

# Item Almanac

STANDARD EDITION



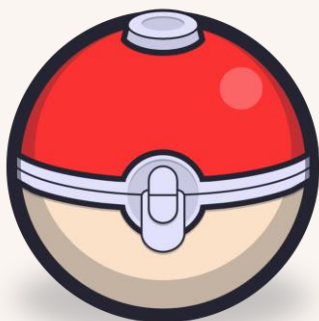


## Crafting Recipes



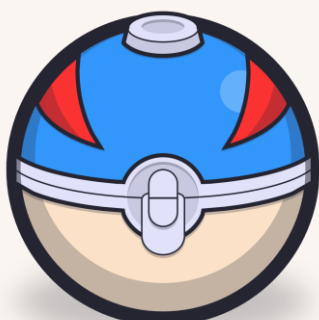
# Poké Balls

On your turn, a capture attempt can be made on a wild Pokémon instead of attacking.



## Poké Ball

Roll 3 dice during a capture attempt.



## Greater Ball

Roll 4 dice during a capture attempt.



## Ultimate Ball

Roll 5 dice during a capture attempt.



## Keystone Ball

Roll 6 dice during a capture attempt.

A capture attempt is successful if the rolled result is **equal to or greater than** these values:



3+



4+



5+



6+



Crafting  
Recipes

# Apricorn Stews

Once per turn whilst outside of battle, you may stew your apricorns to bring out powerful effects.



## Refreshing Stew

Fully restore your entire party.



## Alluring Stew

When interacting with an Apricorn Tree/Reef, may redo the encounter search 2 more times.



## Zesty Stew

Move up to 3 additional tiles and may ignore forced battles this turn.



## Infused Stew

Gain 2 Journey Points.



## Crafting Recipes

# Battle Items 1

Craft battle items to give your team a permanent edge during your journey.



## Life Orb

When attacking, add a regular hit to the attack but the user takes 2 damage.



## Star Shield

Once per battle when the user receives a status effect, remove the status effect.



## Lucky Egg

Gain an extra Journey Point when the user gains any Journey Points.



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# Battle Items 2

Craft battle items to give your team a permanent edge during your journey.



## Eviolite

Once per battle when the user takes damage, reduce the damage taken by the evolve cost of this Pokémon.



## Swiftess Sash

Increase the initiative of the user by 1.



## Choice Band

Increase the attack strength of a move by 1, but the user may only use this move until switched out.



# Power Dice

The Gods of Sinnoh may grant a slither of their power to whomever they favour most.

## Temporal Power



Status  
Symbol



Reroll/  
Reveal 1



Reroll/  
Reveal 2



Reroll/  
Reveal 3



Reroll/  
Reveal 4



Time  
Bubble

## Spatial Power



Status  
Symbol



Rift 1



Rift 2



Rift 3



Rift 4



Space  
Portal

## Renegade Power



Status  
Symbol



Regular  
Hit



Regular  
Hit



Regular  
Hit



Critical  
Hit



Distortion  
Field

**Reroll/Reveal X:** Reroll up to X dice or reveal up to X Hidden Spots.

**Time Bubble:** Take another turn after your current one. Cannot use the Power Dice again until the extra turn ends.

**Rift X:** Move to any tile up to X tiles away.

**Space Portal:** Move to any tile in the overworld. Mark your starting point with the Power Dice, you may return here before the end of your turn.

**Distortion Field:** Change all status symbols into critical hits or all critical hits into status symbols.