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:









Crafting Recipes

Apricorn Stews

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





Hearty Stew

Fully restore your entire party.





Alluring Stew

May redo a wild encounter search 2 more times. Also, may be used to fly to a village from anywhere.





Refreshing Stew

Move up to 3 additional tiles this turn.





Infused Stew

Roll 3 dice, gain Journey Points equal to the result.



Battle Items 1

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



Life Orb

Add a critical hit to all attacks, but the user takes 2 damage.



Star Shield

Once per battle, prevents the user from receiving a status effect.



Lucky Egg

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



Crafting Recipes

















Battle Items 2

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



Eviolite

Increase the health of the user by its evolution cost but decrease the initiative of the user by 2.



Swiftness 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

Reveal 1

Reroll/ Reveal 2

Reroll/ Reveal 3

Reroll/ Reveal 4

Bubble

Spatial Power















Status Symbol

Teleport 1

Teleport 2

Teleport 3

Teleport 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 Temporal Power Dice until the extra turn ends.

Teleport X: Move up to X tiles ignoring all movement restrictions or may be used to switch Pokémon.

Space Portal: Move to any tile in the overworld. You may return to your starting point before the end of your turn.

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