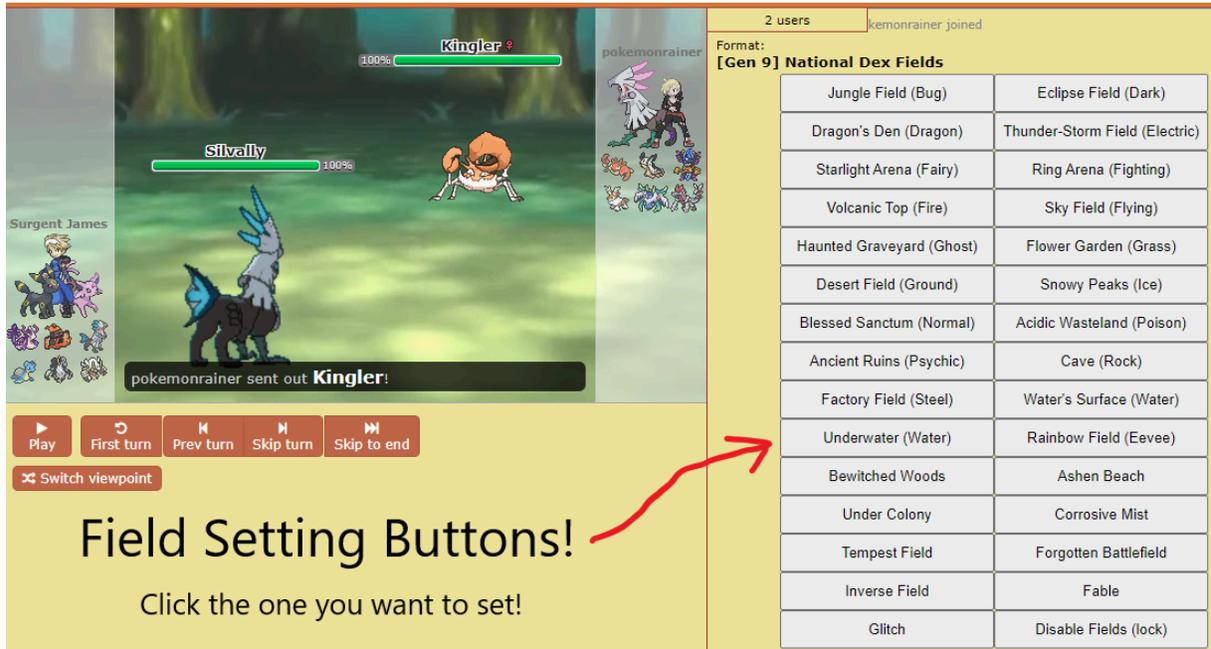


Chromatic Field Manual

How to use fields

Press the button for the field you want, buttons are shown in the battle chat in the screenshot above. Use the format National Dex Fields or one of its variants



To apply Seed Effects, use the item Prism Scale

Seed effects apply on swap-in. The seed is consumed.

What are Fields?

Imagine if the place you battled actually impacted the battle itself, giving a boost to the type(s) that the location is based around. Field Effects take this concept and expand on it, allowing for more creative and unique strategies alongside empowering the leaders that use them efficiently. Set fields by clicking a button in the battle chat.

/dt [field],omnifield ex /dt rainbow field,omnifieldgen9

For custom games

use /gym [first part of field name] to set it Ex: "/gym haunted"

There are no field transitions

This was done for the sake of competitive balance and ease of use.

[Chromatic Crests Manual](#)

[Chromatic AevianG Manual](#)

Field Catalog

<u>Jungle (Bug)</u>	<u>Eclipse (Dark)</u>	<u>Dragon's Den (Dragon)</u>
<u>Thundering Plateau (Electric)</u>	<u>Starlight Arena (Fairy)</u>	<u>Ring Arena (Fighting)</u>
<u>Volcanic Top (Fire)</u>	<u>Sky (Flying)</u>	<u>Haunted Graveyard (Ghost)</u>
<u>Flower Garden (Grass)</u>	<u>Desert (Ground)</u>	<u>Snowy Peaks (Ice)</u>
<u>Blessed Sanctum (Normal)</u>	<u>Acidic Wasteland (Poison)</u>	<u>Ancient Ruins (Psychic)</u>
<u>Cave (Rock)</u>	<u>Factory (Steel)</u>	<u>Water's Surface (Water)</u>
<u>Underwater (Water)</u>	<u>Rainbow (Eevee)</u>	<u>Inverse Field (All)</u>
<u>Bewitched Woods (Fairy, Dark, Grass)</u>	<u>Undercolony (Bug, Rock)</u>	<u>Corrosive Mist (Fire, Poison)</u>
<u>Ashen Beach (Fighting, Ground, Psychic)</u>	<u>Tempest Field (Flying, Electric, Ice)</u>	<u>Forgotten Battlefield (Steel, Ghost)</u>
<u>Fable (Normal, Dragon)</u>	<u>Glitch Field (All)</u>	

Jungle (Bug):

"The field is gleaming with trees."

✓ Prism Scale: Applies Silk Trap on swap-in (does not work on turn 0)

Unique

- Parasite: Users holding Binding Band cause Pokémon on the opposing side of the field to lose 6% of their max hp at the end of each turn
- Falling Foliage: Slicing moves deal an additional 1/8th max hp, modified by type effectiveness [Grass Type] to affected opposing Pokémon (one time)
- Synapomorphy- Bug-type Pokemon gain Protosynthesis

Ability

- Activates Swarm
- Tinted Lens grants user critical hits to slowed targets
- Shield Dust grants Magic Guard
- Upon activation, Emergency Exit's switch is now optional
- Compound Eyes raises Special Attack by 2 for each of its stats lowered by a foe

Move

- Sticky Web affects non-grounded Pokémon
- Jungle Healing restores an additional 25% HP
- Twineedle sets a layer of Spikes on second hit and may badly poison Steel-type Pokémon
- Fell Stinger, Silver Wind, Bug Bite, Skitter Smack, and Steamroller gain a 2x boost against Pokemon switching in (Stakeout)
- Signal Beam becomes 50 base power and hits twice

Basic Effects

- Nature Power becomes Bug Buzz
- Secret Power uses the animation of Skitter Smack and may inflict infestation
- Camouflage and Mimicry causes the user to become Bug Type

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Eclipse (Dark):

"The moon blacks out the sun."

✓ Prism Scale: The opponent's moves gain -1 priority until swap out

Unique

- Sun, Morning Sun, Solar Beam, and Solar Blade fail
- Dark-type Pokémon deal 1.3x damage when any Pokémon on the field has a negative stat drop

Ability

- Prankster gains +1 extra priority
- Moxie gains +1 Special Attack on KO
- Pickpocket grants Protective Pads

Move

- Night Slash always critically strikes
- Brutal Swing causes the user to switch out (U-Turn)
- Sucker Punch gains +1 extra priority
- Hone Claws additionally grants +1 Attack
- Moonlight is unaffected by weather and additionally cures status
- Thief deals super effective damage to a target with no held item
- Beat up sets Embargo on the opponent

Basic Effects

- Nature Power becomes Dark Pulse
- Secret Power uses the animation of Night Daze and may taunt the target
- Camouflage and Mimicry causes the user to become Dark Type

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Dragon's Den (Dragon):

"To slay a Dragon..."

✔ Prism Scale: Boosts Speed +1

Unique

- Big Nugget: Using an attacking move consecutively causes it to consume half the remaining PP, and critically hit
- Critical Hits remove enemy items

Ability

- Berserk boosts Special Attack +2 (From +1)
- Multiscale is active until 75% HP or less
- Marvel Scale is activated
- Intimidate makes user's Normal-type moves become Dragon type and have 1.2x power

Move

- Coil's stat changing effect is amplified (+1 Defense)
- Draco Meteor only drops 1 stage of Special Attack
- Dragon Rush's Accuracy is increased to 85%
- Dragon Pulse can now hit Fairy type Pokemon (for Neutral Damage)

Basic Effects

- Nature Power becomes Make It Rain
- Secret Power uses the animation of Dragon Breath and may chance to heal 50%
- Camouflage and Mimicry causes the user to become Dragon Type

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Thundering Plateau (Electric):

"Electricity courses through the sky."

✔ Prism Scale: Applies Charge

Unique

- Lightning Strike- After Electric Attacks are used consecutively 3 Turns in a row, all Electric Pokémon on the field are granted Charge.
- Electric Type attacks boosted by Charge deal 0.25x damage to Ground types

Ability

- Activates Plus and Minus
- Motor Drive grants +1 Speed on entry
- Static also grants a 30% chance to inflict burn when being hit a contact move
- Electric Type Attacks used by Pokémon with volt absorb are super-effective against Electric types
- Lightning Rod grants +1 SpAtk on entry

Move

- Bolt Beak never misses
- Volt Switch additionally passes Charge to incoming ally
- Zap Cannon's accuracy is increased to 75%
- Shock Wave applies Heal Block
- Supercell Slam and Shock Wave deal 1.3x damage

Basic Effects

- Nature Power becomes Shock Wave
- Secret Power uses the animation of Zap Cannon and may Paralyze the target
- Camouflage and Mimicry causes the user to become Electric Type

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Starlight Arena (Fairy):

"Starlight fills the Arena."

✓ Prism Scale: Uses Wish

Unique

- Normal-type moves change to Fairy-type
- Starstruck!: If a Pokémon has used all of its moves at least once while on the field, their attacks gain the Tinted Lens effect.

Ability

- Pixilate gains +1 Special Attack on KO
- Pixilate Terastalizes the user into the Stellar Type
- Victory Star changes the user's primary type to Fairy
- Aroma Veil, Pastel Veil, and Sweet Veil grant +1 Special Defense on entry
- Illuminate grants +1 Special Attack on entry

Move

- Aromatic Mist additionally grants +1 Special Attack, and cures allies of status
- Meteor Assault, Meteor Beam, Meteor Mash and Draco Meteor additionally burn the target
- Cosmic Power prevents stat reduction caused by other Pokémon's moves and Abilities
- Wish grants the user Pressure

Basic Effects

- Nature Power becomes Lunar Dance
- Secret Power uses the animation of Fairy Wind and may lower the target's Special Attack
- Camouflage and Mimicry causes the user to become Fairy Type

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Ring Arena (Fighting):

"Now Presenting...!"

✓ Prism Scale: Applies Focus Energy

Unique

- Protective Pads gives the holder 1.3x Special Defense
- Grit: Replaces Critical Hit Ratio; Grit can be stacked up to 5 times
- All effects that permanently increase Critical Hit Ratio increase Grit instead by the same number of stages (Ex: Focus Energy, but not Stone Edge)
- Grit Stage Effects:
 - 1 - Attacks ignore the opponent's stat changes
 - 2 - After an attack, the Pokemon gains 1/6 of the damage in HP dealt to other Pokemon
 - 3 - 100% Crit chance
 - 4 - Moves are 100% accurate
 - 5 - Attacks deal 1.5x damage

Ability

- Pokemon with the abilities Guts, Huge Power, Iron Fist, Limber, Pure Power, Sheer Force, and Super Luck enter the battlefield with 1 stage of Grit
- Steadfast grants Defiant
- Guts additionally grants Special Defense on activation
- Costar grants Opportunist

Move

- Acrobatics is always doubled (As if the user was not holding an item)
- The following moves: (Aerial Ace, Belly Drum, Brick Break, Bulldoze, Darkest Lariat, Double Edge, Flying Press, Giga Impact, Hammer Arm, Heat Crash, Heavy Slam, Power-Up-Punch, Revenge, Slam, Sky Uppercut, Strength, Submission, Superpower, Take Down, and Work Up) increase Grit by 1 stage in addition to their normal effects.
- The length of Encore's effect is doubled.

Basic Effects

- Nature Power becomes Close Combat
- Secret Power uses the animation of Dynamic Punch and may lower the target's Defense
- Camouflage and Mimicry causes the user to become Fighting Type

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Volcanic Top (Fire):

"The mountain top is superheated!"

✔ Prism Scale: Boosts Special Attack +1

Unique

- The following moves will cause a Volcanic Eruption: Bulldoze, Earthquake, Eruption, Lava Plume, Magma Storm, Magnitude, and Stomping Tantrum
- A Volcanic Eruption deals 1/8th of all Pokémon's max health, determined by the effectiveness of Fire against the target (Damage amount: Stealth Rock but Fire)
- Sunny Day is extended to 7 turns

Ability

- Flame Body's activation chance is doubled
- Activates Solar Power
- Magma Armor grants +1 Defense and +1 Special Defense on entry

Move

- Fire Spin additionally applies burn
- Flame Wheel additionally removes hazards.
- Temper Flare doubles in power if Volcanic Eruption was triggered last turn.

Basic Effects

- Nature Power becomes Eruption
- Secret Power uses the animation of Magma Storm and may inflict Magma Storm
- Camouflage and Mimicry causes the user to become Fire Type

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Sky Field (Flying):

"The sky is filled with clouds."

✓ Prism Scale: Applies Tailwind, lowers the user's Defense and Special Defense by 1

Unique

- All Weather is active for 8 turns
- Tailwind is active for 5 Turns

Ability

- Activates Gale Wings regardless of HP
- Pressure fails
- Early Bird grants +1 Speed on entry

Move

- The following moves are 1-Turn: Bounce, Fly, Razor Wind
- Dual Wingbeat never misses
- Hurricane and Thunder's accuracy is increased to 100%
- Pluck will steal the target's held item if the user doesn't have one
- If Sky Drop interrupts a move, it deals 1.5x damage
- Icy Wind, Silver Wind, Ominous Wind, and Fairy Wind grant the user +1 speed
- Weather Ball becomes Flying-type during tailwind if no other weathers are active.

Basic Effects

- Nature Power becomes Bleakwind Storm
- Secret Power uses the animation of Feather Dance and may use defog
- Camouflage and Mimicry the user to become Flying Type

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Haunted Graveyard (Ghost):

"The Field is Haunted."

✓ Prism Scale: Applies Doom to the opponent

Unique

- Doom: Whenever a target inflicted with doom knocks out an opponent, Doom increases by 1 stage for that side of the field. The replacing Pokémon gains the listed effects, as well as previous effects:
 - 1) Steal the foe's ability
 - 2) The opponent becomes typeless
 - 3) The opponent has their speed lowered at the end of each turn
 - 4) The opponent is cursed
 - 5) Raises all the user's stats by 1 stage

Ability

- Cursed Body's and Perish Body apply Doom on switchin
- Pressure grants Perish Body

Move

- Night Shade deals 1.5x damage
- Dazzling Gleam, Draining Kiss, Foul Play, Spirit Break, Astonish, Scary Face, Shadow Claw apply doom
- Trick or Treat and Forest's Curse increase and trigger the level of doom
- Dream Eater never fails
- Nightmare sleeps the target if the target has Doom
- Curse does not cost HP if the target has Doom
- Scary Face and Astonish adds Ghost-typing to target
- The following moves are 1-Turn: Phantom Force, Shadow Force
- Ominous Wind removes hazards and terrains

Basic Effects

- Nature Power becomes Phantom Force
- Secret Power uses the animation of Hex and may inflict Curse on the target
- Camouflage and Mimicry causes the user to become Ghost Type

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Flower Garden (Grass):

"Seeds line the Field."

✓ Prism Scale: Applies Ingrain

Unique

- Grassy Terrain only heals Grass Type Pokemon

Ability

- Activates Flower Gift, Grass Pelt, and Overgrow
- Chlorophyll additionally grants Quick Feet
- Grass Pelt boosts Defense by 2x (From 1.5x)
- Effect Spore's activation chance is doubled

Move

- Grassy Glide has +1 priority
- Growth and Rototiller boost stats by one additional stage (Growth isn't affected by Weather)
- Horn Leech and Seed Bomb deal 1.3x damage
- Leafage, Leaf Blade, Magical Leaf, Razor Leaf deal 1.2x damage
- Leaf Tornado is now a binding move that deals 1/8 max HP per turn for 2-5 turns
- Sweet Scent applies the effect of Defog: Removing hazards, terrains, and screens
- Poison Powder, Sleep Powder, and Stun Spore's accuracy is increased to 90%
- Ingrain restores 1/8th of the user's Max HP

Basic Effects

- Nature Power becomes Petal Blizzard
- Secret Power uses the animation of Power Whip and may Sleep the target
- Camouflage and Mimicry causes the user to become Grass Type

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Desert Field (Ground):

"The Field is rife with Sand."

✓ Prism Scale: Boosts Attack +1

Unique

- Sandstorm and Sun are active for 8 turns
- Aqua Ring, Drizzle, Rain Dance, and Soak fail
- Arenite Wall: Halves Super effective damage done to the user and its allies for 5 turns (extended to 8 with light clay). Can only be used during a sandstorm.

Ability

- Solid Rock reduces Special damage taken by 1/3 in Sand
- Sand Veil instead makes user immune to priority moves
- Sand Spit additionally applies Arenite Wall whenever you take damage
- Activates Sand Force

Move

- Dig is 1-Turn and 100 base power
- Sand Tomb lowers Defense & Special Defense of target for each turn trapped
- Sandsear Storm applies Sand Tomb trapping and chip damage effect
- Bulldoze gains +1 priority; lowers user's Speed -2 on hit
- Scorching Sands grounds adjacent foes; first hit neutral on flying-typed foes
- Scald and Steam Eruption deal 1.1x damage
- Sand Attack instead uses Arenite Wall

Basic Effects

- Nature Power becomes Thousand Waves
- Secret Power uses the animation of Sand Tomb and may inflict sand tomb
- Camouflage and Mimicry causes the user to become Ground Type

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Snowy Peaks (Ice):

"The snow glows white on the mountaintop..."

✔ Prism Scale: Applies Torment [Self], Boosts Speed +2

Unique

- Snow deals 1/16 weather damage like Sandstorm (Ice-types are immune)
- Snow is active for 8 turns

Ability

- Activates Ice Body
- Refrigerate damage bonus is increased to 1.5x

Move

- Stealth Rocks do neutral damage to Ice Types instead of Super Effective
- Aurora Veil can be used without Snow
- Icicle Crash and Triple Axel's accuracy is increased to 95%
- Ice Hammer does not lower Speed
- Blizzard and Thunder never miss
- Avalanche's power is always doubled

Basic Effects

- Nature Power becomes Avalanche
- Secret Power uses the animation of Ice Beam and may Freeze the target
- Camouflage and Mimicry causes the user to become Ice Type

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Blessed Sanctum (Normal):

"The field is surrounded by blessed energy!"

✓ Prism Scale: Applies Safeguard

Unique

- Multipulse: Hyper Voice, Tri-Attack, and Echoed Voice become Judgement

Ability

- Cute Charm grants Multiscale
- Fluffy and Fur Coat grant +1 Defense on entry
- Run Away grants +1 Speed on entry
- Healer additionally grants Natural Cure
- Slow Start upon termination, grants the user Healing Wish

Move

- Safeguard lasts 8 turns
- Lucky Chant additionally grants allies +1 Critical Hit Ratio
- Heal Bell removes negative stat changes for allied Pokémon in addition to its other effects
- Multi-Attack, Mystical Fire, Sacred Fire, Ancient Power gain 1.2x power

Basic Effects

- Nature Power becomes Judgement
- Secret Power uses the animation of Swift and use heal bell
- Camouflage and Mimicry causes the user to become Normal type

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Acidic Wasteland (Poison):

"The Field is Corrupted!"

✓ Prism Scale: Applies Baneful Bunker (protects swap-ins)

Unique

- Hazards are consumed when set but regurgitate at the end of the turn as an attacking move applying the following effects to active Pokemon on that side of the field:
 - Spikes deal 33% of the Pokemon's max HP; ignores Flying immunity
 - Toxic Spikes apply Poison; ignores Steel type immunity
 - Stealth Rock applies double its normal effect
 - Sticky Web lowers Speed by 2 stages and applies infestation
- Hazards set by non-status moves apply half their effect (Toxic Spikes no longer ignores Steel Type immunity)

Ability

- Activates Merciless, Poison Heal, and Toxic Boost
- Effect Spore, Poison Point, Poison Touch, and Stench activation chances are doubled
- Poison Point grants Poison Touch (& Vice Versa)
- Liquid Ooze restores 1/16 of the user's Max HP per turn

Move

- Mud Bomb, Mud Shot, Mud-Slap, and Muddy Water deal 1.3x damage
- Gastro Acid removes the opponent's item
- Corrosive Gas applies Haze

Basic Effects

- Nature Power becomes Sludge Bomb
- Secret Power uses the animation of Gunk Shot and may Poison the target
- Camouflage and Mimicry causes the user to become Poison Type

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Ancient Ruins (Psychic):

"Knowledge takes Time..."

✓ Prism Scale: Sets Wonder Room

Unique

- Room Service lowers the user's Speed by an additional stage
- Trick Room is active for 6 turns
- Gravity, Magic Room, and Wonder Room are active for 8 turns

Ability

- Huge Power and Pure Power now doubles the higher attacking stat
- Telepathy grants Prankster
- Magician grants Wonder Skin effect
- Anticipation and Forewarn grant +1 Special Attack on entry

Move

- Aura Sphere deals 1.1x damage, Mystical Fire deals 1.2x damage, and Magical Leaf deals 1.3x damage
- Calm Mind additionally grants +1 Special Defense
- Miracle Eye (only when identifying a Dark Type), Psych-Up, and Mind Reader additionally boost Special Attack by 1
- Telekinesis additionally lowers the target's Defense and Special Defense by 1

Basic Effects

- Nature Power becomes Eerie Spell
- Secret Power uses the animation of Psycho Boost and may Confuse the target
- Camouflage and Mimicry causes the user to become Psychic Type

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Cave (Rock):

"The Cave echoes dully..."

✓ Prism Scale: Boosts Defense +1

Unique

- Sandstorm is active for 8 turns
- Snow, Rain, and Sun are active for 3 turns, 6 if extended
- Sandstorm boosts the Defense of Rock Types 1.2x
- Sound moves deal 1.3x damage
- Float Stone grants the user 1.25x Speed
- Smack Down, Rock Wrecker, Earthquake, Bulldoze, Magnitude, Stomping Tantrum, Rock Tomb, Precipice Blades, Self Destruct, and Explosion trigger Cave In and set Stealth Rock on both sides of the field.

Abilities

- Battle Armor and Shell Armor grants +1 Defense on entry
- Sturdy makes the Pokémon immune to Stealth Rock
- Magnet pull grants Levitate
- Rock Head gains no guard
- Solid Rock reduces damage by 0.5x at 100% HP

Move

- Stealth Rocks do resisted damage to rock types and at least neutral damage to non-rock types
- Power Gem targets the opponent's lower defense stat between Defense and Special Defense
- Stone Edge's accuracy is increased to 90%
- Rock Slide's accuracy is increased to 100%

Basic Effects

- Nature Power becomes Rock Slide
- Secret Power uses the animation of Rock Tomb and may Flinch the target
- Camouflage and Mimicry causes the user to become Rock Type

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Factory (Steel):

"Machines Whir in the Background"

✓ Prism Scale: Applies Magnet Rise

Ability

- Technician boosts base power up to 70 Base
- Download and Motor Drive boost stats by one additional stage
- Heavy Metal reduces Speed and raises Defense on entry; Light Metal does the opposite on entry
- Heatproof grants Fire immunity

Move

- Magnet Bomb becomes Special and sets Sharp Steel
- Lock On grants 1.5x power and +1 priority to the attack on the next turn
- Discharge and Flash Cannon deals 1.1x damage
- Magnet Rise now persists upon switching (Reflect) and lasts for 6 turns
- Gear Up boosts stats one additional stage; Gear Up will boost the user regardless of ability
- Metal Sound, Autotomize, Charge Beam and Shift Gear boost stats by one additional stage
- Heavy Slam deals damage based on the user's Defense

Basic Effects

- Nature Power becomes Gear Grind
- Secret Power uses the animation of Steel Beam and may lower the target's Attack
- Camouflage and Mimicry causes the user to become Steel type

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Water's Surface (Water):

"The Water's Surface is Calm"

✓ Prism Scale: Applies Aqua Ring

Unique

- Rain boosts Water Type moves 1.6x (From 1.5x)
- Burn damage is halved
- Rain is active for 7 turns

Ability

- Activates Schooling, Rain Dish, and Water Compaction
- Water Veil grants immunity to status

Move

- Whirlpool additionally Confuses the target
- Aqua Ring restores 1/8 of the user's Max HP per turn
- Discharge, Parabolic Charge, and Shock Wave deal 1.3x damage
- Dive is 1-Turn and raises the users speed by +1
- Life Dew heals 33% of max HP and applies Mud Sport

Basic Effects

- Nature Power becomes Surf
- Secret Power uses the animation of Water Spout and may inflict whirlpool
- Camouflage and Mimicry causes the user to become Water Type

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Ashen Beach (Fighting, Psychic, Ground)

"Ash and sand line the field."

✓ Prism Scale: Applies Sand Tomb (Self), Boosts Attack, Special Attack and Accuracy +1

Unique

- Being statused grants 1.5x speed, but Pokemon have their status cleared after 3 consecutive turns on the field
- Gravity reduces the speed of non-Psychic and Fighting-type Pokemon at the end of each turn

Ability

- Water Compaction grants Water immunity
- Sand Veil heals 1/8 at the end of each turn whilst in Sandstorm; removes evasion
- Telepathy boosts Special Attack by 1.5x but multiplies Special move accuracy 0.8x
- Inner Focus boosts Attack and Special Attack by 1.3x when user is statused
- Hydration grants Water Absorb
- Own Tempo and Steadfast activates Gravity on switch-in

Move

- Shore Up restores 66% of the user's Max HP
- Scorching Sands recovers 50% of damage dealt
- These moves' stat-boosts are amplified by 1 stage: Meditate, No-Retreat (Attack), Focus Energy
- Psych-Up sets Gravity
- Drill Run, Aura Sphere, Zen Headbutt, Sandsear Storm, Muddy Water, and Cross Chop deal 1.3x more damage during Gravity
- Strength is now Fighting type and gains 100% chance to lower target's Defense by 1; becomes Special if user's Sp. Attack is higher than Attack and lowers Sp. Defense

Basic Effects

- Nature Power becomes Calm Mind
- Secret Power uses the animation of Scorching Sands and may lower the target's Accuracy
- Camouflage & Mimicry change the user's type to [Ground, Psychic, or Fighting] at random

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Underwater (Water):

"Blub Blub..."

✓ Prism Scale: Applies Soak (Self) and boosts the users Speed by 1 stage

Unique

- Weather fails
- Pokemon are unable to be Burned
- All non-Water Type Pokemon have their Speed reduced to 0.75x
- Pokémon with Swift Swim, Steelworker, Levitate, and Magic Guard don't have their Speed reduced.

Ability

- Activates Schooling
- Steelworker grants Steel type resistances and immunities
- Dry Skin and Water Absorb restore 1/8 of the user's Max HP

Move

- Anchor Shot, Discharge, Parabolic Charge, Shock Wave, Sludge Wave, Triple Dive, and Water Pulse deal 1.3x damage
- Wave Crash ignores the abilities of other Pokémon
- Whirlpool deals 1/8 of the target's Max HP per turn
- Dive is 1-turn and has the Freeze-Dry effect

Basic Effects

- Nature Power becomes Dive
- Secret Power uses the animation of Water Pulse and may lower the target's Speed
- Camouflage and Mimicry causes the user to become Water Type

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Rainbow Field (Eevee):

"The Field is radiating with the power of Eeveelution."

✔ Prism Scale: Terrastilizes Pokémon on swap in

Unique

- Flareon - gains [Magic Guard](#)
- Vaporeon - gains [Regenerator](#)
- Jolteon - gains [Electric Surge](#)
- Umbreon - gains [Poison Heal](#)
- Glaceon - gains [Tinted Lens](#)
- Espeon - gains [Dazzling](#)
- Leafeon - gains [Grassy Surge](#)
- Sylveon - gains [Unaware](#)

Move

- Quick Attack matches the typing of the Eevee using it
- Celebrate acts like Follow Me
- Mystical Fire, Tri Attack, Sacred Fire, Fire Pledge, Water Pledge, Grass Pledge, Aurora Beam, Judgement, Relic Song, Hidden Power, Secret Power, Mist Ball, Sparkling Aria, Prismatic Laser receive a 1.3x damage boost.
- Aurora Veil can be used without Snow

Basic Effects

- Nature Power becomes Judgement
- Secret Power uses the animation of Hidden Power and may deal double damage
- Camouflage and Mimicry causes the user to become [Typeless]

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Bewitched Woods (Fairy, Dark, Grass):

"Everlasting glow and glamor!"

✓ Prism Scale: Applies Trick

Unique

- Dark Type moves increase by 1.5x base power when targeting a Fairy Type Pokemon
- Grass Types now hit Steel Type Pokemon for neutral damage
- Poison attacks deal neutral damage to Fairy Types

Ability

- Leaf guard reduces the power of super-effective moves
- Flower Veil affects all Pokémon, regardless of their typing
- Dark Types are no longer immune to Prankster moves
- Power of Alchemy now sets Leech Seed upon being hit

Move

- Magic Powder applies sleep
- Torment and Embargo grant Prankster to the user of the move until it leaves the field
- Snatch is now a self-status; effect lasts until activated
- Grass types can no longer miss with Leech Seed
- Punishment applies Spectral Thief effect
- Spirit break removes items
- Fairy wind gains the parting shot effect

Basic Effects

- Nature Power becomes Strength Sap
- Secret Power uses the animation of Seed Bomb and may randomly inflict Sleep, Poison, or Paralysis
- Camouflage and Mimicry changes the user's type to [Grass, Dark, or Fairy] at random

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Undercolony (Bug, Rock):

"A home sculpted from the earth"

✓ Prism Scale: Applies Salt Cure to the opponent

Unique

- Broken Carapace: While Bug & Rock types <50% HP gain 1.2x Attack and Spa Attack
- Rock types absorb Stealth Rocks

Ability

- Sturdy upon activation heals the user by 25%
- Shell Armor & Battle Armor makes user resist the Rock type
- Anger Shell increases stats by an additional stage
- Rock Head grants Reckless

Move

- Rock Blast and Pin Missile hit 3-5 times
- Megahorn is now 100% accurate, but user takes 1/3 recoil damage
- Pounce increases user's Speed by +1
- Silver Wind gains +10 power for each of the user's stat boosts
- Rock Throw is super effective vs Ground types
- Dig is 1 turn and switches user out after dealing damage

Basic Effects

- Nature Power becomes Leech Life
- Secret Power uses the animation of Rock Tomb and may inflict Salt Cure
- Camouflage and Mimicry changes the user's type to [Bug or Rock] at random

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Corrosive Mist (Poison, Fire):

"Corrosive mist settles on the field!"

✓ Prism Scale: Applies Toxic to both sides, poisons if the target is poison/steel type

Unique

- Poisoned Pokémon take 1/16 of their max HP on swap in
- Burned Pokémon take 1/8th of their max HP per turn
- Fire-type attacks gain the Parental Bond effect on: Poisoned, Badly Poisoned, or Burned Targets
- Detonation: cleanses the affected Pokémon's status and deals 33% of their max HP to them on Poisoned, Badly Poisoned, and Burned Pokémon.

Ability

- Corrosion now affects Poison Type attacks as well [Super Effective]
- Aftermath applies on all Physical Moves and burns the opponent.
- Toxic Chain, Poison Touch, and Flash Fire grant Poison Heal
- Stench and White Smoke grant Neutralizing Gas

Move

- Sludge Bomb, Temper Flare, and Heat Wave additionally detonate
- Acid Spray, Fire Spin, Inferno, Smog, Poison Gas, Malignant Chain, and Shell Sidearm, and Incinerate now burn away all items
- Explosion has Poison + Fire typing, gains Corrosion effect
- Corrosive Gas additionally detonates ALL opponents' Pokémon, even those not on the battlefield.
- Cross Poison and Flame Burst always results in a critical hit
- Blast Burn additionally activates Harsh Sunlight on hit and faints the user

Basic Effects

- Nature Power becomes Explosion
- Secret Power uses the animation of Smog, which may cause the target to become burned.
- Camouflage and Mimicry changes the user's type to [Poison, Fire] at random

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Tempest (Flying, Electric, Ice):

" You can feel the full force of the sky's fury."

✔ Prism Scale: Grants Electric Surge, uses Wide Guard

Unique

- Flying, Electric, and Ice moves that target multiple opponents deal 1.3x damage and deal 25% of the move's damage to self (not recoil)
- While Snow is active all Normal moves turn into Ice-type

Ability

- Big Pecks and Gulp Missile grant +1 Defense on entry
- Static grants Iron Barbs
- Snow Cloak and Ice Body grants the user resistance to Wind Moves

Move

- Blizzard, Hurricane, and Thunder are 80% accurate
- Hail and Snowscape set Tailwind
- Wild charge deals 1.3x damage
- Whirlwind refreshes the duration of Snow, Electric Terrain, and Tailwind
- Bleakwind Storm, Wildbolt Storm, and Sandsear Storm are 100% accurate
- Powder Snow damage retriggers for 2 turns

Basic Effects

- Nature Power becomes Hurricane
- Secret Power uses the animation of Whirlwind and may lower Special Defence
- Camouflage and Mimicry the user to become Flying, Electric, or Ice type at random

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Forgotten Battlefield (Ghost, Steel):

"Vengeful spirits roam the battlefield"

✓ Prism Scale: Grants +1 Attack and Speed but changes ability to Mummy

Unique

- Rusted Sword causes holder to ignore the foe's Defense and Special Defense raises
- Rusted Shield causes holder to ignore the foe's Attack and Special Attack raises

Ability

- Pokémon with Mummy have their Attack and Speed halved
- Cursed Body causes Pokémon that make contact with it to receive the Torment effect
- Pokémon with Pressure taunt the opponent on entry and lower the PP of the user's moves by 1

Move

- Spite heals user for 25% Max HP
- Smart Strike and Gigaton Hammer deals double damage against Fighting and Steel Types
- Sacred Sword is 120 Base Power when used by a Steel Type
- Ominous Wind gains +10 BP for each fainted ally
- Hex also works on all minor status conditions listed [Here](#)
- Grudge applies 3 random minor status conditions if it activates.
- Retaliate's type changes to the user's primary type and applies Perish Song if it activates
- Swords Dance grants Supreme Overlord if an opponent fainted last turn
- King's Shield additionally reflects the secondary effects of moves

Basic Effects

- Nature Power becomes Spite
- Secret Power uses the animation of Secret Sword and may inflict Perish Song
- Camouflage and Mimicry changes the user's type to [Ghost, Steel] at random

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Fable (Normal, Dragon)

"Let me tell you a story.."

✓ Prism Scale: Apply Heal Block and give Stakeout to both sides.

Unique

- Unyielding Frenzy: If a Pokémon would be confused, they instead gain the Torment effect
- Final Boss: The last unfainted Pokémon receives Healing Wish upon entry

Ability

- Frisk torments the opponent and the user on switch-in; no longer affects Klutz
- Reckless, Mold Breaker, Hustle, Berserk, and Anger Point cause this Pokémon's offensive stats to be multiplied by 1.5, apply Taunt (self), and grant Truant
- Pokémon with Queenly Majesty deal x1.5 damage
- Rivalry guarantees the damage increase regardless of gender
- Truant instead causes the user to be permanently tormented
- Gluttony causes all contact moves used to have a 1/3 chance to consume the target's item, restoring 1/4th of the user's HP
- Healer restores 25% of user's maximum HP, rounded down, when it switches out

Move

- Outrage and Thrash ignore the abilities of opposing pokemon and are non-contact moves
- Relic Song's Transformation effect is used upon switch in.
- Noble Roar causes the user to switch out
- Dragon Claw has 90 base power and boosts Critical Hit Ratio by +1
- Hyper Beam lowers Special Attack by 2 instead of recharging
- Dragon Rage instead grants the user +1 Speed, Focus Energy, and torments the user
- Wish additionally cures status conditions
- Rage Gains +20 BP for each time the user is hit, up to a maximum of 160 BP
- Dragon Tail now causes Pokémon switching in from its effect to gain the Torment status

Basic Effects

- Nature Power becomes Noble Roar
- Secret Power uses the animation of Draco Meteor and may clear enemy stat boosts
- Camouflage and Mimicry changes the user's type to [Normal, Dragon] at random

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Inverse Field (All):

"!trats elttA"

✓ Prism Scale: The user's next move becomes Typeless and deals 1.5x damage until it's switched out

Unique

- The type chart is inverted [Immunities are now 2x weaknesses]
- Normal-type attacks are neutral to all types.

Basic Effects

- Nature Power becomes Trick Room
- Secret Power uses the animation of Tri-Attack may inflict confusion
- Camouflage and Mimicry change the user's type to a random type of which you are weak to prior to the inverse effect.

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Glitch Field (All)

"1n!taliz3 .b/////attl3"

✓ Prism Scale: Makes user ??? type

Unique

- The Physical/Special move split is undone
- Special Attacks, for both the attacker and defender, calculate off of the higher stat between Special Attack and Special Defense
- Special Attack buffs and Special Defense buffs also buff the other stat
- Fairy type attacks become Normal type
- Dragon always deals neutral damage
- Bug now hits Poison types Super-Effectively
- Ice now hits Fire types neutrally
- Ghost now cannot hit Psychic types
- Poison now hits Bug types super-effectively
- Steel types are resistant to Ghost and Dark
- Critical hit rate increases by one stage if an attacker is faster than its target
- Assault Vest now works like Choice Specs for Special Defense

Move

- Moves with a recharge turn do not need to recharge if the opponent is KO'd with it.
- The moves Roar and Whirlwind fail.
- Rest heals the user when called by Sleep Talk and resets the sleep counter to 2 turns
- Rage locks the user into the move indefinitely
- Blizzard is set to 90 accuracy
- Explosion and Selfdestruct reduce targets' defense by half during damage calculation
- Metronome will never choose a move with less than 70 base power

Basic Effects

- Nature Power becomes Metronome
- Secret Power uses the animation of Metronome and may use metrenome
- Camouflage and Mimicry causes the user to become the ??? type

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