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"Research" done by iranianblood

Tests run by Funfun11 and Free Rain

<https://replay.pokemons showdown.com/gen7anythinggoes-688419020>

<https://replay.pokemons showdown.com/gen7balancedhackmons-688429230>

<https://replay.pokemons showdown.com/gen7customgame-688790963>

<https://replay.pokemons showdown.com/gen7customgame-689288868>

Free rain is my bug detector, she let's me test gimmicky mechanics with type adding / removing pokemon moves and others like it.

"If a Flying-type Pokémon successfully uses Roost, until the end of the turn, its Flying type is ignored when it is hit by attacks: If the Pokémon has another type, only that type is considered; if the Pokémon is a pure Flying type, all attacks will be normally effective against it." (Bulbapedia.) (GEN IV)

Here bulbapedia is implying that once a pure flying type pokemon uses roost, it becomes the "???" type.

☆ **Free Rain:** *"If a pure Flying-type Pokémon successfully uses Roost, it will become Normal-type until the end of the turn. If a Pokémon is a Fire/Flying type that lost its Fire type due to Burn Up, using Roost causes it to become typeless until the end of the turn."*

☆ **Free Rain:** *Yet we see this doesn't happen with Moltres.*

BURN UP  

Fails unless the user is a Fire type. If this move is successful, the user's Fire type becomes typeless as long as it remains active.

The user thaws out if it is frozen.

ROOST  

The user restores 1/2 of its maximum HP, rounded half up. Until the end of the turn, Flying-type users lose their Flying type and pure Flying-type users become Normal type. Does nothing if the user's HP is full.

It says flying type removed until the turn ends, so doesn't that mean if it uses burn up and then roost it should be a pure "???" type?

Burn up and roost combo should make it

Normal Type or a ???/Flying type that is grounded making it---

As a normal type,

Weak to 

Immune to 

And takes neutral damage from all other attacks.

As a ???/Flying type, it would be

Weak to **ROCK**, **ICE**, **ELECTR**, Immune to **GROUND**

Resistant damage from **BUG**, **FIGHT**, and **GRASS** attacks.

If it's grounded as a ???/Flying type, it would be vulnerable to ground attacks.

In-Game Battle

Battle 1: After using roost, Smack Down is Neutrally effective, proving that moltres is now completely typeless, is a normal type, or is ???/Normal.

BATTLE CODE: GSQG-WWWW-WWWE-PENX



Battle 2: After using roost, Rock slide, Close Combat, and Earthquake were neutrally effective. This proves that moltres is now completely typless after using Burn Up and Roost.

BATTLE CODE: MNMW-WWWW-WWWE-PENL



RECAP:

On Pokemon Showdown!, Moltres had resisted and taken super effective damage from different attacks, proving that it does not lose its flying type on the said Battle Simulator. In Game (Ultra sun / Ultra moon), Moltres takes neutral damage from every attack that had been thrown at it.

Conclusion: Moltres becomes completely typeless upon using burn up and roost. Its complete loss of type lasts throughout the turn and it regains it's flying type once the turn ends. Using Quash in a double battle or multi battle would cause it to postpone its roost, causing it to maintain it's flying type until the end of the turn once it's used. It takes neutral

damage from all attacks, including attacks it would normally be weak to such as rock and ice.

LINK TO THIS GOOGLE DOCUMENT FOR ANYONE ON MOBILE

<https://docs.google.com/document/d/1OubmYnltfE3YYxl8gSpLUrQd6WimxHW95zPphdcZ2dU/edit>