Limitless Server Changes

The Limitless server has made adjustments to various mechanics of the Pixelmon Reforged Mod. Use the Table of Contents to navigate.

Breeding

Limited Uses

Breeding-related items have a limited amount of uses (60). Each time a use is consumed (during egg production), a message will pop up in chat notifying the owner of the ranch of the remaining uses. When the number reaches 0, the items expire, disappear, and their effects are lost.
Note: The Pokemon sprite in the PC will still show the item icon next to the Pokemon even though the item has expired, it needs to be withdrawn in order to refresh.

These items are:
- Destiny Knot
- Power Weight / Bracer / Belt / Lens / Band / Anklet
- Everstone

Note that the number of remaining uses of an item will not affect its EV Training or in-battle capabilities in any way.

Breeding Speed

Pokemon Happiness acts as a multiplier to breeding speed. At max Happiness, breeding times match those of the vanilla mod.
(function here?)

Ditto x Ditto

For balancing purposes, when 2 Dittos breeding with each other reach the end of the breeding cycle, there is a X% chance the production of an egg will fail, while the breeding cycle restarts normally.

Breeding Limit

At any given point in time, only 48 Pokemon can be locked in Ranches.

Spawning

Legendary Spawning

A few legendaries were reverted/relocated to old/new spawn biomes. This was mainly done to account for 2 issues: Lack of an End Dimension and Reforge 8.2.0's structure-based spawns.
The new spawn locations are:

Regieleki	Extreme Hills, Extreme Hills Edge, Extreme Hills M, Extreme Hills+, Extreme Hills+ M	Afternoon
Regidrago	Desert Hills	Dawn, Morning
Mew	All Jungles (?)	Day
Hoopa	Desert, Desert M, Desert Hills, Ultra Desert	Afternoon
Manaphy	Oceans	Morning
Diancie	All but Mesas (?)	Any (?)
Type:Null	Jungle Edge	Dawn, Dusk

Magearna	Mushroom Island	Morning
Marshadow	Mesa Plateau F M	Night
Deoxys	Cold Taiga M	Morning

Galarian Articuno, Zapdos and Moltres each have a chance of being spawned instead of their respective Kantonian form at their respective shrines upon using their respective orb. The chance scales with the amount of Galarian forms in the player's party, being *0/30/60/90%* with *0/1/2/3* Galarian forms respectively.

Other

- Pokemon and NPC Spawns are reduced the higher you are. (unconfirmed)
- All vanilla Minecraft spawners are converted to Pig Spawners.

Alter Porygon-Z	Ultra Deep Sea	Day

Nether

- Pokemon in the Nether can aggro the <u>Player</u> using attacks from vanilla Minecraft mobs depending on their type:
    - Fire-type Pokemon shoot fireballs after channeling for a short time.
    - Ghost-type Pokemon teleport the Player to a random spot a certain distance away. (Can be over air, or lava).
    - Dark-type Pokemon inflict Blindness with their attacks.
    - Poison-type Pokemon inflict Wither with their attacks.

External Moves

- The following External Moves are disabled:
  Cut, Dig, Explode, Flash, Fly, Heal, Ignite, Ground Birds, Analyze, Rain Dance, Sunny Day,
  Scare, Smelt, Ore Sense, Rock Smash, Teleport, Lightning Bolt, Headbutt.

- The Spawn Portal External Move is adjusted. It now teleports the user directly to Ultra Space rather than creating a portal.

Other

- The effects of Pay-Day, Happy Hour, Luck Incense and Amulet Coin are disabled.

- Legendary Shrines can be reset with the usage of Eyes of Ender. Each eye has a 1/32 chance to reset the shrine.

- The End Dimension is disabled.

- Haunted Towers are disabled.

- Selling items to NPCs is disabled.

- Mints have a 75% chance to not produce a seed on harvest.

- Attempting to use a Healer in Ultra Space will result in it exploding. (Similar to using a bed in the Nether.)

- Every Pokemon can drop a Gem corresponding to its type(s). Along with their regular usage, Gems are also used to check the IVs of a Pokemon with /iv.