water muddy!
Water cave	Swamp cave	The putrefaction accumulated in this cave has made the water muddy!

## Ground-type elemental damage

### List of attacks inflicting Ground-type elemental damage

The following attacks deal Ground-type elemental damage to the terrain:

Attack	Elemental damage factor
Continental Crush	3
Tectonic Rage	3
Fissure*	2
Magnitude	2
Earthquake	2
Bulldoze	2
Precipice Blades	2
Land's Wrath	1
Earth Power	1
Boomburst	1

\* A power of 255 is taken into account

Only caves can take Ground-type damage.

When Ground-type damage is inflicted, the telluric damage gauge is incremented and a sentence may be displayed if one of these thresholds is reached. If an attack is powerful enough to cross several thresholds at once, only the highest threshold will be displayed.

Telluric damage to the field	Warning phrase displayed
25 %	<i>Cavity walls begin to crumble ...</i>
50 %	<i>Cracks are appearing on the cavity ceiling.</i>
75 %	<i>The cave ceiling is about to collapse!</i>
100 % (rockslide)	<i>The cave ceiling is collapsing due to the attack!</i>

### Cave Collapse

As soon as the gauge is full, a rockslide occurs, and all Pokémon in the battle suffer Rock-type damage (or Ice-type damage if it was in an Ice cave) on a scale equal to triple the Stealth Rock:

Rock (or Ice) type affinity	Affinity level	Rockslide damage
$2 < \text{Affinity} \leq 4$	+2 (Very high)	<b>90% of max HP</b>
$1 < \text{Affinity} \leq 2$	+1 (High)	<b>60% of max HP</b>
$0.5 < \text{Affinity} \leq 1$	0 (Normal)	<b>37.5% of max HP</b>
$0.25 < \text{Affinity} \leq 0.5$	-1 (Low)	<b>24% of max HP</b>
$0.125 < \text{Affinity} \leq 0.25$	-2 (Very low)	<b>15% of max HP</b>
$\text{Affinity} < 0.125$	-3 (Null)	<b>0</b>

Certain situations mitigate or even immunize against rockslide damage:

Situation	Impact on damage suffered / <i>flavor text</i>
Individual protection, Wide Guard, Mat Block or Endure enabled	Immunity <i>[Pokémon] protected itself from the rockslide!</i>
Semi-invulnerability	Immunity <i>[Pokémon] is out of range of the rockslide!</i>
Magic Guard, Rock Head, Bulletproof, Ram Breaker, Solid Rock and Prism Armor abilities	Immunity <i>[Ability] protected [Pokémon] from the rockslide!</i>
Sacred Veil	Immunity <i>The Sacred Veil has protected [Pokémon] from the rockslide!</i>
Ability or aura providing immunity to critical hits (Shell Armor, Battle Armor, North Wind or Lucky Chant)	Affinity reduced by one notch (will generate immunity if affinity was originally very low) (No message)

There is no limit to the number of rockslides.  
The telluric damage gauge is reset to zero each time a rockslide occurs or if the terrain has been modified.

## Detailed battlefield effects

### Neutral

*(No message displayed at the start of the battle)*

This is the default terrain. As soon as the hero is in an area that is neither an interior, nor tagged as special terrain, this is the battlefield that will be applied. This is typically the case for most tall grass areas and village squares.

As its name suggests, this terrain – and its equivalents – have no influence on the Pokémon's moves or aptitudes. It is neutral.

### Cursed place (terrain variation)

*Dark energies emanate from this cursed place ...*

A cursed place is an area devoid of Energy of Nature. This corresponds to temples or shrines dedicated to evil deities (Giratina, Darkrai and Yveltal), cemeteries, and places tainted by malevolent energies. Entry into such zones is indicated in the map by a black border appearing at the edges of the screen.





As this is a variation, its effects will stack with the basic terrain. For example, a swamp located in a low-vibration zone will generate a “Fetid Swamp”, combining the effects of the terrain and the swamp.

The only thing that can cancel out the influences of a cursed place is if Zygarde is present: its Vibratory Balance ability will restore a neutral vibratory rate for as long as it remains on the front

line.

There is a more powerful and unalterable variant of the cursed place: the Distortion World.

### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Wrath attacks*	+30% +20% +20%	-30% (Varies) -15%	<i>The low vibratory rate intensifies this malevolent attack!</i>
	-40%	+50%	<i>The evil energies of this place desecrate the attack!</i>
 Moonlight	-25%	+25%	<i>The evil energies of this place weaken fairy magic!</i>
 Meditate Synthesis / Morning Sun	-25% (-50%) (-25%)	+25% (+25%) (+0 à +25%)	<i>The low vibratory rate attenuates the spiritual power of the attack!</i>

\* Rage, Frustration, Dragon Rage, Fury Attack, Thrash, Petal Dance, Outrage, Raging Fury, Fiery Wrath, Raging Bull, Rage Fist and Ruination

\*\* Except Dream Eater

### **In addition to the above effects ...**

- Attacks that can poison are 1.25 times more likely to do so.
- Attacks that can plunge their target into madness are 1.25 times more likely to do so.
- The Attack and Special Attack of Shadow-type Pokémon is increased by 15%.
- The Special Attack of Dark-type Pokémon is increased by 15%.
- The Special Defense of Ghost-type Pokémon is increased by 20%.
- The Cursed Body ability has a base trigger chance increased from 30% to 100%. (Resistance chances due to affinity are still taken into account).
- The effect of the Rattled ability is doubled (2 levels of Speed increase if triggered).
- The chance that the Healer ability will heal an ally's status is reduced from 1/3 to 1/4.
- The "Cursed" and "Nightmare" debuffs, as well as the Bad Dreams ability, deal 1.5× more damage at the end of each turn.
- Dream Eater is not weakened by terrain and steals 75% of the damage inflicted instead of 50.
- Meditate only increases Attack.
- Synthesis, Moonlight and Morning Sun moves heal 1/8th of maximum HP less.
- The Cursed Seed is consumed and increases Attack to the user.
- If the base terrain is neutral, a cave or a neutral interior:
  - Nature Power becomes Shadow Ball.
  - Camouflage and Mimicry cause the user to become Dark-type.
  - Secret Power will have the Shadow Sneak animation and may poison the target.

## ☀️ Holy place (terrain variation)




*The Energy of Nature radiates in this holy place!*

A holy place corresponds to an area where the Energy of Nature abounds. This corresponds to temples, shrines and places of pilgrimage. Entry into such an area is indicated in the map by a light-yellow border appearing at the edges of the screen.

As this is a variation, its effects will automatically accumulate without conflict with the basic terrain. For example, a swamp located in a high-vibration area will generate a “Sacred Marsh”, combining the effects of this field and the swamp.

The only thing that can cancel out the influences of a holy place and if Zygarde is present: its Vibratory Balance ability will restore a neutral vibratory rate for as long as he remains on the front line.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+20%	-15%	<i>Draconic energy resonates with the high vibratory rate!</i>
 Return / Sacred Fire / Mystical Fire / Judgment Meditate Life Dew Synthesis / Morning Sun / Moonlight	+40% +20% +20 % (+50%) (+50%) (+25%)	-30% -15% (Varies) (-15%) (-30 %) (-0 à -15%)	<i>The attack resonates with the energies of this holy place!</i>
	-40%	+40 %	<i>The holy place reduces the power of this malicious attack!</i>
Spectral Curse / Nightmare / Dream Eater	Nullified	(+40 %)	<i>The holy place protected [Pokémon] from this curse!</i>

### **In addition to the above effects ...**

- The probability of being poisoned is multiplied by 0.75.
- The probability of falling into madness is multiplied by 0.75.
- Chances of flinch are multiplied by 0.75; unless due to Mesprit's Master of Emotions ability, in which case the multiplier is 1.25.
- Pixilate's base power boost is increased from  $\times 1,25$  to  $\times 1,5$ .
- Meditate also increases Special Attack, in addition to Special Defense and Attack.
- Synthesis, Moonlight and Morning Sun moves heal an extra 1/8th of maximum HP, and no longer have an effectiveness penalty if the fight takes place indoors.
- Life Dew and Lunar Blessing heal 50% more HP (i.e., 3/8 of max HP).
- Ghosts are identified and therefore susceptible to Normal and Fighting-type attacks (immunity transformed into resistance), in addition to having all their evasion increases nullified.
- Perish Body, Bad Dreams and Cursed Body abilities don't work.

- The chance that the Healer ability will heal an ally's status is increased from 1/3 to 1/2.
- The effect of the Justified ability is doubled (2 stages of Attack increase if triggered).
- It's impossible to place a curse on a Pokémon or undermine its dreams.
- The Sacred Seed is consumed and increases Special Attack to the user.
- If the base terrain is neutral, a cave or a neutral interior:
  - Nature Power becomes Moonblast.
  - Camouflage and Mimicry cause the user to become Fairy-type.
  - Secret Power will have the Fairy Wind animation and may lower its target's Special Attack.



## Interior (terrain variation)



*Dark energies emanate from this cursed temple ...*



*The fight takes place indoors.*




*The Energy of Nature radiates in this temple!*

Most basic terrains have an indoor equivalent. If the game detects that the player is not outdoors (characterized by the absence of tones), the basic terrain will be generated in its indoor version (a temple for a holy place, for example) and will apply additional effects common to all interiors. These effects can be stacked on the holiness of the location.

If the interior is a cavity or underground, it will be considered a “Cave”. The Cave has two additional effects, including the ability to generate a rockslide.

Indoor spaces with open skies, very wide spaces or large external openings (Colosseums, Celestial Tower, Distortion World, underwater environment...) will remain considered as outdoor environments from a combat point of view.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25 %	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>

### **In addition to the above effects ...**

- A default climate that is always neutral (with a few exceptions).
- Summoning weather requires 1.5 times the energy, due to limited space and an absent sky.
- Healing attacks based on climate (Morning Sun, Moonlight...) heal 1/8th of maximum HP less (unless Holy Place).



### **If the interior is moreover a “Cave”:**

- Like night-time outdoors ...
  - Attacks that can induce sleep are 1.1 times more likely to do so.
  - The Dusk Ball (not present in the game) has a Bonus Ball which increases to 3.
- Certain Ground-type attacks, Boomburst, or the Rock-type Z Attack can cause rockslide. If a

rockslide is triggered, all combatants (barring a few immunities) will suffer Rock-type damage (three times the rate of Stealth Rock), or Ice type if it is a Frozen Cave.

Some interiors may have a few more or fewer effects than listed here. If this is the case, it will be hardcoded.

## Rocky

 *This mountain is sinister ...*

 *The terrain is rocky.*







 *The sacred mountain makes its energies felt!*

This fairly common terrain will be generated if the hero is engaged in battle on rocky ground in a rugged, non-snowy environment.

It is possible that in town or in low altitude areas, we find rocky surface on limited areas (example of a road carved by the hand of man). In this case, the terrain will be neutral, because the terrain must be a minimum of uneven to be considered rocky.

Finally, an area with a panoramic view or located on a ridge is more likely to generate windy rather than rocky terrain, as the force of the wind will predominate over that of the rock.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+30%	-40 %	<i>The rocky terrain amplifies the attack!</i>
	+25%	-30%	<i>The mountain increases the strength of the telluric attack!</i>
	+20%	-20%	<i>Mountain air increases the grace of aerial attack!</i>
 + Blizzard or Thunderstorm	+50 %	-20 % -32%	<i>The invigorating air makes the aerial attack devastating!</i>
 + Celestial winds	+56 %	-36 %	
	+25%	0%	<i>The stony ground makes the blow even more shattering!</i>

### **In addition to the above effects ...**

- The chances of flinching are multiplied by 1.25.
- The chance that an electrical attack will paralyze is reduced by a factor of 0.8.
- The Telluric Seed is consumed and increases Attack to the user.

### **And if the basic terrain has a neutral vibratory rate ...**

- Nature Power becomes Power Gem.
- Camouflage and Mimicry cause the user to become Rock-type.
- Secret Power will have the Rock Throw animation and may flinch its target.





The echo of Yveltal's kingdom resonate in this sinister cave ...

The echo of this cave resonates ...

The echo resonates with the sacred energies of this cave!

The cave is simply a rocky terrain located indoors. As certain effects common to interiors are amplified, it is necessary to list them separately.

### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+50%	-40 %	<i>The cavern amplifies the attack!</i>
	+40%	-30%	<i>The cavern increases the strength of the telluric attack!</i>
	+25%	0%	<i>The stony ground makes the blow even more shattering!</i>
Sound attacks	+25%	0%	<i>The cave makes this attack resonate!</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25%	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>

### **In addition to the above effects ...**

- The chances of flinching are multiplied by 1.25.
  - Reduces the risk of paralysis from electricity by a factor  $\times 0.8$ .
  - Nature Power, Camouflage and Secret Power will have in priority the characteristics of a holy or cursed place if the vibratory rate is not neutral. Otherwise, their characteristics will remain the same as for the outer Rocky terrain.
  - Sound attacks are 20% more accurate.
- + of course, all effects common to Cave-type interiors.

## Meadow

 *Weeds and brambles cover this damned field ...*







 *A beautiful meadow covers the battlefield!*

 *The vegetation flourishes in this sacred meadow!*

This terrain can be found in places with particularly lush vegetation, such as meadows or near farms, as well as in very tall grass (those where you cannot run).

This terrain can be forcibly generated by the Grassy Terrain attack, the Grassy Surge ability or a Pokémon with Seed Sower that takes direct damage. Its indoor version is the Forest Cave, while the Forest is a very close variation.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
  Amplified attacks*	+40% +20% (Varies)	-40% -20% (Varies)	<i>The lush vegetation strengthens the attack!</i>
	+20%	-20%	<i>Vegetation spreads fire!</i>
	-20%	+20%	<i>The grassy soil absorbs part of the water!</i>
	-20%	+20%	<i>The vegetation mitigates the force of this rocky attack!</i>
 Earthquake, Bulldoze and Magnitude	-25% -50%	+30% +30%	<i>The vegetation absorbs the telluric attack!</i>

\* Coil, Rototiller, Growth, Flower Shield, Sweet Scent and Floral Healing.

### **In addition to the above effects ...**

- Powder moves and Grass Whistle have their accuracy multiplied by 1.3.
- Indirect damage from Sand Tomb is multiplied by 0.875; from Whirlpool by 0.9; from Infestation, Fire Spin and Magma Storm by 1.1; and from Wrap and Snap Trap by 1.2 (approximately).
- Chlorophyll, Leaf Guard and Flower Gift abilities are activated.
- Grass Pelt grants +50% Defense (+75% if it's also sunny).
- The Sap Sipper ability increases the holder's Defense by 25%.
- The Flower Veil ability increases the Defense of eligible Pokémon by 20%.
- Overgrow ability gives a constant 25% power boost to Grass-type attacks (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
- Effect Spore is twice as likely to activate.
- Ingrain heals  $1/8^{\text{th}}$  of HP (12.5%) per turn instead of  $1/16^{\text{th}}$ .
- Grass-type Pokémon recover  $1/16^{\text{th}}$  of their HP at the end of each turn, including those in the air; not stackable with Ingrain which is already boosted. Regeneration is  $1/8^{\text{th}}$  with the Grass Pelt ability. If Grass Pelt is combined with Ingrain, Ingrain will heal  $3/16^{\text{th}}$  of HP per turn instead.
  - Coil increases Attack by 2 stages (Defense and Accuracy remain increased to +1).
  - Rototiller and Growth have their effectiveness doubled (+2 Attack and Special Attack), bonus non-cumulative with sunny weather.
  - Flower Shield also increases the Special Attack of eligible Pokémon.
  - Sweet Scent also lowers Special Defense.

- Floral Healing heals 1.33× more HP (i.e., 66.7% of max HP)
- The Grassy Seed is consumed and increases Defense to the user.
- Nature Power becomes Energy Ball.
- Camouflage and Mimicry cause the user to become Grass-type.
- Secret Power will have the Needle Arm animation and may put the target to sleep.

## Forest

 *A sinister forest covers the terrain.*

 *The canopy covers the terrain.*







 *The pure air of this sacred forest permeates the terrain.*

This terrain is found in the large forests of Keltios (Elda Forest, Breliande, Alda Woods and the western part of Hel Forest).

Its effects are relatively similar to Meadow, but Bug Pokémons are more favored than Grass Pokémons.

Note that the Forest takes precedence over the Meadow. An invocation of grassy terrain will therefore give priority to Forest if the original terrain is a forest.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+50%	-40%	<i>The attack spreads through the forest!</i>
Amplified attacks* 	+30% (Varies)	-30% (Varies)	<i>The force of the forest strengthens the attack!</i>
	+20%	-20%	<i>Vegetation spreads fire!</i>
	-20%	+20%	<i>The grassy soil absorbs part of the water!</i>
	-20%	+20%	<i>The vegetation mitigates the force of this rocky attack!</i>
Earthquake, Bulldoze and Magnitude 	-25% -50%	+30% +30%	<i>The vegetation absorbs the telluric attack!</i>

\* Jungle Healing, Defend Order, Coil, Rototiller, Growth, Flower Shield, Heal Order, Floral Healing and Sweet Scent

### **In addition to the above effects ...**

- Powder moves and Grass Whistle have their accuracy multiplied by 1.3.
- Indirect damage from Sand Tomb is multiplied by 0.875; from Whirlpool by 0.9; from Fire Spin and Magma Storm by 1.1; from Wrap and Snap Trap by 1.15 and from Infestation by 1.25 (approximately).
- Leaf Guard ability is activated.
- Grass Pelt grants +50% Defense (+75% if it's also sunny).
- The Sap Sipper ability increases the holder's Defense by 25%.
- Overgrow and Swarm abilities gives a constant 25% power boost to attacks of their respective types (i.e., ×1.25; ×1.5 or ×1.75 depending on the Pokémon's health).
- Effect Spore is twice as likely to activate.

- Ingrain heals 1/8<sup>th</sup> of HP (12.5%) per turn instead of 1/16<sup>th</sup>.
- Grass-type Pokémon recover 1/16<sup>th</sup> of their HP at the end of each turn, including those in the air; not stackable with Ingrain which is already boosted. Regeneration is 1/8<sup>th</sup> with the Grass Pelt ability. If Grass Pelt is combined with Ingrain, Ingrain will heal 3/16<sup>th</sup> of HP per turn instead.
- Defend Order has its stat changes doubled (+2 in Defense and Special Defense).
- Coil increases Attack by 2 stages (Defense and Accuracy remain increased to +1).
- Heal Order and Floral Healing heal 1.33× more HP (i.e., 66.7% of max HP)
- Jungle Healing heals 50% more HP (i.e., 3/8<sup>th</sup> of max HP).
- Rototiller and Growth have their effectiveness doubled (+2 Attack and Special Attack), bonus non-cumulative with sunny weather.
- Sticky Web is twice as efficient (loss of 2 stages of Speed).
- Flower Shield also increases the Special Attack of eligible Pokémon.
- Sweet Scent also lowers Special Defense.
- The Grassy Seed is consumed and increases Defense to the user.
- Nature Power becomes Bug Buzz.
- Camouflage and Mimicry cause the user to become Bug-type.
- Secret Power will have the Needle Arm animation and may put the target to sleep.



### Forest cave



*Hostile vegetation covers this sinister cave.*



*A forest covers this cave.*







*Sacred trees cover this cavity.*

It is the indoor equivalent of the meadow or the forest. It can be found in cavities where vegetation is luxuriant.

In addition to the effects common to caves, we find a mixture of the effects of these two terrains.

If the Grassy Terrain attack or the Grassy Surge or Seed Sower abilities are activated in an interior, this terrain will be generated.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Amplified attacks*	+35% (Varies)	-35% (Varies)	<i>The lush vegetation strengthens the attack!</i>
	+20%	-20%	<i>Vegetation spreads fire!</i>
	-20%	+20%	<i>The grassy soil absorbs part of the water!</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25%	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>
Earthquake, Bulldoze and Magnitude	-25%	+0%	<i>The vegetation absorbs the telluric attack!</i>

\* Jungle Healing, Defend Order, Coil, Rototiller, Growth, Flower Shield, Heal Order, Floral Healing and Sweet Scent

**In addition to the above effects ...**

- Powder moves and Grass Whistle have their accuracy multiplied by 1.3.
  - Leaf Guard ability is activated.
  - Grass Pelt grants +50% Defense (+75% if it's also sunny).
  - The Sap Sipper ability increases the holder's Defense by 25%.
  - Overgrow and Swarm abilities gives a constant 25% power boost to attacks of their respective types (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
  - Effect Spore is twice as likely to activate.
  - Ingrain heals  $1/8^{\text{th}}$  of HP (12.5%) per turn instead of  $1/16^{\text{th}}$ .
  - Grass-type Pokémon recover  $1/16^{\text{th}}$  of their HP at the end of each turn, including those in the air; not stackable with Ingrain which is already boosted. Regeneration is  $1/8^{\text{th}}$  with the Grass Pelt ability. If Grass Pelt is combined with Ingrain, Ingrain will heal  $3/16^{\text{th}}$  of HP per turn instead.
  - Defend Order has its stat changes doubled (+2 in Defense and Special Defense).
  - Coil increases Attack by 2 stages (Defense and Accuracy remain increased to +1).
  - Heal Order and Floral Healing heal  $1.33\times$  more HP (i.e., 66.7% of max HP)
  - Jungle Healing heals 50% more HP (i.e.,  $3/8^{\text{th}}$  of max HP).
  - Rototiller and Growth have their effectiveness doubled (+2 Attack and Special Attack), bonus non-cumulative with sunny weather.
  - Sticky Web is twice as efficient (loss of 2 stages of Speed).
  - Flower Shield also increases the Special Attack of eligible Pokémon.
  - Sweet Scent also lowers Special Defense.
  - The Grassy Seed is consumed and increases Defense to the user.
  - Nature Power becomes Energy Ball.
  - Camouflage and Mimicry cause the user to become Grass-type.
  - Secret Power will have the Needle Arm animation and may put the target to sleep.
- + of course, all the effects common to the interiors which are Caves.

## Swamp

 *A fetid swamp covers the field.*










 *The terrain is swampy.*

 *A sacred marsh covers the surface.*

Halfway between aquatic and meadow terrain, this wet battlefield favors Poison and Bug-type Pokémon. It can be found in swampy areas, as well as in fords of rivers and lakes.

Grass Pledge can generate this terrain from a water surface. It can also be generated by polluting grassy or aquatic terrain with Poison-type attacks, or by flooding grassy terrain with huge quantities of water.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+40%	-40%	<i>The putrefaction of the swamp increases the toxicity of this attack! *</i>
 + Cursed place	+80%	-65%	<i>The fetid swamp makes this attack deadly!</i>
	+40%	-30%	<i>Insects thrive in marshes!</i>
	+20 %	-20 %	<i>The dampness of the marsh increases electrical conductivity! **</i>
 + Thunderstorm	+60%	-32%	<i>The dampness of the marsh combined with the thunderstorm intensifies the electrical attack!</i>
	+20%	-20%	<i>The dampness of the marsh reinforces this aquatic attack! **</i>
 + Hail  + Rain  + Torrential rain	+50% +60% +80%	-32% -44%	<i>The dampness of the marsh and the rain make this attack torrential!</i>
Mud Bomb, Mud Shot and Mud-Slap	+50%	+0%	<i>The sludge makes this attack even muddier!</i>
Earthquake, Bulldoze and Magnitude	-50%	+0%	<i>The swamp absorbs the impact of the telluric attack!</i>

\* This bonus is completely canceled in a holy place. No sentence is therefore displayed.

\*\* Sentence not displayed if it's sunny.

### **In addition to the above effects ...**

- The chance of poisoning, whatever the cause, is multiplied by 1.4 (1.65 if a cursed place, 1.15 if a holy place).
- Reduces chance of burning by a  $\times 0.8$  factor.
- The chances of an electrical attack causing paralysis are increased by a  $\times 1,2$  factor.
- Indirect damage from Infestation is multiplied by 1.2; and those of Whirlpool and Thunder Cage by 1.1 (approximately).
- Pokémon have their speed constantly multiplied by 0.667; unless they have the Water, Grass, or Poison type, the ability to stay in the air; White Smoke, Swift Swim, Gooey or Quick Feet abilities, or if they are of the Goodra lineage. The factor is increased to  $\times 0.5$  if it's raining, and to  $\times 0.833$  if it's sunny.

- Toxic accuracy is multiplied by 1.5 (stackable bonus if launched by a Poison-type Pokémon).
- Venoshock and Barb Barrage gain 50% power when the target is not poisoned.
- Venom Drench always works, even if the target is not poisoned.
- Summoning Rain lasts 8 turns (not stackable with a Damp Rock).
- As soon as it rains, it becomes impossible to explode, even for Pokémon in the air.  
=> *Ambient humidity prevents explosion!*
- Torrent and Swarm abilities gives a constant 25% power boost to attacks of their respective types (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
- Toxic Boost ability is activated.
- In the absence of sunlight and if the Pokémon is grounded, the Dry Skin ability will heal HP at the end of each turn. Only a scorching sun or the presence of a simple sun on a Pokémon in the air will cause a loss of HP.
- Doubles the effectiveness of the Goopy ability (-2 Speed if hit)
- The Stench ability is twice as likely to activate (20% base instead of 10%).
- The Merciless ability allows to always deal critical hits, even if the target is not poisoned.
- The Water Compaction ability is activated at the end of each turn (unless sunny).
- Pokémon with Water Absorb or Storm Drain gain 25% Defense if it is not sunny.
- Ground or Rock-type Pokémon have their Defense penalized by a factor of  $\times 0.75$ ; unless they have the Water-type, the Poison-type, the ability to stay airborne, or if it's sunny.
- The Telluric Seed is consumed and increases Special Attack to the user.
- Nature Power becomes Sludge Wave.
- Camouflage and Mimicry cause the user to become Poison-type.
- Secret Power will have the Mud Shot animation and may lower its target's Speed.

**In combination with rain and torrential rain:**

- Power bonuses for Water-type attacks are added together instead of multiplied, resulting in +60 and +80% respectively.

**In combination with thunderstorm:**

- Power bonuses for Electric-type attacks are added together, resulting in +60%.



## Swamp cave











 *Sludge soils the floor of this sinister cave.*

 *The interior of this cave is lined with a swamp.*

 *The interior of this sacred cave is covered with a swamp.*

This is the indoor version of the swamp. It can be generated by using Grass Pledge in an Aquatic cave, by using Water Pledge in a Forest cave or by polluting both of these terrain with poison-type attacks.

Because the walls are muddy, sound and Fighting-type attacks are not amplified.

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+40%	-40%	<i>The putrefaction of the swamp increases the toxicity of this attack! *</i>
 + Cursed place	+80%	-65%	<i>The fetid swamp makes this attack deadly!</i>
	+40%	-30%	<i>Insects thrive in marshes!</i>
	+25%	-25%	<i>The cavern amplifies the attack!</i>
	+25%	-25%	<i>The cavern increases the strength of the telluric attack!</i>
Mud Bomb, Mud Shot and Mud-Slap	+87.5%	-25%	<i>The muddy cave makes this attack devastating!</i>
Earthquake, Bulldoze and Magnitude	0%	-25%	<i>(No message)</i>
	+20%	-20%	<i>The dampness of the marsh reinforces this aquatic attack! **</i>
 + Hail  + Rain  + Torrential rain	+50% +60% +80%	-32% -44%	<i>The dampness of the marsh and the rain make this attack torrential!</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25%	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>

\* This bonus is completely canceled in a holy place. No sentence is therefore displayed.

\*\* Sentence not displayed if it's sunny.

### Differences with Swamp battlefield:

- The power penalty for the Earthquake, Bulldoze and Magnitude moves is completely canceled (instead of -37.5% if the normal formula applied).
- The other effects common to Caves apply to this terrain (risk of rockslide + characteristics of a dark place).

## Desert

 *Dark sands cover this cursed desert.*

 *The sand stretches as far as the eye can see ...*

 *Sacred sands cover this field.*

This terrain can be found in the deserts of Iberia and Huath if the encounter has taken place:








- Directly in the sand
- Or so-called “dry” tall grass

Certain areas where the biome is locally altered can generate another terrain:

- Neutral terrain within a city or in an irrigated plot (oasis, garden).
- Rocky if the hero is on an elevated rocky area, and Volcanic if temperatures are particularly high.

The desert only exists in an outdoor version. A cave covered in sand will be considered a standard or volcanic cave, depending on the temperature of the site.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Sand Attack Shore Up	+40% (+100%) (+33%)	-40%	<i>The desert reinforces the telluric power of the attack!</i>
	+25%	-30 %	<i>The dry desert air intensifies the heat of the attack!</i>
 + Sunny  + Scorching sun	+75% +100%	-40,5% -51%	<i>The desert sun makes these flames all-consuming!</i>
	-50%	+50%	<i>The desert dries up the attack!</i>
 + Sunny	-75%	+100%	<i>The desert sun only lets a meager stream of water ...</i>
	-50%	+50%	<i>Air dried out by sand reduces electrical conductivity!</i>

### **In addition to the above effects ...**

- The Special Defense of Ground-type Pokémon is increased by 25%.
- The chance of inflicting a burn is multiplied by 1.3.
- Burn damage is multiplied by 1.2, i.e., 1/10<sup>th</sup> of max HP per turn in the absence of other effects.
- The chances of an attack or ability can freeze are divided by 2, and the chances of natural thawing are multiplied by 2.
- The chances of an electrical attack causing paralysis are divided by 2.
- Sand Tomb's indirect damage is multiplied by 1.2; those of Fire Spin and Magma Storm by 1.125; and those of Whirlpool and Thunder Cage by 0.75 (approximately).
- Sand Rush, Sand Veil and Sand Force abilities are activated.
- Dry Skin holders have their Defense reduced by 25%.
- Summoning the Sun or Sandstorm lasts 8 turns (not stackable with a Smooth or Heat Rock).
- Sand Attack's effectiveness is doubled (-2 levels of accuracy).
- Shore Up heals 2/3 of max HP (3/4 if stacked with Sandstorm).
- Halves the power of Electro Shot.
- The Telluric Seed is consumed and increases Defense to the user.

- Nature Power becomes Sand Tomb.
- Camouflage and Mimicry cause the user to become Ground-type.
- Secret Power will have the Mud-Slap animation and may lower its target's Accuracy.

**In combination with sunny weather:**

- The power bonus for Fire attacks is capped at  $\times 1.75$
- The power penalty for Electric attacks is capped at  $\times 0.4$ .
- The chance that an electrical attack can paralyze is multiplied by 0.35 (multiplication of the 0.5 from the terrain by the 0.7 from the weather).
- The power penalty for Water attacks is capped at  $\times 0.25$  (this is not nullified).
- Freezing becomes impossible and any Pokémon that attempts to act will be instantly thawed.

**In combination with scorching sun:**

- The power bonus of Fire attacks is capped at  $\times 2$ .
- The power penalty of Electric attacks is capped at  $\times 0.25$  (this is not nullified).
- The chance that an electrical attack can paralyze is multiplied by 0.25 (multiplication of the 0.5 from the terrain by the 0.5 from the weather).



## Beach



*Many tormented souls haunt this beach ...*



*The sound of the waves caresses the sand.*






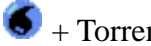
*Pure energies emanate from this coastline.*

It is a cross between desert and aquatic terrain. It only exists in an exterior version.

This terrain will be generated if the player is on sand, wet sand or tall grass near a seashore; fishing from a seashore, or if he surfs the sea while adjacent to an accessible shore. It will therefore mainly be encountered on the coastal maps of the Serenaid Ocean, the Selene Ocean or the Atalan Sea, excluding areas where the biome is a desert.

Note that the sandy shoreline of a body of fresh water will result in neutral terrain, or a swamp if the player character's feet are in water or mud.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Sand Attack Shore Up	+20% (+100%) (+33%)	-20%	<i>The sand of the beach mixes with the telluric force of the attack!</i>
 + Hail	+20% +50 %	-20%	<i>The proximity of the sea reinforces this aquatic attack! *</i>
 + Rain  + Torrential rain	+60% +80%	-32% -44%	<i>The rain combines with the sea spray and makes this attack torrential!</i>

\* Not displayed in sunny weather

### **In addition to the above effects ...**

- Indirect damage from Sand Tomb and Whirlpool is multiplied by 1.1 (approximately).
- Sand Rush, Sand Veil and Sand Force abilities are activated.
- Torrent ability gives a constant 25% power boost to Water-type attacks (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
- Sand Attack's effectiveness is doubled (-2 levels of accuracy).
- Shore Up heals 2/3 of max HP (3/4 if stacked with Sandstorm).
- Summoning the Sandstorm or the Rain lasts 8 turns (not stackable with a Smooth or Damp Rock).
- The Telluric Seed is consumed and increases Defense to the user + grants it the Aqua Ring effect.
- Nature Power becomes Sand Tomb.
- Camouflage and Mimicry cause the user to become Ground-type.
- Secret Power will have the Mud-Slap animation and may lower its target's Accuracy.
- Splash increases the launcher's Speed by 2 stages (even if it doesn't affect any of its targets).

### **In combination with rain and torrential rain:**

- Power bonuses for Water-type attacks are added together instead of multiplied, resulting in +60 and +80% respectively.

## Aquatic

 Soiled water covers the field.

 The water's surface sparkles.

 Sacred water flows over the field.











This terrain is encountered when the player is surfing on a body of fresh water. It is therefore quite common.

Technically, Pokémon fight in shallow water. There is therefore no risk of drowning and ground attacks are not completely nullified.

If the player is surfing at sea, it will generate sea battlefield that has some slight differences

There is an indoor version in the form of the aquatic cave.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
  + Hail	+50% +65%	-50%	<i>The water surface makes this attack torrential!</i>
  + Rain  + Torrential rain	+75% +100%	-50%	<i>The water surface and the rain make this attack torrential!</i>
	+40%	-0%	<i>Water conducts electricity and increases the intensity of the shock!</i>
 + Thunderstorm	+80%	-15%	<i>The thunderstorm combined with the water make this electrical attack devastating!</i>
	-50%	+50%	<i>The water surface weakens the fiery attack!</i>
  Shore Up	-75% -50% (-50%)	+50%	<i>The water surface absorbs the telluric impact of the attack!</i>

### **In addition to the above effects ...**

- Ranged Electric attacks hit all other fighters on the ground. If it's raining too, fighters in the air are also affected.

- Sand Tomb's indirect damage is multiplied by 0.625; those of Fire Spin and Magma Storm by 0.75; and those of Whirlpool and Thunder Cage by 1.25 (approximately).

- The chance that an attack can burn is divided by 2.

- The burn causes twice as few HP to be lost ( $1/24^{\text{th}}$  instead of  $1/12^{\text{th}}$ ), unless the Pokémon is in the air.

- The Dive attack strikes in one turn and has a 30% chance to flinch.

- Aqua Ring heals 50% more HP ( $3/23^{\text{rd}}$  per turn instead of  $1/16^{\text{th}}$ ).

- Splash increases the launcher's Speed by 2 stages (even if it doesn't affect any of its targets).

- Shore Up heals 1/4 of max HP (1/2 if Sandstorm, no message displayed in this case).

- Pokémon have their speed constantly multiplied by 0.75, unless they fly or possess the Water-type, Swift Swim ability, Surge Surfer ability or Atalan Crystal item. The speed penalty is reduced to  $\times 0.875$  if the Pokémon meets neither of these conditions, but is an Ice or Dragon-type.

- Summoning Rain lasts 8 turns (not stackable with a Damp Rock).

- As soon as it rains, it becomes impossible to explode, even for Pokémon in the air.

=> *Ambient humidity prevents explosion!*

- Torrent ability gives a constant 25% power boost to Water-type attacks (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
- Hydration, Swift Swim, Rain Dish, Surge Surfer and Schooling abilities are activated.
- Dry Skin restores HP at the end of each turn unless ...
  - The sun is scorching hot. The impact of the ability will be neutral for Pokémon with feet in the water and negative (loss of HP each turn) for those in the air.
  - It's sunny and the Pokémon is in the air. The impact of the ability will be neutral in this case.
- Water Veil protects against all statuses (like Hydration).
- The Water Compaction ability is activated at the end of each turn.
- Pokémon with Water Absorb or Storm Drain gain 25% Defense.
- Fire-type Pokémon have their Special Attack penalized by a factor of  $\times 0.8$ ; unless they have the Water type or the ability to stay in the air.
- Ground or Rock-type Pokémon have their Defense penalized by a factor of  $\times 0.5$ ; unless they have the Water-type or the ability to stay in the air. The penalty is reduced to  $\times 0.75$  if they have Grass, Ice or Dragon-type.
- Ground-type Pokémon (even flying ones) lose their immunity to Electric type and see it considered resistance (soaring has the same effect). If the Pokémon is a Water/Ground-type, the Ground-type will be treated as a double resistance.
- The Telluric Seed is consumed and increases Speed to the user + grants it the Aqua Ring effect.
- Nature Power becomes Muddy Water.
- Camouflage and Mimicry cause the user to become Water-type.
- Secret Power will have the Water Pulse animation and may lower its target's Attack.

**In combination with rain:**

- The power bonus for Water attacks is capped at  $\times 1.75$ .
- The power penalty for Fire attacks is capped at  $\times 0.25$ .

**In combination with torrential rain:**


- The power bonus for Water attacks is capped at  $\times 2$ .

**In combination with thunderstorm:**

- The power bonus for Electric attacks is capped at  $\times 1.8$ .

## **Water cave**

 *Defiled water covers this cave ...*








 *The cave is reflected on the surface of the underground lake.*

 *Crystal-clear water covers the surface of this sacred cave.*

This indoor variant of aquatic terrain will be encountered in wet cavities, when the player is surfing, has his feet in the water or is located at the same level as a body of water.

If the player character is on a floor or in an area considered dry, a standard cave (or the type of cave defined by the map) will be generated.

### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
 + Hail	+50% +65%	-50%	<i>The water surface makes this attack torrential!</i>
 + Rain  + Torrential rain	+75% +100%	-50%	<i>The water surface and the rain make this attack torrential!</i>
	+40%	-0%	<i>Water conducts electricity and increases the intensity of the shock!</i>
 + Thunderstorm	+80%	-15%	<i>The thunderstorm combined with the water make this electrical attack devastating!</i>
	-50%	+50%	<i>The water surface weakens the fiery attack!</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25%	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>

### **Differences with Aquatic battlefield:**

- Ground and Rock-type attacks are not handicapped and will have normal efficiency.
- The Rain invocation loses its duration bonus.
- Rain Dance will have a normal energy cost (The terrain bonus is canceled with common indoor effects.)
- The other effects common to Caves apply to this terrain (risk of rockslide + characteristics of a dark place).



## Maritime

 *This tumultuous sea is imbued with dark energies ...*

 *The sea stretches as far as the eye can see...*

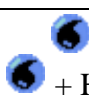
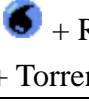






 *A sacred energy radiates in the middle of this sea.*

This terrain is encountered if the hero is surfing on a body of ocean water and none of the adjacent squares allows the character to set foot on land. It only exists in an exterior version.

It is close to aquatic terrain, with the major difference that Pokémons have no foothold. This involves a risk of drowning for those who fear water and the inability to use Ground-type attacks.

Another major difference: it is semi-unalterable terrain. It cannot be transformed directly into Grassy Terrain or Magnetic Terrain (but can be transformed indirectly if the seawater has been frozen, which remains difficult).

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 + Hail	+50% +65%	-50%	<i>The sea makes this attack torrential!</i>
 + Rain  + Torrential rain	+60% +100%	-50%	<i>The sea and the rain make this attack torrential!</i>
	+40%	-0 %	<i>The sea conducts electricity and increases the intensity of the shock!</i>
 + Thunderstorm	+80%	-15%	<i>The thunderstorm combined with the water make this electrical attack devastating!</i>
	-50%	+50%	<i>The sea weakens the fiery attack!</i>
	-75%	+50%	<i>The sea prevents the rocky attack from finding a foothold!</i>
	Nullified	+50%	<i>Impossible to make a telluric attack in the middle of the sea!</i>
Spikes, Toxic Spikes and Sticky Web	Nullified	0 / +50%	<i>Impossible to place a trap on the ground when there is only water!</i>

### **Differences with Aquatic battlefield:**

- This terrain cannot be directly transformed into grassy or magnetic terrain (abilities or attacks generating this effect will fail).

=> *Impossible to grow vegetation in such deep water!*

=> *Impossible to magnetize a surface when nothing emerges from the water!*

- This terrain is twice as resistant to Ice-type elemental damage.

- This field cannot be terraced.

=> *The sea is impetuous and can't be repelled from the battlefield ...*

- Rock attacks are almost nullified (damage /4 instead of /2).

- All Ground-type attacks (including Status moves) are completely nullified.

- It is impossible to lay Spikes, Toxic Spikes or a Sticky Web. If any were present and this terrain is generated, they disappear.

- It is impossible to burn a Pokémon that is not in the air. If a Pokémon already is, it will be healed at the end of the turn if it is not in the air at that time.

=> *The immersion prevented [Pokémon] from being burnt!*

=> *The immersion puts an end to [Pokémon]'s burn!*

• A Pokémon that is not in the air cannot explode (same effect as Damp). The explosion remains blocked for everyone if it's raining.

=> *Impossible to explode when immersed!*

=> *Ambient humidity prevents explosion!*

• A Pokémon that is not airborne is immune to Powder.

=> *The powder will have no effect on an immersed Pokémon!*

• Any Pokémon that is vulnerable to the Water-type will suffer drowning damage at the end of each turn (damage scale equal to 2 times the climatic damage and according to vulnerability to the Water-type), unless it possesses the Swift Swim or Surge Surfer abilities, has immunity to indirect damage; has the means to stay airborne, is a Master of Time-Space or holds the Atalan Crystal item.






=> *[Pokémon] is drowning!*

## Underwater

*The depths are full of dangers for non-aquatic creatures ...*

This terrain is unalterable and only exists in one variation. This is a strengthened version of Aquatic terrain. It is encountered when the hero is diving.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+100%	-60%	<i>The aquatic attack becomes devastating underwater!</i>
	+50%	-0%	<i>Water conducts electricity and increases the intensity of the shock!</i>
	-50%	+30%	<i>The underwater environment mitigates the impact of this telluric attack!</i>
	-50%	+30%	<i>Water is not as fluid as air ...</i>
	Nullified	+50%	<i>Impossible to make a fire underwater!</i>
Fly, Bounce, Sky Drop, Magnet Rise and Telekinesis	Nullified	+0 to +30%	<i>Impossible to fly underwater!</i>
Powder	Nullified	0%	<i>The powder will have no effect on an immersed Pokémon!</i>
Weather move	Nullified	(Varies)	<i>Impossible to summon a climate in the watery depths ...</i>
Battlefield-altering attacks	Nullified	(Varies)	<i>Water bathes everything and can't be pushed off the battlefield ...</i>

### **In addition to the above effects ...**

- No Pokémon can fly or levitate (Flying-types trade their Ground immunity for resistance).
- Ranged offensive Electric attacks affect all fighters other than the launcher.
- Sand Tomb's indirect damage is multiplied by 0.75; those of Whirlpool by 1.5; and those of Thunder Cage by 1.25 (approximately).
- It is impossible to burn a Pokémon. If a Pokémon is already burnt when it arrives on this

battlefield, it will be healed at the end of the turn.

=> *The immersion prevented [Pokémon] from being burnt!*

=> *The immersion puts an end to [Pokémon]'s burn!*

- The Dive attack strikes in one turn and has a 30% chance to flinch.
- Aqua Ring heals 50% more HP ( $3/23^{\text{rd}}$  per turn instead of  $1/16^{\text{th}}$ ).
- Splash increases the launcher's Speed by 2 stages (even if it doesn't affect any of its targets).
- Shore Up heals 1/4 of max HP.
- No Pokémon can explode (same effect as Damp).

=> *Impossible to explode when immersed!*

• Pokémon have their speed constantly multiplied by 0.5, unless they fly or possess the Water-type, Swift Swim ability, Surge Surfer ability or Atalan Crystal item. The speed penalty is reduced to  $\times 0.75$  if the Pokémon meets neither of these conditions, but is an Ice or Dragon-type.

• The Physical Attack of all fighters is divided by 2, unless the Pokémon is Water or Dragon type or has Steelworker ability.

• Salt Cure cannot apply its secondary effect.

• Weather cannot be placed (it must be neutral), with the exception of Rayquaza's Delta Stream and Air Lock, which partially work by creating an oxygen bubble that cancels drowning damage and breath loss for all battlers.

• Torrent ability gives a constant 25% power boost to Water-type attacks (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).

• Hydration, Swift Swim, Rain Dish, Surge Surfer and Schooling abilities are activated.

• Dry Skin restores HP at the end of each turn.

• Water Veil protects against all statuses (like Hydration).

• Pokémon with Water Absorb or Storm Drain gain 25% Defense.

• Fire-type Pokémon have their Special Attack penalized by a factor of  $\times 0.8$ ; unless they have the Water type or the ability to stay in the air.

• Ground or Rock-type Pokémon have their Defense penalized by a factor of  $\times 0.5$ ; unless they have the Water-type. The penalty is reduced to  $\times 0.75$  if they have Grass, Ice or Dragon-type.

• Ground-type Pokémon lose their immunity to Electric type and see it considered resistance (soaring has the same effect). If the Pokémon is a Water/Ground-type, the Ground-type will be treated as a double resistance.

• Any Pokémon that is vulnerable to the Water-type will suffer drowning damage at the end of each turn (damage scale equal to 3 times the climatic damage and according to vulnerability to the Water-type), unless it possesses the Swift Swim or Surge Surfer abilities, has immunity to indirect damage, is a Master of Time-Space or holds the Atalan Crystal item.

=> *[Pokémon] is drowning!*

• Unless the Pokémon is a Water-type or Psychic-type, a Master of Space-Time or is holding an Atalan Crystal, its Breath gauge will be reduced by  $1/16^{\text{th}} \times$  the number of consecutive turns spent on the field at the end of each turn. A Pokémon that no longer has any Breath points is automatically knocked out.

=> *[Pokémon] can't breathe underwater loses its Breath! [Not displayed if the drowning sentence has already been displayed].*

• The Telluric Seed is consumed and increases Speed to the user + grants it the Aqua Ring effect.




• Nature Power becomes Muddy Water.

• Camouflage and Mimicry cause the user to become Water-type.




• Secret Power will have the Water Pulse animation and may lower its target's Attack.

## Snowy and Frozen

### Snowy:

-  *Snow covers this cursed place.*
-  *Snow glistens on the ground!*
-  *Snow covers this sanctuary.*















### Frozen:

-  *The surface of the ice is as cold as Yveltal's breath ...*
-  *The field is covered in ice.*
-  *A surface of ice was born from the sacred waters.*

Snowy terrain will be encountered on a snowy area. The frozen version will be the one generated if the player slips on ice or is on an ice floe.

These two battlefields have exactly the same effects in battle. The only difference is that if the ice melts due to Fire attacks or the sun, the terrain transition will not be the same.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 + Blizzard  + Snow or Hail	+100% +61%	-65% -40,5%	<i>The extremely icy environment makes this attack devastating!</i>
 + Sunny 	+40% +19%	-30% -12,5%	<i>The icy environment strengthens the attack!</i>
 + Scorching sun	-9%	+12%	<i>(No message)</i>
	+30%	-20%	<i>Fresh air increases the strength of aerial attack!</i>
 + Blizzard or Thunderstorm  + Celestial winds	+56% +69%	-20% -32% -36%	<i>The invigorating air makes the aerial attack devastating!</i>
 + Blizzard or Hail  + Rain	-52% -60%	+80% +68%	<i>The extremely icy environment weakens the fiery attack!</i>
 + Snow  (and not sunny)	-28% -20%	+20% +20%	<i>The cold weakens the fiery attack!</i>
 + Sunny  + Scorching sun	+12% +28%	+2% -16%	<i>(No message)</i>

(The combination with certain weather is shown because it can modify the displayed sentence.)

### **In addition to the above effects ...**

- Ice-type Pokémons have their Speed multiplied by 1.1.
- Ice-type Pokémon have their Defense multiplied by 1.25. This multiplier is increased to 1.5 in the event of Snow or Hail, and to 1.75 in the event of Blizzard, but is canceled if it is sunny.
- Attacks or abilities that can freeze are 1.3 times more likely to do so.
- The chances of natural thawing are halved.

- Reduces chance of burning by a  $\times 0.8$  factor.
- Ice Body, Snow Cloak and Slush Rush abilities are activated.
- Aerilate and Refrigerate's base power boost is increased from  $\times 1.25$  to  $\times 1.5$ .
- Ice Scales increases Defense by 40% (in addition to doubling Special Defense and stacking with the  $\times 1.25$  Defense brought by this terrain if its holder is Ice-type). If this is combined with freezing weather and its holder is an Ice-type, the bonus is reduced to 25% but will stack with the bonuses provided by the weather.
- Summoning a freezing weather lasts 8 turns (not stackable with an Icy Rock).
- Aurora Veil will work even in the absence of freezing weather.
- A soaring Pokémon that crashes to the ground will take Ice-type damage instead of Ground-type damage.
- The Telluric Seed is consumed and increases Speed to the user.
- Nature Power becomes Ice Beam.
- Camouflage and Mimicry cause the user to become Ice-type.
- Secret Power will have the Ice Shard animation and may freeze the target.

**In combination with snow:**

- The chances of natural thawing are divided by 3 instead of 4 if it were multiplied normally.

## Ice cave

















 *The cold of the Yveltal's kingdom is felt in this icy cave ...*

 *The walls of this cave are covered in ice.*

 *A sacred energy emanates from this ice cave!*

It is the indoor equivalent of frozen or snowy terrain. This will be the terrain systematically generated when the player is in an interior where the presence of snow or ice is predominant.

### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
 + Blizzard  + Snow or Hail	+100% +61%	-65% -40,5%	<i>The extremely icy environment makes this attack devastating!</i>
 + Sunny 	+40% +19%	-30% -12,5%	<i>The icy environment strengthens the attack!</i>
 + Scorching sun	-9 %	+12 %	<i>(No message)</i>
 + Blizzard or Hail  + Rain	-52% -60%	+80% +68%	<i>The extremely icy environment weakens the fiery attack!</i>
 + Snow  (and not sunny)	-28 % -20 %	+20% +20%	<i>The cold weakens the fiery attack!</i>
 + Sunny  + Scorching sun	+12 % +28 %	+2% -16%	<i>(No message)</i>
	+25%	-25%	<i>The cavern amplifies the attack!</i>
	+25%	-25%	<i>The cavern increases the strength of the telluric attack!</i>
Sound attacks	+25%	+0%	<i>The cave makes this attack resonate!</i>
Fly, Bounce and Sky Drop	Nullified	+0%	<i>Impossible to fly high in this restricted space!</i>
	-0%	+0%	<i>(No message)</i>
 + Blizzard or Thunderstorm  + Celestial winds	+25% +30%	0% -15% -20 %	<i>The invigorating air increases the strength of the aerial attack!</i>


### **Differences with Snowy or Frozen battlefield:**

- The Snow invocation loses its duration bonus.
- If the snow melts due to Fire-type attacks, it will directly result in a swamp cave and not a water cave.
- The frozen field bonus cancels with the cave penalty for Flying-type attacks, but nullified cases remain nullified.
- The chances of flinching are multiplied by 1.25.
- If there's a rockslide, the damage will be Ice-type rather than Rock-type.
- + of course, all effects common to Cave-type interiors.

## Volcanic

 *An oppressive heat weighs on this cursed mountain!*

 *Volcanic activity has made the ground hot.*











 *This volcanic holy place is as beautiful as it is dangerous!*

This terrain will be encountered on the slopes of active volcanoes. Mountains located in a desert will also generate volcanic battlefield to account for high temperatures.

Part of the hot battlefields category, it can be considered a mix of desert, rocky and burning fields, but Fire-type Pokémon will have the most advantage.

Draconic terrain is a close variant that favors dragons.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+40%	-30%	<i>The volcanic heat intensifies the flames! *</i>
 + Sunny	+80%	-40,5%	<i>The sun and volcanic heat make these flames all-consuming!</i>
 + Scorching sun	+100%	-51%	
Smokescreen	+100%	-0%	<i>Volcanic fumaroles amplify the attack!</i>
	+30%	-40%	<i>The rocky terrain amplifies the attack!</i>
	+25%	-30%	<i>The mountain increases the strength of the telluric attack!</i>
	+25%	0%	<i>The stony ground makes the blow even more shattering!</i>
	-50%	+50%	<i>The volcanic heat weakens the icy attack!</i>
	-30%	+50%	<i>The volcanic heat dries out the attack! **</i>
 + Sunny	-65%	+100%	<i>The attack is almost dried out by the sun and flames ...</i>
 (And no rain or blizzard)	-20%	+50%	<i>Air dried out by high temperatures reduces electrical conductivity! ***</i>

\* Not displayed in rain or blizzard conditions, as the terrain bonus is counterbalanced by the weather.

\*\* Not displayed in case of rain, because the battlefield penalty is compensated by the weather

\*\*\* Not displayed in the event of a thunderstorm (note: any rain, including stormy rain and blizzard, completely cancels out the penalty).

### **In addition to the above effects ...**

- The chance of inflicting a burn is multiplied by 1.3.
- Burn damage is multiplied by 1.2, i.e.,  $1/10^{\text{th}}$  of max HP per turn in the absence of other effects.
- The chances of an attack or ability can freeze are divided by 2, and the chances of natural thawing are multiplied by 2.
- The chances that an electrical attack will paralyze are divided by 1.25, unless it's raining or blizzarding.
- The indirect damage of Fire Spin and Magma Storm is multiplied by 1.2; those of Sand Tomb by 1.125 and those of Thunder Cage by 0.9 (approximately).

- Smokescreen's effectiveness is doubled (-2 levels of accuracy).
- Summoning the Sun lasts 8 turns (not stackable with a Heat Rock).
- Blaze ability gives a constant 25% power boost to Fire-type attacks (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
- Solar Power, Protosynthesis and Flare Boost abilities are activated.
- The Orichalcum Pulse ability grants a 33.3% Attack boost to its holder.
- The abilities Flame Eater, Flash Fire, Flame Body, Fiery Nobility, Magma Well, Magma Armor and Volcanic Spirit increase the holder's Attack by 25%.
- The Telluric Seed is consumed and grants the critical boost of Focus Energy to its user.
- Nature Power becomes Lava Plume.
- Camouflage and Mimicry cause the user to become Fire-type.
- Secret Power will have the Incinerate animation and may burn the target.

**In combination with sunny weather:**

- The power bonus for Fire-type attacks is capped at  $\times 1.8$ .
- The energy penalty for Water-type attacks is capped at +100%.
- The 33.3% boost from Orichalcum Pulse applies only once.
- Freezing becomes impossible and any Pokémon that attempts to act will be instantly thawed.

**In combination with scorching sun:**

- The power bonus for Fire-type attacks is capped at  $\times 2$ .
- The energy penalty for Ice-type attacks is capped at +100%.



## Volcanic cave












 *This cave is a furnace for damned souls ...*

 *The walls of this cave are burning hot!*

 *The Energy of Nature abounds in this volcanic cave!*

This is the indoor version of the volcanic battlefield. It naturally inherits all its characteristics as well as those of the rock cave.

It can be found in certain desert caves and, of course, in caves (or mines) inside a volcano.

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+40%	-30%	<i>The volcanic heat intensifies the flames! *</i>
 + Sunny	+80%	-40,5%	<i>The sun and volcanic heat make these flames all-consuming!</i>
 + Scorching sun	+100%	-51%	
Smokescreen	+100%	-0%	<i>Volcanic fumaroles amplify the attack!</i>
	+50%	-40%	<i>The cavern amplifies the attack!</i>
	+40%	-30%	<i>The cavern increases the strength of the telluric attack!</i>
	+25%	0%	<i>The stony ground makes the blow even more shattering!</i>
Sound attacks	+25%	0%	<i>The cave makes this attack resonate!</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25%	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>
	-50%	+50%	<i>The volcanic heat weakens the icy attack!</i>
	-30%	+50%	<i>The volcanic heat dries out the attack! **</i>
 + Sunny	-65%	+100%	<i>The attack is almost dried out by the sun and flames ...</i>
 (And no rain or blizzard)	-20%	+50%	<i>Air dried out by high temperatures reduces electrical conductivity! ***</i>

\* Not displayed in rain or blizzard conditions, as the terrain bonus is counterbalanced by the weather.

\*\* Not displayed in case of rain, because the battlefield penalty is compensated by the weather

\*\*\* Not displayed in the event of a thunderstorm (note: any rain, including stormy rain and blizzard, completely cancels out the penalty).

### **In addition to the above effects and the exterior volcanic field ...**


- The Sun invocation loses its duration bonus.
- The chances of flinching are multiplied by 1.25.
- Sound attacks are 20% more accurate.

+ all effects common to Cave-type interiors.

## Draconic

 *Deadly dragons guard this cursed territory.*








 *Do you dare to slay dragons on their territory?*

 *The Energy of Nature is in harmony with that of dragons.*

Part of the hot terrains class, the Draconic battlefield is the territory of dragons. They are therefore strongly favored, and elemental types are not handicapped, with the exception of Ice, which they loathe. The Fairy type is also weakened, as a counterpart to their Mist weather.

This battlefield is only found on lands protected by the Draconid People in Aerouant Shire.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Dragon Dance	+50%	-30 %	<i>The draconic energy boosted the attack!</i>
Pay Day	+100%	-0%	<i>The treasure of dragons is revealed!</i>
Make It Rain, Diamond Storm and Power Gem	+50%	-0%	<i>The treasure of dragons is revealed!</i>
Dragon Ascent	+50%	-0 %	<i>By the grace of the skies!</i>
	+30%	-20%	<i>The draconic heat intensifies the flames! *</i>
 + Sunny	+70%	-32%	<i>The sun and draconic heat make these flames all-consuming!</i>
 + Scorching sun	+90%	-44%	
	+20%	-20%	<i>Dragon energy is sacred! **</i>
	-30%	+50%	<i>Fairy magic weakens in this hostile atmosphere ...</i>
	-50%	+50%	<i>The draconic heat weakens the icy attack!</i>

\* Not displayed in rain or blizzard conditions, as the terrain bonus is counterbalanced by the weather.

\*\* Not displayed in cursed terrain

### **In addition to the above effects ...**

- The Special Defense of Dragon-type Pokémon is increased by 25%.
- The chance of inflicting a burn is multiplied by 1.3.
- Burn damage is multiplied by 1.2, i.e., 1/10<sup>th</sup> of max HP per turn in the absence of other effects.
- The chances of an attack or ability can freeze are divided by 2, and the chances of natural thawing are multiplied by 2.
- The indirect damage of Fire Spin and Magma Storm is multiplied by 1.15 (approximately).
- Blaze ability gives a constant 25% power boost to Fire-type attacks (i.e., ×1.25; ×1.5 or ×1.75 depending on the Pokémon's health).
- When a Pokémon enters battle, its Berserk ability activates and increases its Special Attack.
- The Marvel Scale ability grants its Defense bonus, even if the holder has no status.
- The Shed Skin ability will systematically activate at the end of the turn if the holder suffers from a status.
- Protosynthesis ability is activated.
- The Orichalcum Pulse ability grants a 33.3% Attack boost to its holder.
- Fairy-type Pokémon lose their immunity to Dragon-type and see it considered resistance.
- Pay Day and Make It Rain bring in 5 times more money.

- Dragon Dance also increases Defense.
- The Telluric Seed is consumed and grants the critical boost of Focus Energy to its user.
- Nature Power becomes Draco Meteor.
- Camouflage and Mimicry cause the user to become Dragon-type.
- Secret Power will have the Dragon Pulse animation and may burn the target.

**In combination with sunny weather:**

- The power bonus for Fire-type attacks is capped at  $\times 1.7$  (addition of factors).
- The 33.3% boost from Orichalcum Pulse applies only once.
- Freezing becomes impossible and any Pokémon that attempts to act will be instantly thawed.


**In combination with scorching sun:**

- The power bonus for Fire-type attacks is capped at  $\times 1.9$  (addition of factors).
- The energy penalty for Ice-type attacks is capped at +100%.

## Dragon's Den

 *Deadly dragons guard this sinister cave.*











 *Do you dare to slay dragons in their den?*

 *The home of dragons is one with Energy of Nature!*

This is the indoor version of the draconic battlefield. It naturally inherits all its characteristics, as well as some from the rock cave.

It can be found in the caves in Vale of Aerouant, particularly on the path leading to Duiraco.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Dragon Dance	+50%	-30 %	<i>The draconic energy boosted the attack!</i>
Pay Day	+100%	-0%	<i>The treasure of dragons is revealed!</i>
Make It Rain Diamond Storm and Power Gem	+50% +50%	-0% -25%	<i>The treasure of dragons is revealed!</i>
Dragon Ascent	+50%	-0 %	<i>By the grace of the skies!</i>
	+30%	-20%	<i>The draconic heat intensifies the flames! *</i>
 + Sunny	+70%	-32%	<i>The sun and draconic heat make these flames all-consuming!</i>
 + Scorching sun	+90%	-44%	
	+25%	-25%	<i>The cavern amplifies the attack!</i>
	+25%	-25%	<i>The cavern increases the strength of the telluric attack!</i>
	+25%	0%	<i>The stony ground makes the blow even more shattering!</i>
Sound attacks	+25%	0%	<i>The cave makes this attack resonate!</i>
	+20%	-20%	<i>Dragon energy is sacred! **</i>
	-30%	+50%	<i>Fairy magic weakens in this hostile atmosphere ...</i>
	-50%	+50%	<i>The draconic heat weakens the icy attack!</i>

\* Not displayed in rain or blizzard conditions, as the terrain bonus is counterbalanced by the weather.

\*\* Not displayed in cursed terrain

### **In addition to the above effects and the exterior draconic field ...**

- Unlike other caves, Flying-type attacks are not handicapped by this terrain and will have normal efficiency (or boosted for Dragon Ascent).
  - This terrain has minor vulnerability to Water-type elemental damage and can transform into a Cave if it becomes flooded.
  - Pay Day and Make It Rain yield 15 times more instead of 5 times more.
  - The chances of flinching are multiplied by 1.25.
  - Sound attacks are 20% more accurate.
- + all effects common to Cave-type interiors.

## Burning field

 *Evil flames consume this place!*

 *The field is ablaze!*











 *Flames ravage this holy place!*

This terrain does not exist in normal conditions and will only be possible if a fire is raging as part of the scenario. It is, however, possible to invoke it during combat on grassy terrain with Fire Pledge, or by setting it ablaze with certain Fire-type attacks. It's also possible to summon it on volcanic or draconic terrain, but only if you really overheat it. In all cases, it must not be raining, as rain will prevent this terrain from being generated. By the way, it is particularly vulnerable to water.

It can be considered as an improved version of volcanic terrain and which greatly favors Fire-type Pokémon. It also benefits Flying-type creatures who will be able to take advantage of updrafts, but only outdoors.

Any invocation of rain or blizzard will immediately end this terrain and restore it to its original state, or to neutral terrain if it was set on fire at the start of combat. In the latter case, the fire will resume as soon as the wet weather ceases or the last field laid has expired. (A natural fire stopped by Water-type attacks will resume after 5 turns, or 8 turns with Telluric Rock.)

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+50 %	-50 %	<i>The blaze reinforces the power of this attack!</i>
 + Sunny	+90%	-57,5%	<i>The blaze combined with the sun makes this fire attack deadly!</i>
 + Scorching sun	+100%	-65%	
Smokescreen	+100%	0%	<i>The smoke is becoming suffocating amid the flames!</i>
	+25 %	-25 %	<i>The updrafts produced by the flames reinforce the aerial attack!</i>
	-50%	+50%	<i>The ice loses its strength to the flames!</i>
	-40%	+50%	<i>The fire dries up the attack!</i>
 + Sunny	-70%	+100%	<i>The attack is almost dried out by the sun and flames ...</i>
	-30%	+50%	<i>Plant energy withers in the flames ...</i>
	-30%	+50%	<i>Fairy magic withers in the midst of this inferno ...</i>
	-20%	+50%	<i>The air dried out by the fire reduces electrical conductivity!</i>

### **In addition to the above effects ...**

- The chances that an attack or ability can burn are doubled.
- Increases the risk of paralysis from electricity by a  $\times 1.25$  factor.
- Burn damage is multiplied by 1.333, or  $1/9^{\text{th}}$  of max HP per turn in the absence of other effects.
- The chances of falling asleep are divided by 2.
- Freezing becomes impossible and any Pokémon that attempts to act will be instantly thawed.
- The indirect damage of Fire Spin and Magma Storm is multiplied by 1.25; those of Whirlpool, Wrap and Snap Trap by 0.85; and those of Thunder Cage by 0.9 (approximately).

- Smokescreen's effectiveness is doubled (-2 levels of accuracy).
  - Summoning the Sun lasts 8 turns (not stackable with a Heat Rock).
  - Blaze ability gives a constant 25% power boost to Fire-type attacks (i.e.,  $\times 1.25$ ;  $\times 1.5$  or  $\times 1.75$  depending on the Pokémon's health).
  - Solar Power, Protosynthesis and Flare Boost abilities are activated.
  - The Orichalcum Pulse ability grants a 33.3% Attack boost to its holder.
  - The abilities Flame Eater, Flash Fire, Flame Body, Fiery Nobility, Magma Well, Magma Armor and Volcanic Spirit increase the holder's Attack by 25%.
  - Steam Engine, Well-Baked Body and Thermal Exchange abilities will activate at the end of each turn, until the Pokémon has its stat at maximum.
  - Eiscue immediately loses its frozen head as soon as it enters the field or this when this battlefield appears, and it cannot reform as long as this battlefield lasts.
  - Any Pokémon will suffer field damage at the end of each turn (damage scale equal to 2 times weather damage and depending on vulnerability to Fire-type), unless it is Fire-type, has the means to maintain airborne, has cast Aqua Ring, is immune to indirect damage, or possesses one of the following abilities: Flash Fire, Magma Armor, Flame Body, Blaze, Heatproof, Turboblaze, Desolate Land, Well-Baked Body, Fiery Nobility, Flame Eater, Sun Guardian, Volcanic Spirit, Phoenix Heart, Sacred Wings or Magma Well.
  - If a Pokémon has lost its Fire type (whatever the cause), it recovers it at the end of it (after any damage from the field).
- => *The flames bathing the field have restored the inner fire of [Pokémon]!*
- The Telluric Seed is consumed and grants the critical boost of Focus Energy to its user.
  - Nature Power becomes Lava Plume.
  - Camouflage and Mimicry cause the user to become Fire-type.
  - Secret Power will have the Incinerate animation and may burn the target.

#### **In combination with sunny weather:**

- The power bonus for Fire attacks is capped at  $\times 1.9$ .
- The chances of burning do not stack (cap at  $\times 2$ ).
- The 33.3% boost from Orichalcum Pulse applies only once.
- The energy penalty for Water-type attacks is capped at +100%.

#### **In combination with scorching sun:**

- The power bonus for Fire attacks is capped at  $\times 2$ .
- The chances of burning do not stack (cap at  $\times 2$ ).
- The energy penalty for Ice-type attacks is capped at +100%.

## Burning cave











 *The flames turn this cursed temple into a living hell!*

 *The cave is on fire!*

 *Flames ravage this sanctuary!*

When a fire breaks out in an interior (even that of a building), it is this terrain that will be generated. It thus obtains all the characteristics of a cave-type interior, including the possibility of making it collapse.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+50 %	-50 %	<i>The blaze reinforces the power of this attack!</i>
 + Sunny	+90%	-57,5%	<i>The blaze combined with the sun makes this fire attack deadly!</i>
 + Scorching sun	+100%	-65%	
Smokescreen	+100%	0%	<i>The smoke is becoming suffocating amid the flames!</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25 %	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>
	-50%	+50%	<i>The ice loses its strength to the flames!</i>
	-40%	+50%	<i>The fire dries up the attack!</i>
 + Sunny	-70%	+100%	<i>The attack is almost dried out by the sun and flames ...</i>
	-30%	+50%	<i>Plant energy withers in the flames ...</i>
	-30%	+50%	<i>Fairy magic withers in the midst of this inferno ...</i>
	-20%	+50%	<i>The air dried out by the fire reduces electrical conductivity!</i>

### **In addition to the above effects and the exterior burning field ...**

- The Sun invocation loses its duration bonus.
  - Flying attacks no longer benefit from updrafts and suffer the full penalty of restricted space.
  - The chances of falling asleep are multiplied by 0.55 (multiplication of the factor from the burning battlefield by that of an interior).
- + all effects common to Cave-type interiors.



## Magnetic

 *A heavy electric atmosphere weighs on this cursed place.*




 *A magnetic field charged with electricity permeates the terrain ...*

 *The air is charged with electricity in this sacred place.*

This terrain is found naturally on the snow-free slopes of Mount Taranus, the Paldegon Pass, the eastern part of the Huath Desert and the south of the Nereid Shire. It mainly favors Electric Pokémon and handicaps Psychic-type creatures. It is the equivalent of Electric Terrain from the official games.

It can be invoked actively with the Electric Terrain move, or passively with the Electric Surge and Hadron Engine abilities. Its climatic equivalent is the thunderstorm, and their effects are partially cumulative.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+40%	-50%	<i>The magnetic field rises the voltage!</i>
 + Thunderstorm	+80%	-57,5%	<i>The magnetic field combines with the thunderstorm to make the shock deadly!</i>
Charge	+50%	-50% / -57,5%	<i>The magnetic field speeds up charging!</i>
Eerie Impulse Magnet Rise	+50% +60%	-50% / -57,5%	<i>The waves are intensified by the magnetic field!</i>
	-25%	+50%	<i>Electric crackling disrupts psychic concentration ... *</i>

\* Not displayed in case of Psychic aura or holy place, which more or less cancel each other out with this penalty.

### **In addition to the above effects ...**

- Increases the risk of paralysis from electricity by a  $\times 1.5$  factor.
- Quark Drive and Surge Surfer abilities are activated.
- The Motor Drive ability is activated at the end of each turn, until Speed is at maximum.
- Galvanize's base power boost is increased from  $\times 1,25$  to  $\times 1,5$  (not stackable with a stormy weather).
- Pokémon with Lightning Rod, Volt Absorb, Lightning Eater or Stormy Spirit abilities get a 25% boost in Speed.
- Hadron Engine ability grants a 33.3% Special Attack boost to its holder.
- The power of Rising Voltage is increased by 75%.
- The power of Psyblade is increased by 50%.
- Increases Thunder's accuracy by 20% (cannot be combined with a weather that also increases it, the most favorable value will be used).
- Electro Shot launches in one turn.
- The Charge Attack increases Special Defense by 2 stages instead of one.
- Eerie Impulse lowers Special Defense by one stage, in addition to Special Attack by 2 stages.
- Magnet Rise lasts 8 turns instead of 5.
- Summoning Thunderstorm lasts 8 turns (not stackable with a Storm Rock).
- Magnetic Flux works on all allies, regardless of their ability.
- It's impossible to fall asleep (even via Rest or Yawn).



- The Electric Seed is consumed and increases Defense to the user.
- Nature Power becomes Thunderbolt.
- Camouflage and Mimicry cause the user to become Electric-type.
- Secret Power will have the Thunder Shock animation and may paralyze the target.

**In combination with thunderstorm:**

- The power bonus for Electric attacks is capped at +80%.
- The additional bonus of 75% power for Rising Voltage and 50% for Psyblade only applies once.
- The chance of paralysis by an electrical attack is capped at +100%.
- The 33.3% boost from Hadron Engine applies only once.

**Out of combat ...**

- Magnetron can evolve into Magnezone without Thunder Stone.

## **Magnetic cave**

 *A magnetic field permeates this cursed place.*








 *The air charged with electricity sizzles in this cave.*

 *This sacred cave is charged with electricity.*

This is the indoor version of magnetic terrain. It can be found in the cavities of Mount Taranus or if a magnetic terrain is invoked from an interior.

In addition to the characteristics of the magnetic terrain, we find those of the rocky cave, as the solid, metal-rich walls are of benefit to Rock, Ground and Fighting Pokémons.

### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
	+40%	-50%	<i>The magnetic field rises the voltage!</i>
 + Thunderstorm	+80%	-57,5%	<i>The magnetic field combines with the thunderstorm to make the shock deadly!</i>
Charge	+50%	-50% / -57,5%	<i>The magnetic field speeds up charging!</i>
Eerie Impulse Magnet Rise	+50% +60%	-50% / -57,5%	<i>The waves are intensified by the magnetic field!</i>
	+25%	-25%	<i>The cavern amplifies the attack!</i>
	+25%	-25%	<i>The cavern increases the strength of the telluric attack!</i>
	+25%	0%	<i>The stony ground makes the blow even more shattering!</i>
Sound attacks	+25%	0%	<i>The cave makes this attack resonate!</i>
	-25%	+50%	<i>Electric crackling disrupts psychic concentration ...*</i>
Fly, Bounce and Sky Drop	Nullified	+25%	<i>Impossible to fly high in this restricted space!</i>
	-25 %	+25%	<i>The restricted space prevents the aerial attack from reaching its full potential!</i>

\* Not displayed in case of Psychic aura or holy place, which more or less cancel each other out with this penalty.

### **In addition to the above effects and the exterior magnetic field ...**

- The Thunderstorm invocation loses its duration bonus.
  - The chances of flinching are multiplied by 1.25.
  - Sound attacks are 20% more accurate.
- + all effects common to Cave-type interiors.



Terrain not yet definitive. Will behave as neutral terrain for the time being. This is the terrain corresponding to the world of Arceus, as opposed to Distortion World.

It will mainly favor Light, Fairy and Psychic-types, and weaken Ghost, Dark and Shadow-types.

Will be close to the Space terrain, but without the absence of oxygen and without the Speed penalty. It's also possible to alter this terrain, invoke weather and perhaps have a variation in vibratory rate.

Note that the Testing Hall of Arceus – even though it's part of this plan from a storytelling point of view – is a neutral field, as its very purpose is... to conduct tests in conditions as close as possible to those in the game! In fact, many test battles force a specific terrain.

## Windy

 *Yveltal's breath is felt on this doomed promontory.*

 *This high-perched site invites you to take flight.*





 *This celestial temple is an ode to the sky and flying creatures.*

This rare terrain will be found in the Taurion Aviary, the Celestial Tower of Duiraco, the summit of Yveltal's Tower and a few mountain ridges where the cold is not yet too biting. The Flying-type is by far the most advantaged type, but the other types are little impacted and only the Poison-type will be handicapped.

Note that this terrain is still considered an exterior, as the dungeons where this terrain is present are spacious and open to the outdoors to allow the bird Pokémon to express their full potential.

The Aerial terrain is an unalterable version of the Windy terrain, with a few additional restrictions.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Other wind attacks + Flying Press, Sky Uppercut and Steel Wing	+40%	-25% -0%	<i>With aerial grace!</i>
 + Blizzard or Thunderstorm  + Celestial winds	+75% +82%	-36,25% -40%	<i>The invigorating air makes the aerial attack devastating!</i>
	-25 %	+25 %	<i>Wind disperses toxins ...</i>

### **In addition to the above effects ...**

- Pokémon with an active natural flying aptitude or in the “soaring” semi-invulnerability phase have their Speed and Defense increased by 25%. If this aptitude is lost (whether through injury, status, item or battle effect), so is the bonus. A levitation effect does not grant this bonus either.
- Aerilate's base power boost is increased from  $\times 1,25$  to  $\times 1,5$ .
- Wind Power and Wind Rider abilities are triggered when their holder arrives on the field (a single proc will take place if other favorable field effects are also present).
- The chance of poisoning is reduced by a factor of  $\times 0.75$  (unchanged if the location is cursed, but lowered to  $\times 0.5$  on a Sacred promontory).
- Fly and Bounce launch in one turn and have a 20% chance to flinch.
- Increases the accuracy of Hurricane, Sandsear Storm, Wildbolt Storm and Bleakwind Storm by 50% (stackable with Celestial winds).
- Tailwind lasts 8 turns instead of 4.
- The Telluric Seed is consumed and increases Speed and Accuracy to the user.
- Nature Power becomes Hurricane.
- Camouflage and Mimicry cause the user to become Flying-type.
- Secret Power will have the Gust animation and may lower its target's Defense.








*High in the sky this fight will take place!*

Unalterable field, this is a more advanced variant of the Windy battlefield. It therefore has all its characteristics, but restricts combat to creatures capable of flight and prohibits the use of any move requiring the presence of ground.

It will only be encountered when a trainer explicitly requests such a battle in suitable locations such as the Taurion Aviary or the Celestial Tower, or when the hero is soaring in the sky and comes face-to-face with a wild Pokémon circling in the sky (such as those on the Eagle Path of Route 1).

In the event that the player has no eligible Pokémon, the battle against a trainer cannot begin (as with all other trainers when the hero has no Pokémon able to fight), and a wild Pokémon will unhorse the hero from his Ride Pokémon (sending him back to the last point of return - the same will happen in the event of defeat).

#### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Other wind attacks + Flying Press, Sky Uppercut and Steel Wing	+40%	-25% -0%	<i>With aerial grace!</i>
 + Blizzard or Thunderstorm  + Celestial winds	+75% +82%	-36,25% -40%	<i>The invigorating air makes the aerial attack devastating!</i>
	-25 %	+25 %	<i>Wind disperses toxins ...</i>
	Nullified	+0 %	<i>Impossible to perform a telluric attack in the middle of clouds!</i>
Ineligible attacks*	Nullified	(Varies)	<i>This move cannot be used when fighting in the sky ...</i>

\* Body Slam, Dive, Electric Terrain, Fire Pledge, Flying Press, Frenzy Plant, Grass Knot, Grass Pledge, Grassy Terrain, Ingrain, Mat Block, Misty Terrain, Muddy Water, Seismic Toss, Shed Tail, Slam, Smack Down, Spikes, Stomp, Substitute, Surf, Toxic Spikes, Water Pledge, Water Sport, Geomancy, Gravity, Heat Crash and Heavy Slam

#### **In addition to the above effects and the characteristics of the Windy terrain ...**

- The battlefield is unalterable and cannot be modified by anyone else.  
=> *This battle has begun and must end in the middle of the clouds!*
- Only Pokémon with the Flying-type or a levitating ability when the battle begins can take part. Loss of the ability to fly due to Freeze, Sleep, serious injury or a held item does not count towards a Pokémon's eligibility. That said, unlike the official games, there is no creature blacklist. "Baby birds", Dodrio, Hawlucha or Gengar with the Levitate ability can therefore take part.
- As in vanilla gameplay, eligibility is determined at the start of the battle. Any loss of the ability to fly during the battle, whatever the cause (Mega Evolution, status, wounds ...), will not prevent it from fighting to the end.
- Any move requiring the presence of a ground to function will systematically fail in these battles.
- The Telluric Seed is consumed and increases Speed and Accuracy to the user.

- Nature Power becomes Air Slash.
- Camouflage and Mimicry cause the user to become Flying-type.
- Secret Power will have the Gust animation and may lower its target's Defense.

## Spatial






*Through hardships to the stars!*

Very rare unalterable terrain, it will be encountered when the hero is led to join the stars with Rayquaza during a post-game secondary quest.

It mainly favors Psychic-type Pokémon, and secondarily those of the Dragon, Light and Fairy types.

There is no variation in vibratory rate or interior, as it is located in the middle of the stars.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
Black Hole Eclipse, Hyperspace Fury, Hyperspace Hole, Judgment, Shadow Force, Spacial Rend, Roar of Time	+75%	(Varies)	<i>Space-time is ripped apart!</i>
Dragon Ascent Dragon Ascent + Celestial winds	+50% +95%	-0 % -20%	<i>By the grace of the skies!</i>
Doom Desire Calm Mind, Cosmic Power Wish	+75 % +100 % +50%	-0 % -30% -20%	<i>The stars have heard the prayer!</i>
Swift, Meteor Mash, Ancient Power, Comet Punch, Power Gem	+50 %	-0 %	<i>The surrounding meteors join the attack!</i>
Menacing Moonraze Maelstrom, Searing Sunraze Smash, Soul-Stealing 7-Star Strike	+50 %	-0 %	<i>Stellar energy strengthens the attack!</i>
	+50%	-30%	<i>Psychic energy radiates among the stars!</i>
	+40 %	-30%	<i>Dragons reign over the high skies!</i>
 Life Dew Sacred Fire Synthesis, Morning Sun	+25 % +50 % +25 % +50 %	-20% -20% -0 % -0 %	<i>Starlight brightens up this sacred attack!</i>
 Moonlight Lunar Blessing	+25 % +50 % +50 %	-20% -20% -30%	<i>The power of the moon illuminates the attack!</i>
	-75 %	+50%	<i>The telluric attack only comes to life thanks to a few meteors orbiting around it ...</i>
Weather move	Nullified	-0 %	<i>Impossible to summon a climate in the vacuum of space ...</i>

Ineligible attacks*	Nullified	-0 %	<i>This move can't work in the middle of space ...</i>
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\* Body Slam, Bulldoze, Dig, Dive, Earthquake, Electric Terrain, Fire Pledge, Fissure, Flying Press, Frenzy Plant, Grass Knot, Grass Pledge, Grassy Terrain, Ingrain, Magnitude, Mat Block, Misty Terrain, Mud Sport, Muddy Water, Rototiller, Seismic Toss, Shed Tail, Slam, Smack Down, Spikes, Stomp, Substitute, Surf, Toxic Spikes, Water Pledge and Water Sport

#### **In addition to the above effects ...**

- The battlefield is unalterable and cannot be modified by anyone else.  
=> *The vacuum of space is infinite, leaving no alternative ...*
- Cosmic Power and Calm Mind double their effectiveness and raise the stats they increase by two stages (cannot be stacked with a Psychic aura).
  - The Synthesis, Moonlight and Morning Sun moves have their maximum effectiveness (i.e., 75% of HP healed)
- Wish, Life Dew and Lunar Blessing heal 50% more HP.
- Dark Void's accuracy is multiplied by 1.25.
- Gravity, Trick Room, Wonder Room and Magic Room will take effect for 8 turns instead of 5.
- Aurora Veil will work even in the absence of freezing weather.
- Any move requiring the presence of a ground to function (Earthquake, Surf, Dig, Body Slam, Spikes, Grass / Fire / Water Pledge ...) will systematically fail during these fights.
- Pokémon have their speed constantly multiplied by 0.5; unless they have the Psychic-type, the Fairy-type, the Ghost-type, are a Master of Space-Time or if they are Rayquaza. The speed penalty is reduced to  $\times 0.75$  if the Pokémon has the ability to fly or levitate.
  - Weather cannot be placed (it must be neutral), with the exception of Rayquaza's Delta Stream and Air Lock which can both create their own oxygen bubble, and for Delta Stream summon the Celestial Winds.
  - Unless the Pokémon is a Psychic, Steel, Ghost or Fairy-type, is a Master of Space-Time or is holding an Atalan Crystal, its Breath gauge will be reduced by  $1/16\text{th} \times$  the number of consecutive turns spent on the field at the end of each turn. A Pokémon that has run out of Breath points is automatically knocked out.  
=> *[Pokémon] can't breathe in space and loses its Breath!*
- The Telluric Seed is consumed and increases Defense and Special Defense to the user.
- Nature Power becomes Psyshock.
- Camouflage and Mimicry cause the user to become Psychic-type.
- Secret Power will have the Swift animation and may flinch its target.






## Distortion World

*The oppression of the Distortion World is felt and saps the vital energy of every living being ...*

This unalterable terrain, immune to Zygarde's Vibratory Balance, is found only in the plane of Giratina. It stands out for its extremely low vibratory rate, giving it the amplified characteristics of a cursed place.

Even though the Distortion World is technically an interior (no tone applies), it is considered an exterior from a combat perspective.

### Field effects:

Type or move influenced	Power factor	Energy cost	Sentence displayed
 Wrath attacks*	+50% +40% +30%	-50% (Varies) -25%	<i>The evilness of this attack resonates with the Distortion World!</i>
 Floral Healing**	-50%	+50%	<i>Distortion World's energies corrupt the spirituality of this attack!</i>
 Meditate / Synthesis / Morning Sun / Moonlight	Nullified	+50% (+0 à +50%)	<i>The Distortion World has completely desecrated the attack!</i>
Battlefield-altering attacks	Nullified	-0%	<i>The Distortion World prevents any alteration of the terrain!</i>

\* Rage, Frustration, Dragon Rage, Fury Attack, Thrash, Petal Dance, Outrage, Raging Fury, Fiery Wrath, Raging Bull, Rage Fist and Ruination

\*\* Except Dream Eater

### **In addition to the above effects ...**

- Giratina always has its Origin form.
- Pokémons that are neither Ghost, Shadow nor Legendary have the cost of their actions increased by 50% in Breath and Mana (cumulative with Pressure and the effects of this terrain). The penalty is reduced to 25% if the Pokémon has the Dark type.
- Ghost or Shadow-type Pokémons recover 1/16<sup>th</sup> of their HP each turn.  
=> *The energies of the Distortion World restore [Pokémon]'s vitality!*
- Attacks that can poison are 1.5 times more likely to do so.
- Attacks that can plunge their target into madness are 1.5 times more likely to do so.
- The Attack and Special Attack of Shadow-type Pokémons is increased by 30%.
- The Special Attack of Dark-type Pokémons is increased by 30%.
- The Special Defense of Ghost-type Pokémons is increased by 40%.
- Cursed Body ability triggers without fail (unless there is immunity to the Ghost-type or the Disable debuff).
- The effect of the Rattled ability is doubled (2 levels of Speed increase if triggered).
- The chance that the Healer ability will heal an ally's status is reduced from 1/3 to 1/5.
- The "Cursed" and "Nightmare" debuffs, as well as the Bad Dreams ability, deal 2× more damage at the end of each turn.
- Dream Eater is not weakened by terrain and steals 75% of the damage inflicted instead of 50.



- Floral Healing loses half its power and only heals a quarter of max HP.
- The Cursed Seed is consumed and increases Attack to the user by two stages.
- Nature Power becomes Shadow Sphere.
- Camouflage and Mimicry cause the user to become Shadow-type.
- Secret Power will have the Dark Pulse animation and may badly poison the target.

**Out of combat ...**

- The Phoenix Scepter has its mana drained (4 points every quarter-hour).
- Pokémon that are neither Ghost, Shadow nor Legendary lose 1% of their Breath and Mana gauge every 128 steps if they follow the hero.
- If the hero has no more Mana in the Phoenix Scepter, he urgently teleports out of the Distortion World to escape death.



## Weather list

Normally, the influence of the terrain is multiplied by that of the weather. However, when a battlefield amplifies the impact of weather, the combination of the two will be subject to the following limits:

- The power of a move always remains between 25 and 200% of the normal rate (except field effects explicitly nullifying the attack in question).
- The probability of inflicting a status always remains between 25% and 200% of the normal rate (unless field effects explicitly nullify any chance of inflicting the status in question).
- The cost reduction cannot be less than -65% (including terrain auras).
- The increase in energy cost cannot exceed +100% (field auras and posture influence not included, the final limit is +200% including them).

Some cumulations are manually hard-coded to ensure progressiveness, often by forcing an addition rather than a multiplication. This is the case, for example, with the Defense bonus for Ice Pokémon when the terrain is frozen and the weather is unusually hot or cold, or with the cumulation of two field effects on an ability that benefits from them (Grass Pelt, Ice Scales ...).

### Neutral (clear)

No impact on the terrain







This weather is forced by Air Lock, triggered by Teraform Zero or simulated by Cloud Nine.





An underwater battlefield forbids the summoning of any other climate. The same restriction applies to a spatial battlefield, with the exception of Celestial winds, which can be summoned by Rayquaza.

### Sunny

Passively invoked by the Drought, Sun Guardian or Orichalcum Pulse abilities, or actively by the Sunny Day move.

#### Elemental effects:

-  Strengthens Fire-type attacks by 40% and reduces their energy cost by 15%. The power bonus is added and not multiplied in the case where the terrain is a desert, a volcano, draconic or burning.
-  The chance of inflicting a burn is increased by 30%.
-  Burn damage is increased by 25%.
-  Solar Beam and Solar Blade launch in one turn.
-  Weakens Water-type attacks by 50% and increases their cost by 40% (except Hydro Steam which receives a 50% power bonus, and 80 % when stacked with water surface, beach or swamp fields.).
-  Slightly weakens Ice-type attacks (-15%) and increases their energy cost by 15%.

-  Halves the chance of freezing and doubles the chance of natural thawing. If this weather is combined with a hot battlefield, thawing is guaranteed and freezing becomes impossible.
-  Reduces the risk of paralysis from electricity by 30%.
-  Halves the power of Electro Shot.
-  Reduces the chance of falling asleep by 10%.











#### Other effects:

- Activates sun-based abilities (Chlorophyll, Grass Pelt, Protosynthesis, Solar Power ...)
- The Orichalcum Pulse ability grants a 33.3% Attack boost to its holder.
- Prevents Dry Skin from healing the HP of a Pokémon with its feet on a swamp or flying over a water surface (but does not cause it to lose HP). Pokémon with their feet in water remain cared for. In all other cases, loss of 1/8<sup>th</sup> of max HP at the end of each turn.
- Strengthens certain Grass-type attacks or attacks based on sky clarity. (Growth, Synthesis, Morning Sun ...)
- Increases the accuracy of Sandsear Storm by 50%.
- Reduces the accuracy of Hurricane and Thunder by a third (50% instead of 75%).
- Reduces Blizzard's accuracy by a fifth (60% instead of 75%).
- Weather Ball and Castform become Fire-type and this attack doubles in power.
- Slightly dries out a damp battlefield and slightly warms up a frozen battlefield over the course of turns.
- On a swampy field ...
  - Prevents most water-related abilities from benefiting from terrain bonuses.
  - Reduces the Speed penalty of Pokémon bogged down in it from 33.3% to 16.7%.
  - Removes the 25% Defense penalty applied to Ground and Rock-type Pokémon that are sensitive to this terrain.

### Scorching sun

Summoned directly by Desolate Land, or when two instances of sun are present at the same time.

#### Elemental effects:

-  Significantly boosts fire-type attacks (+60%) and reduces their cost by 30%. The power bonus is added rather than multiplied (without exceeding +100%) if the terrain is a desert, volcanic, draconic or burning.
-  The chance of inflicting a burn is increased by 50%.
-  Burn damage is increased by 50%.
-  Solar Beam and Solar Blade launch in one turn.
-  Nullifies Water-type attacks, except from an aquatic surface where it will be possible to launch them with 50% of their power (1/3 climate × 3/2 terrain). Hydro Steam ignores the climatic factor in this case, but remains nullified in the absence of aquatic field. Their energy cost is doubled in all cases.
- => *The Water-type attack evaporated in the extremely harsh sunlight!*
-  Weakens Ice-type attacks (-35%) and increases their energy cost by 60%.
-  Freezing becomes impossible and any Pokémon that attempts to act will be instantly thawed.
-  Reduces the risk of paralysis from electricity by 50%.
-  Halves the power of Electro Shot.
-  Reduces the chance of falling asleep by 20%.










### Other effects:

- Activates sun-based abilities (Chlorophyll, Grass Pelt, Protosynthesis, Solar Power ...)
- The Orichalcum Pulse ability grants a 33.3% Attack boost to its holder.
- Prevents Dry Skin from healing HP on a Pokémon with its feet in the water in watery terrain. Pokémon in the air or on other terrain lose HP at the end of each turn.
- Strengthens certain Grass-type attacks or attacks based on sky clarity. (Growth, Synthesis, Morning Sun ...)
- Increases the accuracy of Sandsear Storm by 50%.
- Halves the accuracy of Hurricane and Thunder (37.5% instead of 75%).
- Reduces Blizzard's accuracy by a third (50% instead of 75%).
- Weather Ball and Castform become Fire-type and this attack doubles in power.
- Dries out a damp battlefield and quickly warms up a frozen battlefield over the course of turns.
- On a swampy field ...
  - All abilities benefiting from field humidity can no longer take advantage of it.
  - Reduces the Speed penalty of Pokémon bogged down in it from 33.3% to 16.7%.
  - Removes the 25% Defense penalty applied to Ground and Rock-type Pokémon that are sensitive to this terrain.

## Rain

Passively invoked by the Drizzle or Sea Pulse abilities, or actively by the Rain Dance move. Can be combined with Snow or Thunderstorm to produce a Freezing Rain or Stormy Rain respectively. Dispellable by Defog

### Elemental effects:

-  Strengthens Water-type attacks by 40% and reduces their energy cost by 15%. The power bonus is capped at 75% if combined with aquatic terrain.
-  Increases the risk of paralysis from electricity by 50%. The multiplier is reduced to 35% in swamp (for a total of +62%) and 20% in aquatic terrain (for a total of +68%).
-  Allows Electric's offensive ranged attacks to hit all other fighters (even flying ones) on watery terrain.
-  Slightly increases the chance of freezing (by 10%).
-  Weakens Fire-type attacks by 40% and increases their cost by 50%.
-  Halves the chance of burning.
-  Reduces burn damage by 25%.
-  Halves the power of Solar Beam and Solar Blade.
-  Reduces the chance of falling asleep by 10%.

### Other effects:

- Activates rain-based abilities (Swift Swim, Dry Skin, Rain Dish ...)
- Increases the accuracy of Hurricane, Thunder, Wildbolt Storm, and Bleakwind Storm by 50%.
- Increases Blizzard's accuracy by 20%.
- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- Weather Ball and Castform become Water-type and this attack doubles in power.
- Increases the humidity of grassy, swampy, volcanic and draconic battlefields over the course of turns.
  - Increases the Speed penalty for Pokémon bogged down in a swamp from 33.3 to 50%.
  - For Pokémon that are Rock-type but not Water-type and have not already been soaked by being

in contact with a water surface, result in a penalty on their Defense stat ...

- not applied if the Pokémon's second type resists water and is in contact with a swamp. Rain therefore does not amplify the penalty brought by this terrain (-25%).

- not applied if the terrain is hot (Desert, Dragon's land or Volcano) and the Pokémon's second type is water-resistant.

- by -12.5% if only one of the above two conditions is met.


- by -25% by default (reduced to -12.5% if in contact with swampy terrain, giving a cumulative -34.375%).


## Torrential rain


Summoned directly by Primordial Sea, or when two instances of rain are present at the same time.


Dispellable by Defog (unless Primal Kyogre is present.)


### Elemental effects:

 Significantly strengthens Water-type attacks by 60% and reduces their energy cost by 30%. The power bonus is capped at +80% on a beach or swamp and +100% on aquatic terrain.

 Increases the risk of paralysis from electricity by 50%. The multiplier is reduced to 35% in swamp (for a total of +62%) and 20% in aquatic terrain (for a total of +68%).

 Allows Electric's offensive ranged attacks to hit all other fighters (even flying ones) on watery terrain.


 Slightly increases the chance of freezing (by 10%).

 Nullifies Fire-type attacks and doubles their energy cost.

=> *The Fire-type attack fizzled out in the torrential rain!*

 Prevents any burns, and any Pokémon already burned will be healed by the end of the turn.

 Halves the power of Solar Beam and Solar Blade.

 Reduces the chance of falling asleep by 20%.

### Other effects:

- Activates rain-based abilities (Swift Swim, Dry Skin, Rain Dish ...)
- Increases the accuracy of Hurricane, Thunder, Wildbolt Storm, and Bleakwind Storm by 50%.
- Increases Blizzard's accuracy by 20%.
- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- Powder will do no damage (but will still interrupt the attack).
- Weather Ball and Castform become Water-type and this attack doubles in power.
- Rapidly increases the humidity of grassy, swampy, volcanic and draconic battlefields over the course of turns.

- Increases the Speed penalty for Pokémon bogged down in a swamp from 33.3 to 50%.

- For Pokémon that are Rock-type but not Water-type and have not already been soaked by being in contact with a water surface, result in a penalty on their Defense stat ...

- by -12.5% if the Pokémon is in contact with swampy ground and its second type is water-resistant (i.e., Ice, Grass and Dragon-types), resulting in a cumulative penalty of -34.375%.

- by -12.5% if the terrain is hot (Desert, Dragon's land or Volcano) and the Pokémon's second type is water-resistant.







- by -25% if only one of the above two conditions is met.

- by -50% by default reduced to -33% if in contact with swampy terrain, so that the cumulative penalty is the same.

## Thunderstorm

Summoned passively by Storm Rider, or actively by the Thunderstorm move.  
Dispellable by Defog.

### Elemental effects:

-  Strengthens Electric-type attacks by 40% and reduces their energy cost by 15%. The power bonus is capped at +80% if combined with magnetic or aquatic terrain.
-  Increases the risk of paralysis by electricity by 50% (without exceeding +100%).
-  Electro Shot launches in one turn.
-  Strengthens Flying-type attacks by 25% and reduces their energy cost by 15%.
-  Prevents any falling asleep (including via Rest or Yawn).
-  Attacks that can plunge their target into madness are 1.2 times more likely to do so.

### Other effects:

- Galvanize's boost increases from 25% to 50% (cannot be stacked with magnetic terrain).
- Quark Drive and Surge Surfer abilities are activated.
- Hadron Engine ability grants a 33.3% Special Attack boost to its holder.
- Increases the accuracy of Hurricane, Thunder, and Wildbolt Storm by 50%.
- Slightly weakens Synthesis, Moonlight and Morning Sun (-12.5% HP rate healed).
- The power of Rising Voltage is increased by 75% and that of Psyblade by 50% (not stackable with the magnetic terrain bonus).
- If a Pokémon has lost its Electric-type (whatever the cause), it recovers it the moment climatic damage is applied (after having possibly suffered it).
  - => *The striking lightning has restored [Pokémon]'s electrical potential!*
- Weather Ball becomes Electric-type and this attack doubles in power.
- The Electric Seed is consumed and increases Defense to the user.
- Fighters who are neither Electric-type, immune to electricity or weather damage, nor protected by an electricity-related ability\*, take Electric-type weather damage at the end of each turn. A soaring Pokémon suffers an extra notch of affinity on this climatic damage, but being underground, underwater or disappeared momentarily protects against it.
- \* Storm Rider, Lightning Rod, Volt Absorb, Motor Drive, Lightning Eater, Stormy Spirit, Hadron Engine, Quark Drive, Electromorphosis, Transistor, Surge Surfer and Electric Surge.














## Stormy rain

Summoned when there is a combination of a rain instance and a thunderstorm instance.

Combines the unique effects of Thunderstorm and Rain. (If the same effect is present in both climates, only the most powerful is retained.)

Dispellable by Defog.

### Elemental effects:

-  Strengthens Electric-type attacks by 40% and reduces their energy cost by 15%. The power bonus is capped at +80% if combined with magnetic or aquatic terrain.
-  Allows Electric's offensive ranged attacks to hit all other fighters (even flying ones) on watery terrain.
-  Increases the risk of paralysis from electricity by 50% (without exceeding +100%).
-  Electro Shot launches in one turn.
-  Strengthens Water-type attacks by 40% and reduces their energy cost by 15%. The power bonus is capped at 75% if combined with aquatic terrain.
-  Strengthens Flying-type attacks by 25% and reduces their energy cost by 15%.
-  Slightly increases the chance of freezing (by 10%).
-  Weakens Fire-type attacks by 40% and increases their cost by 50%.
-  Halves the chance of burning.
-  Reduces burn damage by 25%.
-  Halves the power of Solar Beam and Solar Blade.
-  Prevents any falling asleep (including via Rest or Yawn).
-  Attacks that can plunge their target into madness are 1.2 times more likely to do so.

### Other effects:

- Galvanize's boost increases from 25% to 50% (cannot be stacked with magnetic terrain).
- Activates rain-based abilities (Swift Swim, Dry Skin, Rain Dish ...)
- Quark Drive and Surge Surfer abilities are activated.
- Hadron Engine ability grants a 33.3% Special Attack boost to its holder.
- Increases the accuracy of Hurricane, Thunder, Wildbolt Storm, and Bleakwind Storm by 50%.
- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- The power of Rising Voltage is increased by 75% and that of Psyblade by 50% (not stackable with the magnetic terrain bonus).
- If a Pokémon has lost its Electric-type (whatever the cause), it recovers it the moment climatic damage is applied (after having possibly suffered it).
  - => *The striking lightning has restored [Pokémon]'s electrical potential!*
- Weather Ball and Castform become Water-type and this attack doubles in power.
- The Electric Seed is consumed and increases Defense to the user.
- Increases the humidity of grassy, swampy, volcanic and draconic battlefields over the course of turns.
- Increases the Speed penalty for Pokémons bogged down in a swamp from 33.3 to 50%.
- For Pokémons that are Rock-type but not Water-type and have not already been soaked by being in contact with a water surface, result in a penalty on their Defense stat ...
  - not applied if the Pokémon's second type resists water and is in contact with a swamp. Rain therefore does not amplify the penalty brought by this terrain (-25%).
  - not applied if the terrain is hot (Desert, Dragon's land or Volcano) and the Pokémon's second type is water-resistant.
  - by -12.5% if only one of the above two conditions is met.



– by -25% by default (reduced to -12.5% if in contact with swampy terrain, giving a cumulative -34.375%).

• Fighters who are neither Electric-type, immune to electricity or weather damage, nor protected by an electricity-related ability\*, take Electric-type weather damage at the end of each turn. A soaring Pokémon suffers an extra notch of affinity on this climatic damage, but being underground, underwater or disappeared momentarily protects against it.

\* Storm Rider, Lightning Rod, Volt Absorb, Motor Drive, Lightning Eater, Stormy Spirit, Hadron Engine, Quark Drive, Electromorphosis, Transistor, Surge Surfer and Electric Surge.

## Sandstorm

Summoned passively by Sand Stream or Sand Spit abilities, or actively by the Sandstorm move.  
Dispellable by Defog.

### Elemental effects:



Strengthens the Special Defense of Rock-type Pokémon by 50%.



Reduces the chance of falling asleep by 30%.

### Other effects:

- Activates sandstorm-based abilities (Sand Force, Sand Veil and Sand Rush).
- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- Increases the accuracy of Sandsear Storm by 50%.
- Shore Up has its healing rate increased:
  - At its normal power on an outdoor water surface (the battlefield penalty is canceled.)
  - At 75% of max HP if combined with a sandy battlefield.
  - At 66.7% of max HP instead of 50% on other fields.
- Weather Ball becomes Rock-type and this attack doubles in power.
- Battlers who are neither Steel, Rock, or Ground-type, nor immune to weather damage from Sandstorm, suffer Rock-type weather damage at the end of each turn.

## Mist

Summoned passively by Misty Surge, or actively by the Mystical Mist move.  
Replaces the Misty Terrain from official games.  
Dispellable by Defog.

### Elemental effects:



Strengthens Fairy-type attacks by 30%.



Weakens Dragon-type attacks by 50%.



Prevents any madness, burning, paralysis or poisoning for all battlers (even those airborne).  
Pokémon already having these statuses are not healed, however.

### Other effects:

- Pixilate's base power boost is increased from  $\times 1.25$  to  $\times 1.5$  (not stackable with a holy place).
- The Marvel Scale ability grants its Defense bonus, even if the holder has no status.
- Moonlight heals an extra  $\frac{1}{8}$ <sup>th</sup> of max HP (capped at 75%).
- Aromatic Mist increases the Special Defense of all allies by 2 stages.
- The power of Misty Explosion is multiplied by 1.5.
- Cute Charm is twice as likely to activate.







- Psychic-type Pokémon lose their immunity to Fairy-type and see it considered resistance.
- Weather Ball becomes Fairy-type and this attack doubles in power.
- The Misty Seed is consumed and increases the user's Special Defense.
- If the battlefield is alterable and there is no psychic aura ...
  - Nature Power becomes Moonblast.
  - Camouflage and Mimicry cause the user to become Fairy-type.
  - Secret Power will have the Fairy Wind animation and may lower its target's Special Attack.

## Fog

Summoned when two instances of mist are present at the same time.  
 It's a fusion of the Misty terrain and the Fog of the fourth generation.  
 Dispellable by Defog.

### Elemental effects:

-  Strengthens Fairy-type attacks by 40%.
-  Weakens Dragon-type attacks by 50%.
-  Halves the power of Solar Beam and Solar Blade.
-  Prevents any madness, burning, paralysis or poisoning for all battlers (even those airborne). Pokémon already having these statuses are not healed, however.








### Other effects:

- Reduces the accuracy of all fighters by 25%, except those of Fairy-type or with the abilities Keen Eye, Mind's Eye or Illuminate.
- Pixilate's base power boost is increased from  $\times 1,25$  to  $\times 1,5$  (not stackable with a holy place).
- The Marvel Scale ability grants its Defense bonus, even if the holder has no status.
- Synthesis and Morning Sun heal 1/8th of max HP less (keeping a minimum of a quarter of max HP healed).
- Aromatic Mist increases the Special Defense of all allies by 2 stages.
- The power of Misty Explosion is multiplied by 1.5.
- Cute Charm is twice as likely to activate.
- Psychic-type Pokémon lose their immunity to Fairy-type and see it considered resistance.
- Weather Ball becomes Fairy-type and this attack doubles in power.
- The Misty Seed is consumed and increases the user's Special Defense.
- If the battlefield is alterable and there is no psychic aura ...
  - Nature Power becomes Moonblast.
  - Camouflage and Mimicry cause the user to become Fairy-type.
  - Secret Power will have the Fairy Wind animation and may lower its target's Special Attack.

## Snow

Passively summoned by the Snow Warning or Snow Rider abilities, or actively by the Snowscape attack (Hail move is dexited). The Chilly Reception move also invokes this weather, but passively. Can combine with Rain, which will generate Freezing rain (Hail).

### Elemental effects:

-  Slightly strengthens Ice-type attacks by 15%.
-  Strengthens the Defense of Ice-type Pokémon by 25%.
-  Increases the speed of Ice-type Pokémon by 10% (not stackable with an icy battlefield).
-  Increases the chance of freezing by 30%.
-  Divides the chances of natural thawing by 2 (by 3 if combined with an icy battlefield)
-  Slightly weakens Fire-type attacks (-10%).
-  Slightly reduces the chance of burning by 10%.

### Other effects:

- Increases the accuracy of Blizzard and Bleakwind Storm by 50%.
- Slightly cools watery, marshy, grassy, rocky and draconic terrains.
- Aurora Veil becomes usable.
- Activates cold-climate-based abilities (Ice Body, Snow Cloak and Slush Rush).
- If Eiscue arrives on the field in Noise form, Ice Face activates and restores the ice on its head. Its ability will also regenerate its head if an instance of snow is summoned while it is already on the field (except in Burning terrain).
- Weather Ball and Castform become Ice-type and this attack doubles in power.










## Freezing rain (hail)

Summoned when there is a combination of a rain instance and a snow instance.

As this weather is inherited from hail, the vast majority of rain-based effects are not activated (or only partially).

Dispellable by Defog.

### Elemental effects:

-  Strengthens water-type attacks by 25% and reduces their energy cost by 15%. The power bonus is capped at 65% when combined with an aquatic terrain.
-  Strengthens the Defense of Ice-type Pokémon by 25%.
-  Increases the speed of Ice-type Pokémon by 10% (not stackable with an icy battlefield).
-  Increases the chance of freezing by 30%.
-  Divides the chances of natural thawing by 2 (by 3 if combined with an icy battlefield)
-  Weakens Fire-type attacks by 40% and increases their cost by 50%.
-  Reduces chance of burning by 25%.
-  Halves the power of Solar Beam and Solar Blade.
-  Reduces the chance of falling asleep by 30%.

### Other effects:











- Increases the accuracy of Blizzard and Bleakwind Storm by 50%.
- Increases the accuracy of Thunder by 20% (not stackable with a magnetic battlefield).

- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- Slightly cools watery, marshy, grassy, rocky and draconic terrains.
- Aurora Veil becomes usable.
- Activates cold-climate-based abilities (Ice Body, Snow Cloak and Slush Rush).
- If Eiscue arrives on the field in Noise form, Ice Face activates and restores the ice on its head. Its ability will also regenerate its head if an instance of snow is summoned while it is already on the field.
- Weather Ball and Castform become Ice-type and this attack doubles in power.
- Battlers who are neither Water, Ice, or Shadow-type, nor immune to weather damage, suffer Ice-type weather damage at the end of each turn.

## Blizzard

Summoned when two instances of snow are present at the same time.  
Dispellable by Defog.

### Elemental effects:

-  Significantly increases the power of Ice-type attacks by 50% (capped at 100% if combined with an icy battlefield).
-  Significantly strengthens the Defense of Ice-type Pokémon by 50%.
-  Increases the speed of Ice-type Pokémons by 10% (not stackable with an icy battlefield).
-  Increases the chance of freezing by 50%.
-  Divides the chances of natural thawing by 2 (by 4 if combined with an icy battlefield)
-  Slightly strengthens Flying-type attacks by 25%.
-  Weakens Fire-type attacks by 40% and increases their cost by 50%.
-  Reduces chance of burning by 40%.
-  Halves the power of Solar Beam and Solar Blade.
-  Reduces the chance of falling asleep by 30%.






### Other effects:

- Increases the accuracy of Blizzard and Bleakwind Storm by 50%.
- Increases the accuracy of Hurricane by 20%.
- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- Quickly cools aquatic, marshy, grassy, rocky and draconic terrains.
- Aurora Veil becomes usable.
- Activates cold-climate-based abilities (Ice Body, Snow Cloak and Slush Rush).
- If Eiscue arrives on the field in Noise form, Ice Face activates and restores the ice on its head. Its ability will also regenerate its head if an instance of snow is summoned while it is already on the field.
- Weather Ball and Castform become Ice-type and this attack doubles in power.
- Battlers who are neither Water, Ice, or Shadow-type, nor immune to weather damage, suffer Ice-type weather damage at the end of each turn.

## Shadow Sky

Summoned by the Shadow Sky attack.  
Dispellable by Defog.

### Elemental effects:

-  Strengthens Shadow-type attacks by 30%.
-  Shadow-type Pokémon have their Speed increased by 25%.
-  Halves the power of Solar Beam and Solar Blade.
-  Reduces the chance of falling asleep by 30%.
-  Attacks that can plunge their target into madness are 1.2 times more likely to do so.





### Other effects:

- Increases Shadow Storm's accuracy by 50%.
- Weakens attacks based on sky clarity. (Synthesis, Morning Sun ...)
- Weather Ball becomes Shadow-type and this attack doubles in power.
- Battlers who are neither Ice or Shadow-type, nor immune to weather damage, suffer Shadow-type weather damage at the end of each turn.

## Celestial winds (Strong winds)

Summoned passively by Delta Stream, or occasionally found in aerial or windy terrain. There is no move to invoke this climate.

### Elemental effects:

-  Strengthens Flying-type attacks by 30% and reduces their energy cost by 20%.
-  Cancels Flying-type weaknesses by halving the affinity towards Electric, Rock, and Ice-types for holders of that type. In Inverse Battle, it is the Fighting, Grass, Bug and Ground-types that see their affinity divided by 2. This change in affinity also applies to indirect damage such as Stealth Rock.
-  Reduces the chance of falling asleep by 20%.
-  Attacks that can plunge their target into madness are 1.2 times more likely to do so.

### Other effects:

- Increases the accuracy of Hurricane, Sandsear Storm, Wildbolt Storm, and Bleakwind Storm by 50%.
- Weather Ball becomes Flying-type and this attack doubles in power.
- Holders of Wind Power or Wind Rider have their ability triggered if this weather is invoked, as well as when they are sent into the field with this weather already present. (Note: a maximum of one proc can take place during the sending phase).

## Cumulation of climates

### By an active invocation

Launching a second time the same weather using an active method (= via a move) can amplify this climate if it has two levels of intensity. This is the case for rain, sun, snow and mist. However, it is

impossible to raise a climate to level 2 using a passive ability (except with Desolate Land or Primordial Sea, or if the weather is natural to the terrain).

Rain can also coexist with thunderstorm or snow, resulting in freezing rain or stormy rain respectively.

All this is managed by two parallel variables: climate 1 and climate 2, each with its own cooldown. So, invoking snow from turn 1 to turn 5, then rain from turn 3 to turn 7 will result in snow on turns 1 and 2, freezing rain (hail) on turns 3, 4 and 5, then rain on turns 6 and 7 before giving way to neutral weather.

However, if the attack does not lead to any change in the weather (amplification or stacking impossible), it fails and the remaining durations of the weather instances remain unchanged.

Note: The Chilly Reception attack is an exception and will behave like a passive summon. This will at the same time avoid a powercreep on this move which offers a free switch to the launcher.

## By a passive invocation

Abilities that passively invoke weather cannot amplify it at level 2, unless it is the natural weather of the terrain.

So, an Articuno sent into the field with the Snow Rider ability ...

- Turn rain, stormy rain or heavy rain (unless Primal Kyogre) into hail.
- Will turn snow or hail into a blizzard only if snow is a component of the terrain's natural weather (i.e., snow or hail).
- If it is a combined weather whose two components do not correspond to the weather invoked by the ability, but one of them is compatible with it, the non-cumulative element is replaced by snow (which will give Freezing rain in the case of a Stormy rain: the rain instance is retained with its remaining duration, but the thunderstorm instance is replaced by snow).
- Replace all other climatic situations with snow (unless Rayquaza, Primal Groudon or Primal Kyogre are present, as their abilities take precedence over all other climates).

However, if this same Articuno uses the Snowscape move when it's already snowing (or hailing), the snow will immediately turn into a Blizzard.

Note also that passive invocations cannot extend the duration of a weather already present. Sending a Pelipper with Drizzle when 2 turns of rain remain will not reset its duration to 5 or 8 turns.

## Precedence of climates

Rayquaza's Delta Stream has absolute priority over everything else: it imposes Celestial winds weather, even in the presence of Air Lock, Cloud Nine, Teraform Zero, Desolate Land or Primordial Sea; while creating an oxygen bubble that immediately dissipates all other climates.

Air Lock, Desolate Land or Primordial Sea have level 2 precedence. They will dispel and overwrite all other climates, except Delta Stream. If summoned at the same time, the slowest of the holders (or the last to enter the battlefield) will impose its climate. If the one who was leading the way withdraws from the battle, the fastest of the remaining battlers with an ability of the same priority will impose its climate in turn.

Note that just like Delta Stream, Air Lock immediately dissipates all climates of precedence 4 and

5 and creates a bubble of oxygen allowing breathing in spatial and underwater terrain. This oxygen bubble works all the time, even if Rayquaza has not succeeded in imposing its climate.

Teraform Zero also has level 2 precedence. When it activates, all lower-priority climates are dissipated while generating a flag that will prevent the natural climate (if there was one) from returning for 8 turns (same mechanics as Defog, but encompassing all climates). This ability also interferes with Desolate Land and Primordial Sea, breaking their climates and preventing them from returning automatically for up to 8 turns, regardless of the presence of Terapagos. But unlike Air Lock, Teraform Zero will not prevent the active or passive invocation of a new weather (including Desolate Land or Primordial Sea if their holders are recalled, then sent back to the front line); and it can only be triggered once per battle, at the precise moment when this Legendary terastallizes. (Once triggered, the ability becomes inert and will definitely have no further weather effect once the 8 turns have passed).

Cloud Nine has level 3 precedence. It deactivates all the effects of lower-priority climates without dissipating them. (If the holder of Cloud Nine leaves the battlefield while a climate is still present, it immediately regains its rights.)

Active weather invocations take precedence at level 4. This is the last level at which level 2 weather can be invoked.

Passive invocations have a precedence of level 5 and cannot raise a climate to level 2, unless it is the natural climate of the terrain (and Defog or Teraform Zero are not working). They can nevertheless be combined if they are compatible, and break incompatible climates of precedence 4 or lower.

Defog's dispel has a level 6 precedence that lasts 6 turns after its last use: while in effect, it forces neutral weather if the natural weather was rainy, foggy or likely to cause climatic damage. Summoned climates from this list will also be interrupted if they are of priority 4 or lower. That said, this effect will not prevent a Pokémon from passively or actively summoning another climate immediately afterwards.

Finally, the natural weather of the terrain comes in last priority. If no invoked weather is running, nature takes over at the end of a turn. The natural weather of the terrain is the only one to have no time limit, while those invoked are:

- Limited to the duration of the Pokémon's presence in the field for level 1, 2 and 3 precedence (if the Pokémon concerned leaves the field, its climate is immediately interrupted).
- Limited to 5 turns for invocations of precedence 4 or 5. This can be extended to 8 turns on a battlefield conducive to this weather or by holding the corresponding weather rock.
- Limited to 6 turns for Defog influence and 8 turns for Teraform Zero (only impacts natural weather).

Note that underwater and spatial battlefields prohibit the creation of a climate. Air Lock and Delta Stream will nevertheless be able to create their own oxygen bubble, preventing any risk of drowning or suffocation for combatants. Delta Stream will also be able to apply its climate in space (it is the only exception for this battlefield).

One last point about updating the current climate at the end of a turn: this is done just before the climate damage is calculated. This means that a hostile climate that expires will not inflict its climatic damage on its last turn ... On the other hand, if the opposite occurs (only possible with a hostile natural climate), this damage will be inflicted immediately!

# BATTLE AURAS

## Active field auras

This first category includes effects that activate on trigger for a limited time, affect all fighters and can coexist with all types of weather and terrain.

At the head of the range is the Psychic aura (originally a terrain in the official games - it's the only one that can be permanent if combat starts directly with it), but there are a few others.

### **Psychic aura**

*A mysterious and magical aura pervades the grounds!*

*The psychic aura disperses ...*



This major field aura has the same influence as a battlefield. It is therefore by far the most complex, but as it is an aura, it can be cumulated with all other field effects.

It can be created on any terrain using the Psychic Terrain attack, the Z-Move Genesis Supernova or the Psychic Surge ability. The effect lasts 5 turns, or 8 turns with Telluric Rock, but can be prematurely interrupted with Defog.

If a battle begins naturally with Psychic aura (as in Collia's Colosseum), Defog will dissipate the aura for 6 turns before it returns naturally, as with natural weather. Teraform Zero will have the same effect for 8 turns.

Unlike in the official games, airborne Pokémon are also affected by the aura.

### **Field effects:**

Type or move influenced	Power factor	Energy cost	Sentence displayed
Non-divine priority attacks targeting an enemy + priority Perish Song	Nullified	(Varies)	<i>The psychic aura distorts time and causes this hasty attack to fail!</i>
	+30%	-40%	<i>The psychic aura increases the magical force of the attack!</i>
Meditate, Cosmic Power and Calm Mind	(Varies) +100 %	-40%	<i>The psychic aura increases meditative power!</i>
Mystical Fire and Magical Leaf	+30 %	-0 %	<i>The psychic aura increases the magical force of the attack!</i>
	+20 %	-20 %	<i>The aura conducive to meditation enhances the fairy magic!</i>

### **In addition to the above effects ...**

- All priority attacks targeting a single Pokémon that are not divine are nullified (including those accelerated by an ability). Perish Song is the only area attack that is also blocked if it has priority.



- The chances of an attack putting a target to sleep are multiplied by 1.3.
- The chances of an attack causing confusion are multiplied by 1.3.
- Mesprit's Master of Emotions ability is 50% more likely to flinch (bonus added up, not multiplied if combined with a cave or holy place).
- The Expanding Force attack gains 50% power (stacks to aura boost) and hits all enemies.
- Holders of the Telepathy and Forewarn abilities see their Special Attack increased by 30%.
- The Anticipation ability triggers an increase in Speed Stat when the holder arrives on the field.
- Meditate increases Attack and Special Attack + also Special Defense if the terrain is not cursed (same stats increases as in a holy place).
- Cosmic Power and Calm Mind double their effectiveness and raise the stats they increase by two stages (cannot be stacked with spatial terrain).
- Hypnosis sees its accuracy multiplied by 1.15 (which amounts to a boost of 49.5% in precision with the chances of falling asleep 30% higher).
- Gravity, Trick Room, Wonder Room and Magic Room will take effect for 8 turns instead of 5.
- The Psychic Seed is consumed and increases the user's Special Defense.
- For Nature Power, Camouflage and Secret Power, Psychic aura takes precedence over all weather and alterable battlefields. Therefore, outside Distortion World, space, aerial or underwater terrain ...
  - Nature Power becomes Psychic.
  - Camouflage and Mimicry cause the user to become Psychic-type.
  - Secret Power will have the Confusion animation and may lower its target's Special Defense.

## Aura of Light

Created for Sacred Phoenix, the Aura of Light is a major field aura with as much impact as weather. Invoked by the Sigil of Light attack for 5 turns (8 with Light Clay), it is the counterpart to Shadow Sky, a climate with which this effect can coexist.

Launching Sigil of Light will fail if this aura is already present.

Dispellable by Defog.

### Elemental effects:



Strengthens Light-type attacks by 30%.



Reduces chance of poisoning by 25%.



Reduces the chance of going mad by 25%.

### Other effects:

- Attacks considered "sacred" and which are not Light-type (Return / Sacred Fire / Mystical Fire / Judgment) obtain an additional boost of 20%.
- Celestial Torment sees its accuracy multiplied by 1.5.
- Increases the effectiveness of attacks based on sky clarity (Synthesis, Morning Sun, etc.) by 25% (with a cap of 75% of max HP healed.)
- Life Dew and Lunar Blessing heal 50% more HP (i.e., 3/8 of max HP), stackable with a holy place or a spatial battlefield (50% of max HP healed in this case).
- Light or Fairy-type battlers recover 5% of max HP per turn.
- Ghost, Dark, or Shadow-type battlers who are neither Light-type nor Fairy-type, nor immune to indirect damage, take Light-type weather damage at the end of each turn.



## Fairy Lock

This enchantment is launched by the attack of the same name and lasts from the moment it is launched until the end of the next turn. During this time, it prevents all Pokémon from withdrawing from the battle (including those arriving to replace a knocked-out fighter), except the last one to have launched this attack, Ghost-types and Masters of Space-Time.

Forced switches (U-turn, Roar, Red Card, etc.) override this debuff.

If the last launcher withdraws from the fight, the enchantment is immediately broken.

## Time distortion (Trick Room)

Reverses the speed of all Pokémon in battle by making it negative, causing the slowest creatures to hit before the faster ones for a same priority.

The Masters of Space-Time are unaffected by this harmful aura, which ensures that they always strike first with the same priority brackets. The distortion of the time frame between an affected creature and an unaffected one can also result to surprising effects, such as the near impossibility of fleeing from a wild fight (or, on the contrary, being guaranteed to flee if the fugitive is the protagonist unaffected by the aura and not trapped), or Gyro Ball and Electro Ball which will have their minimum power.

This effect is generated by the Trick Room move for 5 turns (8 in a Psychic aura or spatial terrain). Relaunching this move while the aura is active dissipates it immediately.

## Magic Room

Disables the effect of all held items that are not immune to blocking. A trainer can nevertheless still use an item manually on his creatures, and items can still be swapped, stolen, neutralized or haunted (since they are still physically held).

Masters of Space-Time are unaffected by this harmful aura.

This effect is generated by the Magic Room move for 5 turns (8 in a Psychic aura or spatial terrain). Relaunching this move while the aura is active dissipates it immediately.

## Wonder Room

Inverts Defense and Special Defense stats. Moves that modify the staging of these stats remain on the same stats so as not to have a double inversion. (For example, Harden always increases Defense, but it's Special Defense that benefits when calculating damage).

Masters of Space-Time are unaffected by this aura.

This effect is generated by the Wonder Room move for 5 turns (8 in a Psychic aura or spatial terrain). Relaunching this move while the aura is active dissipates it immediately.

## Gravity

Increased gravity in the field leads to several effects, almost all of which are disabling:

- All Pokémon are completely grounded, making them vulnerable to Entry Hazards and Ground-type moves. If a temporary levitation effect was in progress, it is immediately interrupted.
- Aerial and jump attacks become unusable. If a two-turn aerial attack was in progress, it is interrupted and the protagonists suffer physical crash damage proportional to the Special Attack of the one who invoked gravity. (For Sky Drop, the target suffers attack's damage instead of crash damage).
- Fighters' evasion is multiplied by 0.6. Lethal attacks are not excluded and benefit from their target's loss of evasion.
- Grav Apple move's power is increased from 80 to 120.

Masters of Space-Time are unaffected by this harmful aura (except for Grav Apple, which retains its power boost at all times).

This effect is generated by the Gravity move for 5 turns (8 in a Psychic aura or space terrain). Relaunching this move while the aura is active dispels it immediately.

## Rainbow aura

Doubles the chance of secondary effects from all offensive attacks.

This effect is generated for 4 turns by launching Fire Pledge on a wet battlefield or Water Pledge on a burning battlefield. So, it's much more accessible than in the official game, even in single battle. (In the official system, two allied Pokémon using Water Pledge and Fire Pledge at the same time on the same turn were required, making it necessary to have a multi battle.)

It is not possible to reinvoke a Rainbow as long as one is active.

Note three major differences compared to the official gameplay (apart from the summoning method):

- It's a field aura. As a result, all fighters benefit, not just the side that invoked it.
- The effect does not stack with the Serene Grace ability in order to avoid a monstrous factor of  $\times 4$  generating 100% flinch chance. (Since it's an aura, it stacks with other field effects, which means there are other avenues to explore to optimize its probabilities.)
- The flinch caused by an ability (Stench and Master of Emotions) or an item (King's Rock and Razor Fang) is not affected by this aura. Only side effects directly attributable to the offensive attack are impacted.

## Protective active auras

This category of aura is actively invoked and confers a strategic advantage to one camp.

With the exception of group protections, all these effects are vulnerable to Court Change, and can be switched with the opposing camp while retaining their remaining duration.

## Group protections

Launched by priority attacks, these buffs protect the allied camp against a category of attacks until the end of the turn. Substitute dolls are included in the protective aura, unlike individual protections. There are four different types of protection, all of which can be combined:

### Quick Guard:

- Protects the allied camp against hostile priority attacks in the same way as Queenly Majesty, Caudal Armor or Dazzling abilities. By “hostile”, we mean offensive or debuff moves.

### Wide Guard:

- Protects the allied camp against hostile area attacks (even if only one Pokémon is in range).

### Mat Block:

- Protects the allied camp against all offensive attacks. Can only work if it's the first turn of presence for the launcher.

### Crafty Shield:

- Protects the allied camp against debuff attacks + certain buffs (such as Bestow) if they come from an enemy. If such a move is not blocked by Protect (like Entry Hazards or Perish Song), it won't be blocked by Crafty Shield either.

All of them can be diverted for the benefit of the opposing side by the Snatch attack, and will be broken (in addition to being ignored) if one of the protected Pokémon suffers an attack that fools the protections, such as Feint or Phantom Force. In addition, divine moves partially ignore these protections by inflicting a quarter of the expected damage, and those that completely ignore Protect (such as Hyper Drill) will ignore these group protections (but without breaking them).

Launching these moves will also increment Protect's consecutive use counter, knowing that Crafty Shield can never fail, while Quick Guard and Wide Guard will see their success rate multiplied by 3/4 for each consecutive successful use of a move of this type (versus 1/3 for individual protection moves).

## Screens

Erects a protective barrier that reduces direct damage to the side benefiting from it (substitute dolls are included). Depending on the type of barrier, damage will be reduced on physical attacks, special attacks or both.

### Reflect:

- Reduces physical damage taken.

### Light Screen:

- Reduces special damage taken.

### Aurora Veil:

- Reduces physical and special damage. Can only be summoned on frozen field, in freezing weather or in space

Summoning such a screen lasts 5 turns, 8 if the Light Clay item is held.

They can all coexist in parallel, but the damage mitigation will only be applied once if the Aurora

Veil is placed at the same time as one of the other two screens. In addition, it is not possible to reinvoké a screen as long as one is active on your side.

### Damage mitigation provided:

Direct damage rate	Only one Pokémon sent at a time	Several Pokémons sent
Critical hit	$\times 0.75$ (vanilla: 1)	$\times 0.8$ (vanilla: 1)
No critical hit	$\times 0.5$	$\times 0.6$ (vanilla: $\times 0.67$ )

This mitigation comes after the damage formula and has no direct impact on Defense or Special Defense.

Critical hits only partially ignore this protection, while fixed damage (such as Counter or Seismic Toss) and attackers with the Infiltrator ability ignore it completely. If a camp can potentially send more than one Pokémon at a time, the effectiveness of the protection is reduced by 20%.

Last point: it is possible to break these screens with the moves Brick Break, Psychic Fangs, Raging Bull, Defog and Shadow Shed, or the ability Screen Cleaner. Defog and Screen Cleaner affect the whole field, the others only the screens on the targeted side.

For offensive attacks, screens will only be broken if the move has successfully affected its target. If this is the case, it occurs before damage is calculated, allowing these moves to have their full potential.

Conversely, Defog will succeed in dispelling screens as soon as it successfully launches (even if the target has managed to protect itself from the Evasion drop), as its field effect is treated independently of its primary effect.

On the Screen Cleaner side, the ability will activate as soon as the Pokémon arrives. Unless the ability is proactively neutralized with Neutralizing Gas, no one can prevent it.

Finally, Shadow Shed targets the opposing side and not a specific Pokémon, so the only way to protect against it is for one of the Pokémons on the targeted side to be able to reflect the attack.

## Safeguard

Protects the allied camp against major statuses and madness.

Invoked by the Safeguard attack for 5 turns, 8 turns in a holy place. If this aura is already present, the move will fail.

Dispellable by Defog and Shadow Shed.

## White mist

Preserves Pokémons in the allied camp from any drop in stats of hostile origin.

Invoked by the Mist attack for a duration of 5 turns, not to be confused with Mist weather, which is invoked by the Mystical Mist move or Misty Surge ability.

If this aura is already present, the Mist move will fail.

Dispellable by Defog and Shadow Shed.

## Sacred Veil

Immunizes Pokémons in the allied camp from all sources of indirect damage, in the same way as the Magik Guard ability.

The effect lasts 4 turns and is invoked by the light move Sacred Veil. As with screens, it is not possible to reinvoked this aura while it is still active.

Dispellable by Defog and Shadow Shed.

## Lucky Chant

Immunizes Pokémons in the allied camp against any critical hits.

The effect lasts 6 turns and is invoked by the Lucky Chant attack. Along with Tailwind, this is the only aura that can be reinvoked to reset its duration, and cannot be dispelled by any move. Court Change can nevertheless be used by the opposing side to appropriate it.

## Tailwind

Doubles the speed of the Pokémons in the camp that benefits from it. Contrary to what the name might suggest, it is not a climate, but an aura.

The effect lasts 4 turns (8 on windy or aerial terrain) and is invoked by the Tailwind attack. As the wind can only blow from one side at a time, summoning this aura cancels that of the opposite side if it was active on their side.

This aura can be invoked again to reset its duration and cannot be dispelled by any move, except an opposing Tailwind. Court Change can allow the opposing camp to appropriate it.

Another effect of the move: Wind Power or Wind Rider abilities of any ally (including the launcher) are activated when the invocation is launched. These abilities will also be triggered for them if they arrive on the field with a favorable Tailwind (with only one proc possible during this phase in case other favorable field effects might trigger these abilities).

## Entry Hazards

These debuffs are set actively through moves or rare abilities that are triggered after an attack.

As part of active battle auras' category, they can be swapped sides using the Court Change move. Defog, Tidy Up, Mortal Spin and Rapid Spin get rid of them. Defog and Tidy Up remove them from both sides at once.

## Spikes

Inflicts indirect Neutral-type damage when the Pokémon enters the terrain. This trap is set by the Spikes and Ceaseless Edge moves.

Up to three layers of Spikes can be stacked. Damage inflicted increases with the number of layers.

Number of layers	Affinity sound	Damage taken
1	0 (Normal)	12.5% PV max
2	+1 (High)	18.75% of max HP
3	+1 (High)	25% PV max

Wearers of Heavy-Duty Boots, creatures able to stay airborne and those immune to indirect damage do not suffer this damage.

## Toxic Spikes

Poisons a Pokémon (or changes its status to Bad Poison if it already is) when a Pokémon enters the terrain. This trap is set by the Toxic Spikes move, or when the Toxic Debris ability is triggered by a physical attack.

Up to two layers of Toxic Spikes can be stacked. With two layers, a Bad Poison is inflicted directly.

Wearers of Heavy-Duty Boots, creatures able to stay airborne and those immune to Poison (whatever the cause) do not suffer this Entry Hazard. In addition, a Poison-type Pokémon sent into battle will get rid of any Toxic Spikes present on its side, even if it's in the air.

## Pointed stones

Inflicts indirect Rock-type damage when the Pokémon enters the terrain. This trap is set by the Stealth Rock and Stone Axe moves.

Rock type affinity	Affinity level	Damage taken
$2 < \text{Affinity} \leq 4$	+2 (Very high)	<b>30% of max HP</b>
$1 < \text{Affinity} \leq 2$	+1 (High)	<b>20% of max HP</b>
$0.5 < \text{Affinity} \leq 1$	0 (Normal)	<b>12,5% of max HP</b>
$0.25 < \text{Affinity} \leq 0.5$	-1 (Low)	<b>8% of max HP</b>
$0.125 < \text{Affinity} \leq 0.25$	-2 (Very low)	<b>5% of max HP</b>
$\text{Affinity} < 0.125$	-3 (Null)	<b>0</b>

Rock-types, wearers of Heavy-Duty Boots, holders of the Sand Lord ability, and creatures immune to indirect damage do not take this damage.

## Sticky Web

Inflicts a one-stage loss of Speed when the Pokémon enters the terrain. This trap is set by the Sticky Web move.

Speed loss is doubled on forested terrain.

Bug-types, wearers of Heavy-Duty Boots, holders of the Mirror Armor ability and those with immunity to the Speed loss do not suffer the Speed drop. This is also the case for creatures capable of maintaining themselves in the air.

Note that Mirror Armor does not return the stat drop to the Sticky Web launcher, as it is a delayed effect.

## Sharp stakes

Inflicts indirect Steel-type damage when the Pokémon enters the terrain. This trap is set by the Gigamax G-Max Steelsurge move, but as Dynamax doesn't exist in Keltios, this Entry Hazard can't be invoked.

Steel type affinity	Affinity level	Damage taken
$2 < \text{Affinity} \leq 4$	+2 (Very high)	30% of max HP
$1 < \text{Affinity} \leq 2$	+1 (High)	20% of max HP
$0.5 < \text{Affinity} \leq 1$	0 (Normal)	12,5% of max HP
$0.25 < \text{Affinity} \leq 0.5$	-1 (Low)	8% of max HP
$0.125 < \text{Affinity} \leq 0.25$	-2 (Very low)	5% of max HP
$\text{Affinity} < 0.125$	-3 (Null)	0

Steel-types, wearers of Heavy-Duty Boots, and creatures immune to indirect damage do not take this damage.

## Passive auras

Passive battle auras are automatically triggered by abilities, last as long as the ability remains active, and cannot be switched sides or dispelled.

The only way to overcome them is to attack them at the source by neutralizing or bypassing the ability that generates them, if possible. Some abilities can also cancel or counterbalance them.

They can be divided into 3 categories:

- passive terrain auras, which affect the entire terrain or combatants
- passive camp buffs, which give an advantage to a side
- and passive camp debuffs, which handicap a side

## Passive field auras

This category affects all fighters positively or negatively.

## Ruin Curses

There are four legendary abilities that generate an aura that decreases a stat by a quarter for all Pokémon in battle. Only those with a Ruin ability (including their holder) and the Legendaries master of Time-Space are immune to its effects.

A Ruin aura remains active as long as at least one holder of the ability providing it is present on the field. If several Pokémon have the same ability, their effects do not stack.

The four auras concerned are:

- **Tablets of Ruin's curse:** Brought by the ability Tablets of Ruin, affects the Attack stat.
- **Sword of Ruin's curse:** Brought by the ability Sword of Ruin, affects the Defense stat.
- **Vessel of Ruin's curse:** Brought by the ability Vessel of Ruin, affects the Special Attack stat.
- **Beads of Ruin's curse:** Brought by the ability Beads of Ruin, affects the Special Defense stat.

## Vibratory auras

The three legendary Pokémon of Kalos emit an aura impacting the power of certain moves. Their four vibratory aura abilities are:

- **Fairy Aura:** Xerneas legendary ability, increases the power of Fairy- and Light-type attacks by 4/3, but decreases the power of Dark- and Shadow-type attacks by 3/4 for all Pokémon. Cancels each other out with Dark Aura.
- **Dark Aura:** Yveltal legendary ability, increases the power of Dark- and Shadow-type attacks by 4/3, but decreases the power of Fairy- and Light-type attacks by 3/4 for all Pokémon. Cancels each other out with Fairy Aura.
- **Vibratory Balance / Aura Break:** Legendary ability of Zygarde, reverses the effect of Fairy and Dark Auras and forces a neutral vibratory rate on the field (except in the Distortion World).

Note that Mold Breaker does not bypass any of these abilities. They even have total immunity to any alteration, as they are major legendary abilities.

## Damp

The presence of at least one Pokémon with this ability humidifies the surrounding air, which has the effect of blocking Self-Destruct, Explosion, Mind Blown and Misty Explosion attacks. The Aftermath ability is also neutralized.

Bypassable by Mold Breaker, which means that this aura is neutralized if the opposing side breaks the mold (and they themselves don't have Damp).

## Oxygen bubble

This aura is conferred by Rayquaza's two legendary abilities: Air Lock and Delta Stream. Thanks to this aura, no Pokémon can suffer from a lack of oxygen in underwater or spatial terrain, and the cut-breath counter is reset to zero for all fighters if they had already started to lose energy due to a lack of air.

## Neutralizing Gas

Provoked by the ability of the same name, this gas passively neutralizes the abilities of all fighters. You only need to have a single Pokémon with this ability on the field for this aura to be active.

This ability has priority and takes effect as soon as the fighters arrive. Thus, a Pokémon with Levitate (and without the Flying type) will suffer from Entry Hazards placed on the ground, because its ability will be blocked from the start (including at the very beginning of a battle).

Only legendary abilities, those with immunity to neutralization and those protected by the Ability Shield item will escape this effect.

When the gas disappears, deactivated abilities are immediately reactivated.

It should be noted that in Sacred Phoenix, the non-negative signature abilities of Legendaries are all immune to Neutralizing Gas. On the other hand, they will not reactivate if the gas disappears.

Another subtlety: Neutralizing Gas will take effect without interruption if a Pokémon holding this ability is the only active fighter to have it on the field, but is immediately replaced by another who also has it. (In official gameplay, neutralized abilities are reactivated very fleetingly).



## Passive auras – camp buffs

This category positively affects the side that is under its influence.

Friend Guard, Battery and Power Spot are not listed here, as the possessor of these abilities is explicitly excluded from their benefit. (An Aura must at least encompass an entire camp to be displayed as such in the game, even if the benefit is conditional such as a type to have.)

### Flower Veil

Grants immunity to all major statuses and stat drops originating from another Pokémon. In a meadow, also adds a 20% boost to Defense.

Only applies to allies (holder included) who have the Grass-type. This is naturally the case with the Florages line in Sacred Phoenix, making it a very powerful ability.

In terms of display, the buff will only appear on eligible Pokémon.

Bypassable by Mold Breaker

### Sweet Veil

Confers immunity to sleep and heals this status at the end of the turn for its holder and its allies.

Bypassable by Mold Breaker, but will not prevent sleep from being cured at the end of the turn.

### Aroma Veil

Grants its camp an immunity to Taunt, Torment, Encore, Disable, Heal Block and Infatuation debuffs (the same as those cured by the Mental Herb).

Bypassable by Mold Breaker

### Pastel Veil

Confers immunity to poison and heals this status at the end of the turn for its holder and allies.

Bypassable by Mold Breaker, but will not prevent the poison from being cured at the end of the turn.

### North Wind

Brought by the legendary ability of Suicune, this aura gives its side immunity to critical hits and poison, while healing this status at the end of the turn.

Bypassable by Mold Breaker, but will not prevent the poison from being cured at the end of the turn.

It can be considered a fusion of Pastel Veil and Lucky Chant in a passive version.

## Victorious aura

Multiplies accuracy by 1.1 for all Pokémon on the allied side, including the ability's holder.

Generated by Victini's legendary ability: Victory Star. This aura is cumulative and multiplies for each possessor of this ability present in the same camp.

## Flower Gift

Multiplies the Attack and Special Defense of all allies (including the ability's owner) by 1.5.

Generated by the Flower Gift ability, it can only be activated in a meadow or in a sunny climate.

If several Pokémon on the same side have this ability, their effects do not stack.

Partially bypassable by Mold Breaker (Only the Special Defense boost will be ignored.)

## Passive auras – camp debuffs

This category negatively affects the side affected by it.

## Nervous

Blocks the consumption of Berries and Herbs, even if these plants are given manually from the bag. Teatime and Stuff Cheeks override this effect.

Generated by the Unnerve and As One abilities, the effect is applied to the entire opposing camp during a battle, including Pokémon at the rear.

## Mold broken

The effects of abilities that provide a defensive advantage are ignored when a Pokémon is under pressure of a broken mold.

The defensive effects concerned are:

- Immunity to major status
- Immunity to minor status
- Immunity to a drop in stats
- Immunity or resistance to side effects.
- Immunity to critical hits
- A reduction in affinity or damage (Flash Fire, Levitate, Fluffy, Friend Guard ...)
- Immunity to a particular category of attack, such as powder or sound attacks
- Effects that block the execution of an opponent's attack (Damp, Queenly Majesty ...)
- Effects used as decoys to block damage once (Disguise, Ice Face). The decoy will not be destroyed, however.
- Reflecting a debuff back to its opponent (Magic Bounce, Mirror Armor)
- Passive increase in defensive stats (Grass Pelt, Multiscale ...)
- Simple, Contrary and Unaware abilities if ignoring them is in the attacker's favor (the logic is never to handicap the side that benefits from the broken mold).
- Increasing a defensive stat after the target has taken direct damage (Stamina), but without lowering another stat (Weak Armor or Anger Shell are therefore not affected).

Generated by the Mold Breaker, Turboblaze, Teravolt and Ram Breaker abilities. Compared to the

official games, these abilities passively impact all enemies (and only them), in the manner of Unnerve. If a Pokémon possesses Mold Breaker, all its allies will benefit without suffering the effects in the event of a fratricidal strike.

In addition, any effect of a bypassable ability that proves negative for its holder (such as Fluffy's vulnerability to fire or a drop in stats intensified by Simple) will not be ignored.

Conversely, certain legendary abilities that grant defensive advantages are not overridden by Mold Breaker. These include Full Metal Body, Shadow Shield and Prism Armor. Other abilities that protect from status, but natively heal at the end of the turn (Water Bubble, Pastel Veil ...) can be activated at that point, which is virtually the same as an unbypassed ability.

At the same time, Light That Burns the Sky, Photon Geyser, Menacing Moonraze Maelstrom, Moongeist Beam, Searing Sunraze Smash and Sunsteel Strike will force Mold Breaker's effect during their execution. This will also be the case if the attacking Pokémon possesses the Mycelium Might ability and uses a status move. This is how the official games work.

Note: the effects of Mold Breaker do not apply when a Pokémon interacts with itself or receives a buff from an ally. (A Pokémon with the Simple ability receiving Acupressure from its ally or performing Swords Dance will have a stat increase of 4 stages.)

Curative effects are not blocked either. (This is why Pastel Veil or Shed Skin can heal statuses at the end of the turn, and Regenerator can heal its HP at the moment of switch).

## Oppression

This oppressive aura forces the affected Pokémon to spend 50% more energy (Breath or Mana) when using an ability (or 2 PP instead of 1).

Generated by the Pressure and Renegade Heart abilities, this debuff applies passively to the entire opposing camp and to any move used, including those that do not target any Pokémon holding such an ability. The mechanics are therefore similar to those of Unnerve.

If several Pokémon on the same side have Pressure or Renegade Heart, their effects are not cumulative, but the aura can be cumulated with other field effects (with a +200% cap on energy cost).

## Nightmarish aura

Generated by Darkrai's legendary ability Bad Dreams, this evil aura affects any sleeping Pokémon on the opposing side, causing it to lose  $1/8^{\text{th}}$  of its maximum HP at the end of the turn, weighted by the square root of the affinity towards the Dark-type.

A holy place protects all Pokémon from this ability, but a cursed place increases the damage inflicted by 50%, while it will be doubled in Distortion World.

# APPLICATION IN GAME DESIGN

## Procedure in battle

### Totem rules for terrain changes:

- The interior/exterior status of a battlefield is always preserved.
- The sanctity of the place is always preserved. Only Zygarde's ability can temporarily cancel their influence (except for Distortion World), but this does not change the announcement phrases or the battleback.
- An automatic restoration to the original terrain always takes place 5 turns after the last terrain change (8 turns if the Pokémon that caused it was holding a Telluric Rock).
- When a terrain change occurs (for whatever reason), all elemental damage gauges are reset to zero.

### Beginning of fight (initialization)

- ⇒ Checking the base terrain and registering it in the combat instance
  - If a manual terrain is configured, it takes priority. (Event making command + management in the trainer database to be provided)
  - If automatic terrain, it is calculated with the Palkia module. Priorities are set according to map and system tag.
- ⇒ The Pokémons are sent to the field.
- ⇒ If non-neutral outdoor battlefield, announce the terrain (and the weather to kill two birds with one stone). The announcement is skipped if the field is identical to the previous battle and the importance of this battle is standard.
- ⇒ The abilities are then activated (including those applying a terrain or weather condition).

### Forced replacement of a terrain by an ability or attack (Grassy Terrain, Grassy Surge ...):

- ⇒ The announcement sentence for the new terrain is displayed as for the start of a combat.
- ⇒ If the original terrain is an alias with the same characteristics as the target terrain, it is this terrain that is displayed.
- ⇒ Certain locations (notably arenas) will take priority over others for reasons of consistency (e.g., Grassy Arceus Colosseum for a field transformed into a meadow when the fight takes place in Arceus Colosseum)
- ⇒ The announcement phrase for terrain aliases remains unchanged (no changes to this plan).

### Field erasing (Splintered Stormshards, etc.)

- ⇒ Indoors, the terrain becomes a Cave, unless the original terrain was a neutral interior, in which case it takes precedence. A specific check is therefore required for this.
- ⇒ If the original terrain was the sea, it is the sea that will be generated.
- ⇒ Aliases are still checked and displayed first if there is a perfect match with the target terrain, as are scripted locations (e.g., Neutral Arceus Colosseum for an elemental terrain lifted from this Colosseum).
- ⇒ A phrase announcing that the terrain has been terraced will be displayed if the future terrain is neutral in all respects, and this quote will differ slightly if it's an arena. If the terraced terrain is not entirely neutral, the classic announcement sentence will be displayed.

### Terrain altered by elemental damage:

- ⇒ A specific announcement phrase is displayed.
- ⇒ In some cases, the original terrain must be checked, as it may redirect the change to a

slightly different terrain (notably maritime and draconic terrain, which have a predominance over aquatic and volcanic terrain respectively). If this is the case, the announcement phrase is modified.

- ⇒ The aliases and script terrains remain unchanged (the announcement sentence remains unchanged).

#### **Automatic or forced restoration to original terrain:**

- ⇒ The standard announcement sentence is displayed. If the terrain is completely neutral, the phrase “The battlefield returns to its original state!” will be displayed.

## **Initialization**

The manual battlefield uses the global variable “\$game\_temp.battleback\_name” which can be a string (if set via the event-making command) or a symbol (if set via a script line). In automatic mode, this variable must be nil and it must always reset at the end of each fight if it was a symbol.

In trainer battle, this variable is initialized upstream, before the battleback is calculated, via the manual command “FieldEffects.set” or the generation of the trainer from the database.

If no terrain is entered (variable set to nil), terrain is automatically calculated.

If a field has been specified manually, we check:

- If it’s a terrain category, it automatically calculates the terrain to be generated according to this category. If it’s not a custom battlefield (such as an arena), this is the recommended calling method, as it automatically adjusts the terrain to the sanctity of the location and whether it’s indoors.
- If a specific terrain has been entered, we check that it is present in the list. If not, an error log is returned and the terrain is determined in automatic mode.
- If not, then the terrain exists. We check that it corresponds to the real holiness of the place.
  - If not, the vibration rate is momentarily forced to match that of the manually requested battlefield.
  - If not, then we have a valid battlefield that is consistent with the player’s location. It is preserved and applied.

Once the final battlefield has been validated, the variables of the FieldEffects class are initialized. This will enable us to keep a permanent trace of the starting battlefield.

## **Terrain priority in automatic mode**

In the absence of a manually defined (or invalidly defined) battlefield, the game will use the player’s location and System Tags (Palkia module) to automatically determine the battlefield.

- Unalterable terrains are checked first (Underwater, Aerial, Spatial and Distortion World)
- Then the maritime terrain (attention: any square of dry land located within 8 squares around the player will generate beach terrain, to be coded!)
- If not, the following terrains are tested in this order: Etheric, Windy, Magnetic, Burning, Draconic, Volcanic, Frozen, Snowy, Aquatic, Beach, Desert, Swamp, Forest, Meadow, Rocky.
- If none of these fields are eligible, you are on a neutral base. Check if the player is outdoors and on a neutral vibratory base ... If yes ...
  - If the player is in a city map, display the town battleback.
  - If the player is in a town map, display the village battleback.
  - If the player is in tall grass (necessarily in the countryside), display the neutral grassy

battleback.

- If not, display the standard neutral field corresponding to the vibratory rate and indoor/outdoor status.

## Quotation of influenced moves

When an attack has its power significantly influenced by a battlefield while hitting its target, a phrase is displayed. When this happens, it appears just after the phrase “[Pokémon] uses [Attack]!” and just before the start of the animation.

If an attack is completely nullified by a terrain effect (including weather), a sentence will also be displayed to reveal the cause, but this will not be the case if none of the targets could be affected by a non-nullified move (as in the case of immunity or a missed attack).

As vanilla games don’t provide a citation when a climatic factor alone comes into play, Sacred Phoenix hasn’t implemented one either. That said, weather can alter the quotes displayed when combined (in concert or in opposition) with the effect of a battlefield.

If you find yourself in a situation of antagonistic effects where the final power factor is between 0.875 and 1.125 (inclusive), or if the antagonistic effect of a climate is more powerful than that of the battlefield, no sentence will be displayed. This is the case of a Water-type attack launched in an aquatic terrain under the sun: the result is -25% (factor 1.5 from the terrain  $\times$  0.5 from the climate), but as no citation is intended for climatic impacts alone, nothing will be displayed.

Conversely, if you have effects that work in concert (e.g., a Water-type attack launched in watery terrain under the rain), there’s a good chance that the phase will be modified to indicate that the impact is amplified! If two effects amplify each other but no combined quote is provided, the existing quote corresponding to the more powerful effect will be displayed.