Pokémon Sacred Phoenix
The library of Fintan the Wise

All of the knowledge of Fintan is gathered in his manor's private library. A real well of science, his shelves inform the player in a more or less role-play manner about mechanics of the fangame and Keltios' lore.

Reading is of course optional within the game. I also share it as PDF of a so it can serve as a FAQ to players and explain in the meantime my game design choices.

It should be noted that certain things are not yet coded. It will be indicated by the title.
• *Blue* = coded or book about lore
• *Purple* = partially coded
• *Bright red* = Not coded yet

1st floor - annex

Library:
Economy in Keltios

Which book do you want to read?
-Reward of battle
-The public's fervor
-Poké Jobs
-Mother's Nature gift
-Crafting
-The Jewel of Life's gift
-No time to read

Do you wish to read another book?

- Reward of battle
When two trainers fight in a Pokémon duel, none of them commit money, because such system would not be viable economically: the one cumulating more defeats than victories would quickly find himself ruined. However, nothing keeps one of the two duelists to offer a gift to his opponent as thanks for the battle, no matter who won.

- The public's fervor
The art of combat is one of the most prized entertainments in Keltios. If an audience is present, many are willing to throw coins at the winner's feet to thank him for the spectacle, especially if the match was impressive. Arenas are the perfect place, followed by public squares and inns. Despite this, it must be known that most Pokémon battles are unfolding without any spectators and so produces no gain.

- Poké Jobs

Some inhabitants seek the help of magical creatures on an ad hoc or regular basis and are willing to pay their trainers in exchange of their partners' workforce. Such quest can be done instantly or could necessitate the lending of a Pokémon for a few days.
Working for others will give them more experience the longer the mission takes, but at the cost of a little friendship. So, remember to thank them and reward them after a hard day's work, because it is thanks to them that you were able to perform the requested service.

- Mother's Nature gift
The wilderness of Keltios is generous and the profession of hunter-gatherer is still parts of customs. Many herbs can be harvested, the same can be said for ores and minerals by mining. All these natural resources regenerate over time.
The raw materials thus harvested can be resold or used to make finished products via handicrafts, generating an added value at the same time.
It is also possible to take by force an item held by a wild Pokémon either by killing it or with a stealing move.

- Crafting
There are three branches of craft in Keltios: Forging, Alchemy and Enchantment. All of which allows to transmute raw materials into a finished product of higher value.
Craftsmanship is an art that takes time to master, but also physical or spiritual abilities. Thus, craftsmen often choose to dedicate themselves to only one branch, but the owner of a sufficiently powerful gem can use the energy of his stone to learn all three at the same time.

- The Jewel of Life's gift
Thanks to the Jewel of Life, Keltios was able to build arenas retrieving the Infinity Energy released from Pokémon battles. This energy is stocked in huge crystals and fuel various magical mechanisms like altars of enchanting or eternal lanterns illuminating our cities.
This gift from Arceus made our kingdom prosperous. The land became fertile and Thanes almost do not need to raise taxes anymore.

2nd floor of the tower

Shelf
This shelf contains about energy in the Pokémon world.

Which book do you want to read?
-The energy source of crafting
-Magic gems
-The Energy of Nature
-No time to read

Do you wish to read another book?

- The energy source of crafting
Both Enchantment and Alchemy require a source of magical energy. In the past, the item to be enchanted or concocted was left in a holy place so that it could be imbued with the Energy of Nature, but this took several days. Nowadays, we can get an instant result from a Pokémon's life force, but this can cause ethical problems if its energy has not been shared willingly.
The rapid and respectful solution therefore consists in using crystals as an accumulator: slowly imbuing in natural energies, it can be released in the adequate moment.

-Magic gems
Crystals are excellent accumulators of magical energy once they are consecrated by an enchanter. Not all minerals are eligible for such enchantment, only those with stellar origin can serve as magical receptacles. The purer the ingredient, the more powerful will be the gem.

– The \C[1]Stardust\C[0] is the base ingredient. Once melted, this sand turns into a glass able to receive a minor enchantment.
– The \C[1]Star Piece\C[0] is purer and allows the creation of evolutionary stones. It is possible to obtain a Star Piece by refining Stardust, but the process generates raw material losses.
– The \C[1]Comet Shard\C[0] is very rare. True treasure fallen from the sky; its great purity allows it to receive the most powerful enchantments. Z-Crystals, Key Stones and Mega Stones are made of this matter. It is also the only gem capable of providing access to magic to a mortal.
– \C[1]Mythical Stones\C[0] constitute perfection, Truly divine crystals forged by Legendaries themselves, they offer to their holder a control over the Energy of Nature. The most well-known of them is Arceus' Jewel of Life.
Pearls also have magic potential although weaker than minerals coming from a celestial body. They are therefore rather used in jewelry, glassware or alchemy.

- The Energy of Nature
The Pokémon world is bathed in a primordial energy called Energy of Nature (or Dragon Force by the Draconid people). The Legendaries control it and watch over its balance.
Some areas are full of this cosmo-telluric energy: we speak of a holy place. Others are devoid of it: they are cursed places. Pokémons like to walk around high vibratory places but feel oppression in those of low vibration.
As everything is balance and that nothing is lost, the Mana used in rituals and the Infinity Energy consumed by magical creatures are returned to Mother Earth. In return, the Energy of Nature gradually restores the life force of Pokémons and the Mana of the magic crystals.
As the Energy of Nature is based on the respect of a balance, this regeneration is done at a relatively slow pace and proportional to the holiness of the place. If we pray to a Legendary, it will be able to offer its energy to accelerate the regeneration, but will need a little time to give it back again.

3rd floor of the tower

Office - Smithing parchment
It is a scroll about smithing, read it?
- Yes
- No
The art of smithing requires several things: a forge, an anvil, a workbench, something to maintain a fire and a very good physical condition.
Heat can be brought by fuel, a magical energy source or a Fire Pokémon.
If the craftsman is not physically fit, he can forge using magic. This is how some mages have successfully managed to learn this art. The most beautiful achievements were made by the magi-blacksmiths or the joint work of a master-blacksmith and an enchanter.

Very small shelf in the center:
This section is dedicated to Keltios Pokéballs.
Which book do you want to read?

- Condense a Pokémon into a crystal
- The invention of Pokéballs
- Creating a Pokéball
- The scarcity of Pokéballs
- The importance of weakening
- The choice of Apricorns
- No time to read

Do you wish to read another book?

- Condense a Pokémon into a crystal

Archaeological research showed that the ancient Lemurian civilization had managed to condense the body and energy of magical creatures into objects such as stone spheres or enchanted artifacts.
This lost knowledge could be found in Keltios thanks to studies on enchantment. Thus, was born the Stasis crystal, but the first versions of these stones suffered from great instability.

- The invention of Pokéballs

It was in the year 394 that a Master Blacksmith of Tintignac discovered by chance a synergy between the Apricorns and the Stasis crystals.
At the same time, metaphysical experiments showed that stability was optimal when the Stasis crystal was embedded in a spherical metal structure. Thus, was born the first Pokéball, fruit of forge and enchantment.
Their stability was sufficient to allow magical creatures' transport without the risk of accidental release, but this could still happen if too many filled capsules were brought together in one place.

- Creating a Pokéball

Making a Pokéball requires four major ingredients: a Stasis crystal enchanted by a mage, a lens to converge energy, a hollowed Apricorn and an alchemical metal such as gold or silver.
Crystal and lens can be melted by an enchanter thanks to Stardust.
Apricorns requires to explore nature in order to find and harvest them. This is the role of the gatherer or the adventurer.
Finally, the blacksmith will be in charge of hollowing out the Apricorn, shaping with the alchemical metal the spherical structure that will wrap the fruit, fixing the Crystal of stasis in the center and creating the opening mechanism with the lens. A final spell will be needed for the Stasis crystal to generate the tractor beam and automatically open or close the capsule depending on whether a Pokémon is released or called.

- The scarcity of Pokéballs

Pokéballs are handmade objects that bring together the know-how of several trades. They are therefore rare and expensive, especially if the metal used is precious.
Here are the qualities that exist:
– Copper capsules are the most accessible, with metal being the cheapest ingredient. The middle classes of Keltios can buy them, but their capture efficiency is limited.
– Silver capsules offer a good compromise between cost of raw materials and efficiency. It is the choice of wealthy classes and warriors.
– Finally, the gold capsules are the most popular and the most powerful, but the price of the precious metal means that only the Kelt nobility can afford to have them.

It is also said that it would be possible to make a perfect capsule with platinum, but no one has ever found this metal…
Anyway, it's important to recover the metal from a fractured Pokéball: chips can be recycled to forge a new ball. This mitigates the financial cost of a missed catch.

- The importance of weakening
Considering the cost of artisanal Pokéballs, it is important and even vital to weaken the magical creature to be captured.
A fit Pokémon will attempt to push back the capsule, not giving it time to open. If it can't deflect it, it'll struggle with all its might and have a good chance of breaking the Stasis crystal. The more powerful and rare the Pokémon, the easier it will be to deflect or resist the Ball.
There is another risk in not weakening a wild creature: the Pokémon will feel dishonored if the trainer tries to deprive it of its freedom without having proven his worth. If by some miracle the capture succeeds, there is a good chance that it will disobey its new master. Otherwise, it will be likely to flee the fight.
The solution is therefore to reduce its vitality by fighting it. On the verge of fainting, the magical creature will make almost no resistance because the trainer will have proven that he finely controls the strength of his Pokémons. Status alterations are also a salutary help: a sleeping or frozen Pokémon will be unable to deflect a Ball!
Last thing: the Apricorn's affinity often has more impact on the chances of success than the quality of the metal used. The choice of the right ball is therefore crucial!

- The choice of Apricorns
[Hero Mugshot]
\C[3]\N[1]:\C[0] The book about Apricorns is missing, I think it is on the desk.

Desk – The choice of Apricorns
This grimoire is about the seven kinds of Apricorn balls.

Which chapter do you wish to read?
-Fast Ball
-Lure Ball
-Moon Ball
-Heavy Ball
-Level Ball
-Friend Ball
-Love Ball
-Close this book

Do you wish to read another chapter?

- Fast Ball
Made from White Apricorns, the Fast Ball is more or less effective depending on the Pokémon's base Speed. If it tries to flee, the effectiveness will be the highest. Conversely, it reveals itself to be less effective on younger magical creatures, their speed being most of the time low.

- Lure Ball

Made from Blue Apricorns, the Lure Ball reveals itself to be formidable on Pokémon encountered by fishing. The experience showed that it is also very effective on Water or Bug type magical creatures.

- Moon Ball
Made from Yellow Apricorns, the Moon Ball is formidable on all lineages that evolve with a Moon Stone, no matter their evolutionary stage. It is also very effective on the Fairy type.

- Heavy Ball
Made from Black Apricorns, the Heavy Ball is more or less effective depending on the weight of the Pokémon. The counterweight is that it is less effective on younger magical creatures, their weight being low most of the time.

- Level Ball
Made from Red Apricorns, the Level Ball gain power depending on the level ratio between your Pokémon and the captured one.
It is one of the most popular balls due to the creature of the trainer being most of the time at a much higher level than the wild one. It becomes especially formidable if an experimented trainer hunt in a low-level zone.

- Friend Ball
Made from Green Apricorns, the Friend Ball is pretty effective on all lineages evolving with friendship, no matter their evolutionary stage.
It is one of the lesser powerful Balls, but it has an advantage: a Pokémon captured with it has its friendship raise twice as fast. So, it is privileged by the clergy of Keltios, especially when we know that Pokémon that a well-loved Pokémon shows superior fighting abilities.

- Love Ball
Made from Pink Apricorns, the Love Ball shares traits with the Attract move. If the wild Pokémon is of an opposite gender to yours, the ball will be more effective. If in addition the lineage matches, the Love Ball will be even more effective. Unless you're fighting with an asexual creature, it would still be a good choice against hermaphrodite Pokémons.

Northeast small shelf:
This section is dedicated to the honor of combat and the risks of the training profession.

Which book do you want to read?
- Forfeit
- Honor fight
- Death match
- Holographic fights
- Travelling without Pokémon
- Consequence of defeat
- Broken Destiny (Game Over)
- No time to read

Do you wish to read another book?

- Forfeit

Kelt honor encourages fighting to the end, but Augurs believe that the life of magical creatures is more important than anything. So, they campaigned that any trainer engaged in a friendly or competitive fight could forfeit at any time.
Nevertheless, some confrontations are too honorable and do not allow forfeit.
Finally, do not hope to retreat against a hostile trainer: it is the victory or the kingdom of Yveltal!
Note that in case of forfeit, your magical creatures will feel it as a disgrace and will show you a little less respect. That said, it is better to sacrifice a little loyalty than to lose your companions in a too risky fight. It is up to you to weigh the pros and cons.

- Honor fight
Some fights prohibit forfeiting: we speak of an honor fight. Your opponent has respect for you (a defeat is therefore possible), but the scriptwriting circumstances make that the fight must be fought to the end.
The challenges presented by your rivals or following an affront are battles of honor, but the most telling example remains the Keltios Championship at the Arceus Colosseum: although the rules theoretically allow forfeiting, no challenger would agree to forfeit in front of seventy thousand spectators. He would be booed for sure! Fortunately, this is not the case in colosseums managed by the Augurs.

- Deathmatch
Pokémons have always had much superior warrior skills to humans. Thus, they became the main weapon used by outlaws or during military clashes. The Great War of Kalos, the Battle of Taranus or Sects' exactions the are the best examples of the use of Pokémons for murderous purposes.
To go on an adventure or to the front to protect his homeland is to take the risk of being confronted with these hostile trainers. Winning the fight is the only way to survive, defeat being death. At the same time, your Pokémons will feel in self-defense and will not blame you if they accidentally kill the opponent's magical creatures.
However, such fights remain rare: the vast majority of Pokémon matches are friendly and any breeder who remains unambiguous will never face such a danger.

- Holographic battles
The Showdown University has developed a virtual combat system based on Zoroark illusions and the characteristics of real Pokémons who fought in Arceus Colosseum. Such fights look perfectly realistic and allow the students of the academy to train in strategy without risking the lives of their creatures or those of their teachers.
As these are illusions generated from real Pokémons, the latter do not get any experience and any consumed object will reappear at the end of the game. The victory remains real and the winner will receive Battle Points (BP), a method used to reward University students.

- Travelling without Pokémon
Thanes have always ensured that the lines of communication are clear. As a result, any human being can rally two cities without fear of local wildlife.
Additionally, it has been proven that wild Pokemons' natural aggressiveness comes from their competitive instinct: a human traveling without a combat-capable companion will never be attacked in the tall grass. Only territorial Pokémon (clearly visible on the map) can be a hazard (and still, most will give you a warning before attacking you).
On the trainer side, none of them can impose a Pokémon battle on you if you don't have any magical creatures capable of fighting.

Take care however: some trainers will deny you passage until you have met their challenge. And if a hostile person has the misfortune to commit you without you being able to defend yourself, you will find yourself at his mercy.

- Consequence of a defeat

The consequences of defeat depend on the context. The journey without magical creatures being a common thing in Keltios, you will not always be brought back to a rallying point.

– In the face of a classic wild encounter, the survival instinct will drive you to a safe place (Black Out).

- Against a Territorial Pokémon, it depends on its aggressiveness. Black Out is the most common consequence.

– In front of a non-hostile trainer, he'll let you through. If you talk to him again and you still don't have a combat-capable Pokémon, he will offer you a ride to a safe place.

– Against a hostile trainer, he will have no mercy on you and will send you to the kingdom of Yveltal.

– There is also an immediate defeat if one of your own Pokémons rebels and attacks you. If you survive, a Black Out will follow.

In any case, to be defeated does not entail any loss of money or item, the decrease of friendship due to the fainting (or the forfeit) being in itself sufficiently penalizing. Your magical creatures are not being healed for either, so remember to restore their strength as soon as possible.

- Broken Destiny (Game Over)

A trainer's destiny can be broken in three ways:

– To be killed by one of his own creatures. This only happens in combat with a Pokémon with extremely low loyalty and if it has a sufficiently high attack stat.

– To be defeated by a hostile trainer. This is how countless warriors lost their lives in wartime…

– See all his Pokémons die after a disastrous fight. Some will have the courage to continue if they have magical creatures in reserve, others will have lost all hope.

If such a tragedy occurs, perhaps a prayer to Celebi will allow us to go back in time …

Eastern horizontal high shelf:

This section is dedicated to the specifics of Pokémon combat in ancient times.

Which book do you want to read?

- Death in battle – mechanics
- Death in battle – moral aspect
- Move categories
- Mega Evolution (classic)
- Sacred Mega Evolution
- Mana and Breath [not implemented]
- Battle stances [not implemented]
- Tactics
- No time to read

Do you wish to read another book?

- Death in battle – mechanics

The clashes of magical creatures are not without danger in Keltios. Unless the mechanics are disabled, the damage of an attack continues to affect beyond the fainting threshold. This

translates into a life bar that fills with red from the right. If this bar is filled between 75 and 99%, the Pokémon faints on the verge of death and the experience granted is doubled. If it is completely filled, the Pokémon succumbs, the experience received is quadrupled and the possible object held will be relinquished for sure if it was wild.
Nevertheless, be careful not to spill too much blood, as killing the Pokémon of a non-hostile trainer (and to a lesser extent a wild) will slightly shake the confidence that your creature gives you.

- Death in battle – moral aspect
Every trainer knows perfectly well that the loss of a companion is part of the hazards of the trade: no law forbids to accidentally kill the magical creature of an opponent; and in nature, wild Pokémons do not hold back their blows.
Casually, the debate has already arisen. The people like to see unrestrained fighting, unlike the Augurs who believe that snatching a Pokémon from its trainer is immoral; but they themselves admit that it is very difficult to gauge the blows' power of his magical creatures in the absence of a strong bond of friendship.
Moreover, Pokémons themselves find themselves uncomfortable when they shed blood, especially if their friendship gauge is high. That's why the more a Pokémon trusts its trainer, the more respect it will have towards its opponents and moderate the impact of the fatal blow.

- Move categories
Attacks are divided into two main families: offensive moves and status moves.
Subcategories of offensive moves include:
– Physical moves, based on Attack and Defense (with rare exceptions such as Body Press).
– Special attacks, based on Special Attack and Special Defense (with rare exceptions such as Psyshock).
– And fusion moves, which automatically hit on physical or special depending on what will deal the most damage. The vast majority of this concerns Z-moves.
On the status moves side, there are also three sub-categories.
– Buff attacks like Recover, Safeguard or Swords Dance. Most of the time infinite in accuracy, they bring a positive effect to their target and can usually be diverted by the Snatch move.
– Debuff moves like Thunder Wave, Leech Seed or Roar. They have a negative effect on their target, so they can be dodged or resisted. Magic Coat and Magic Bounce can return to their user most of these harmful moves.
– And field moves such as Trick Room or Rain Dance. As their name suggests, they do not affect a particular Pokémon, but the field as a whole.

- Mega Evolution (classic)
Mega Evolution is a dark magic ritual that allows some Pokémons to reach a higher stage of evolution, giving it the time of a fight a higher strength and aggressiveness. To accomplish this act, three ingredients are needed:
– Give the right Mega Stone to a compatible Pokémon.
– Possess a Key Stone or a magic crystal with its properties.
– Have your stone sufficiently loaded in mana and activate it. The cost is quite low.
As this Mega Evolution is based on Infinity Energy, friendship is not a prerequisite and it can be reactivated in each battle, within the limit of the Key Stone's Mana and one not legendary Pokémon per fight. (Legendaries are limited only by the Key Stone's Mana, so it is possible to make mega-evolve several.) In case of fainting, the Mega Evolution is broken.
Because of the dark origin of the Mega Stones (a thousand souls of Pokémons sacrificed by AZ to power the Ultimate Weapon and which crystallized when fired), the Mega Evolution

generates suffering for the Pokémon, inhibits its friendship bonuses and intensifies its hate bonuses. It also explains why only certain magical creatures can mega evolve.

- Sacred Mega Evolution

There is a second type of Mega Evolution called Sacred, taught by the Draconid people. Based on Energy of Nature, it requires a near-perfect bond between the trainer and the Pokémon, costs much more Mana from the Key Stone and can only be used once a day for each Pokémon. But the advantages are worth it: the Pokémon filled with the Rayquaza's grace is fully healed, retains its friendship bonuses, sees its max HP increased and can make use of the Z-Power.
For a Pokémon to be fit for the Sacred Mega Evolution, it must be of a species capable of Mega Evolution and perform the ritual of Rayquaza's Gift, an act of white magic that requires total and absolute trust in its Trainer. The Pokémon will then condense its soul into a Sacred Mega Stone that it will keep within and reveal itself only if it holds no item.

- Mana and Breath [not implemented]

Magical creatures have incredible reserves to use their moves: Infinity Energy. It manifests itself in two facets: Breath and Mana.
Breath is based on physical force (Attack + Defense) and is the main energy used for physical moves.
Mana is based on spiritual force (Special Attack + Special Defense) and is the main energy used for special moves.
These values characterize their endurance and increase as the Pokémon grows: rapidly up to level 50, slowly beyond. It is possible to permanently increase these values thanks to Essences of Breath or Mana.
A low level of Breath or Mana implies that the Pokémon is tired (50-20%) or exhausted (20%) and will see its physical or special stats decrease in combat respectively.
If a Pokémon runs out of Breath or Mana, it is over-exhausted and knocks out. If the two gauges were to become empty, the Pokémon would petrify and its soul would break up, leading to its death. These are very rare situations, as a Pokémon will refuse to perform the requested action if it does not have the required energy.
Note: the HP gauge does not represent a reserve of energy but the physical integrity of the Pokémon's carnal envelope. Too deep wounds lead to inability to fight (fainting), or death if the last blow suffered was too violent.

- Battle stances [not implemented]

In order to make battles deeper and more strategic, it is possible to personalize your attack orders by ordering a stance change. When used properly, they can change the outcome of a fight. Each affects certain stats up or down.
– The \C[2]normal stance\C[0] is the default. Neutral, it does not change any statistics.
– The \C[2]aggressive stance\C[0] favors offensive skills and slightly speed at the expense of defense and endurance.
– The \C[2]defensive stance\C[0] favors defensive skills to the detriment of the ability to deal damage. Status attacks are more tiring to use.
– The \C[2]quick stance\C[0] strongly favors speed, but reduces attack and defense. Debuff attacks are less accurate.
– The \C[2]attenuated stance\C[0] allows to voluntarily moderate its hits, which promotes endurance and helps to safely weaken a wild Pokémon.
- Finally, the \C[2]aiming stance\C[0] allows you to aim better by sacrificing a bit of attack, defense and a little bit of speed.
Stance changes take priority at the beginning of the turn and take place just after the switches

and uses of items. Switching to another stance costs a little energy, except for normal and attenuated.
A fight always starts in a neutral stance for the whole party, but if a Pokémon is recalled with a different stance and then sent back, he retains it by resuming the fight.
If a change of stance is ordered, it will be mandatory to attack. It will therefore not be possible to order a Mega Evolution or use the Z-Power at the same time as a stance change.

- Tactics
[Hero Mugshot]
C[3] N[1]:\C[0] The combat tactics book is on the shelf just to my right.
C[3] N[1]:\C[0] The book on combat tactics is on the shelf in front of me, against the wall.

Eastern large shelf close to the wall:
Tactics are the use of magic or wit in combat.

Which tactical chapter do you want to read?
- Spell book
- Mega Evolution
- Z-Power
- Legendary moves
- Call
- Endure
- Struggle
- No time to read

Do you wish to read another chapter?

- Spell book
\C[2]Spell Book:\C[0] If the trainer is proficient in magic, he can cast spells on his magical creatures to heal or improve their stats in the middle of a battle. The use of the Time Flute will be advised here.
Note that the Keltios League forbids the use of such magic during official battles, as a measure of fairness to those who do not master the arcana.

- Mega Evolution
\C[2]Mega Evolution:\C[0] If the Pokémon holds its corresponding Mega Stone, it will be possible to initiate the Mega Evolution process. An attack order must follow. Note that no attack blocking is possible on the turn of a Mega Evolution.
If it is a Sacred Mega Evolution, the Pokémon will be completely healed and its temporary states (positive or negative) will be completely reset.

- Z-Power
\C[2]Z-Power:\C[0] Z-Power (or Zenith Power) is a magic taught by the inhabitants of the Selestia Archipelago. Activating it reveals the most powerful moves of the magical creature if it is able to use one. This requires the Pokémon to hold a Z Crystal or a Sacred Mega Stone, a strong bond of friendship, and the Trainer to have a Sparkling Stone or a crystal compatible with enough Mana.
Unstoppable, the attack used will be of the type corresponding to the Crystal Z or one of the types of the Pokémon if the energy is drawn from a Sacred Stone. The damage dealt – huge – depends on the maturity of the Pokémon and will be maximum once it reaches level 50.

Watch out for the backlash from the exhaustion: such an action will require a lot of energy from you and your Pokémon! As a result, only one Z-Move can be used per battle.

- Legendary moves
\C[2]Legendary moves:\C[0] Some magical creatures have a unique "legendary", move that can be used once a day. No held items are necessary, but the energy cost is equivalent to a Z-Move and can quickly siphon the Mana from the Trainer's gem. If such a move is available, it will appear here. It concerns especially Legendaries.

- Call
\C[2]Call:\C[0] Upon hearing its Trainer call it into action, the Pokémon may wake up if the negative effect has been in effect for at least one turn. If friendship is high, it can also manage to heal other statuses by drawing on its energy reserves!
On a Pokémon in a Browbeat state not affected by a status, the call will take him out of that state and will slightly increase his friendship, especially if it is a Shadow Pokémon.
If the Pokémon has no major status or is not browbeaten, this tactic will increase its concentration, which results in the gain of a level of Accuracy.

- Endure
\C[2]Endure:\C[0] Instead of attacking and at the cost of a little Mana, the Pokémon is about to take the next attack. Damage is reduced by one third and any critical hits (except those caused by hate) will be blocked. Ineffective against Status attacks, but can be used at will without any penalty.

- Struggle
\C[2]Struggle:\C[0] The Pokémon momentarily acquires the "Scrappy" trait and fights against its opponent with bare hands, which makes it possible to hit a Ghost type or a Wonder Guard. user despite the Normal type of this attack. Absolutely free in energy, it has the benefit of being able to be used without restriction, to ignore the attack malus due to fatigue and to slightly reduce the Breath of the target. Its downside is that it is weak and deals strong recoil damage. It will therefore be used as a last resort when a Pokémon is too exhausted to effectively use its other attacks or simply cannot use them due to blocking debuffs.

Southeast long shelf:
This shelf is dedicated to the breeding and reproduction of magical creatures.

Which book do you want to read?
- Pokémon sexing
- Reproduction and fertility
- Eugenics
- Hybridization
- Incubation
- No time to read

Do you wish to read another book?

- Pokémon sexing
At Keltios, a Pokémon can have four genders: male, female, hermaphrodite or asexual.
– The male or female gender correspond to a binary differentiation and concern the majority of

the species. They are sensitive to the charms from the opposite sex or from a hermaphrodite. In case of reproduction, the child will be of the mother's lineage.
– The hermaphrodite gender refers to species with both male and female attributes. They are mostly Pokémons classified as plants, minerals or mollusks. In case of reproduction, they will play the role of the opposite sex if they have mated to a binary species. Otherwise, the mother will be determined randomly with each egg laid.
– The asexual gender only concerns Legendaries and a few other rare cases like Unown. Because of their divine blood, it is difficult to assign them a gender, but folklore tends to classify them as gods (Yveltal, Ho-Oh…) or goddesses (Xerneas, Lugia…). What is certain is that they cannot reproduce and are immune to the charms from any gender.

-Reproduction and fertility
It is possible to reproduce two magical creatures by depositing them in a Day Care. For mating to be possible, the two magical creatures must be of the same phylogenetic group, have reached puberty (which translates to a level at least equal to 15 and a minimum evolutionary stage dependent on the lineage) and be of opposite sex (a male with a female or a hermaphrodite with any other gender, except asexual).
Fertility will be optimal if both parents belong to the same lineage, have no inbreeding and possess sufficient genetic diversity. If all goes well, an egg should arrive soon.
If there is inbreeding, the parents will be less likely to copulate and fertility will suffer. Eggs laid may even abort during incubation (referred to as "bad eggs"). If the Pokémon hatches despite inbreeding, there is a good chance that its fertility will be permanently reduced due to genetic impoverishment.

-Eugenics
Each Pokémon has its genes in two copies: a "dominant" that determines its real characteristics and another 'recessive' that does not express itself but contributes to its genetic richness. During reproduction, each parent transmits half of its genetic heritage.
The vast majority of genes transmitted will be randomly dominant or recessive in children. That's why a baby Pokémon typically inherits three of its parents' six IVs, and has a one in two chance of inheriting one of their natures.
It is possible to force the inheritance of certain dominant genes by holding certain items to the parents.
– A "Power" item ensures that the parent's gene corresponding to the item's stat will be passed on to its offspring.
– The Everstone guarantees the transmission of the nature's gene from the parent who holds it.
– The Destiny Knot ensures that five of the dominant IV genes from both parents will be passed on to their offspring.
The genes thus transmitted will necessarily be dominant.
Watch out for inbreeding which reduces fertility. Likewise, forcing the transmission of genes through held items can accelerate genetic impoverishment.

-Hybridization
Hybridization is a eugenics technique aimed at mating two Pokémons of different lineages.
If the two species are of the same egg group and of compatible sex, then the couple is fertile (but less than with a couple of the same lineage) and the Pokémon born of it will be a hybrid of the lineage of the parent who played the role of mother.
Hybrids are generally more powerful (better IV) but infertile. It also seems that a hybrid may know of attacks of its parent having played the role of father, abilities impossible to learn in a pure lineage.

\C[2]Note:\C[0] Mew, a mythical Pokémon that would be the common ancestor of all Pokémons, would have the ability to mate with any fertile magical creature. A Pokémon thus born will be non-hybrid and lineage of the other parent.

-Incubation
When a trainer receives an egg, the best way to incubate it is to walk with it. The incubation time depends on the species, a Pokémon high placed in the food chain will usually take longer. If a Pokémon follower has the Magma Armor, Flame Body or Steam Engine abilities, the hatching speed will be doubled. It is also possible to accelerate it with an O-Power spell.
The future newborn will always be of the first evolutionary stage of the mother's lineage (for example one Budew for one egg laid by a Roserade).
If the egg is undesirable, it can be "released" without waiting for hatching.
If the egg is not viable, it will eventually abort before hatching.
Once the Pokémon hatches, the trainer will have to decide whether to keep it or release it (he can of course examine its stats). If he keeps the newborn, he will have to dedicate a Pokéball chosen from his stock: no Day care guardian who entrusts an egg will offer it because of their price and their rarity!

Large northwest shelf:
This section is devoted to the impact of friendship and notions of dressage.
Which book do you want to read?
- Soft level cap
- Friendship and dread
- Effects of friendship
- Obedience
- Walking Pokémon
- Sacred Pokémons
- Shadow Pokémons
- No time to read

Would you like to read another book?

- Soft-level cap
The quality of magical creature's training depends on the experience of its trainer.
When a young Pokémon beats a given opponent, it will grow faster if it is raised by a seasoned trainer than if it is by a beginner. Growth will be accelerated until its level of experience balances with that of its trainer.
The magic of talismans accentuates this effect, which translates into incredibly fast growth among younger Pokémons as well as guaranteed respect at a higher level.
Conversely, a magical creature that considers itself too powerful for its trainer will grow half as fast. It also affects the level of dread: the greater the level gap, the more the magical creature will feel in a position of superiority with the risk of no longer respecting the authority of its master. This effect can be offset by friendship.
If a trainer tries to capture a wild Pokémon of too high a level, the creature will consider it unworthy and will show great will to defend its freedom, especially if the level gap is high. If by chance it is captured, it will have a good chance of not respecting its new trainer.

- Friendship and dread
Friendship can be enhanced by taking care of your Pokémon, for example by massaging it or giving it food. This will be all the easier if it is captured in a Friend Ball or if it holds a Shell

Bell. The receptivity to the care of its trainer will be maximum if it considers him as its equal; but if the dread approaches one of the two extremes, the friendship will increase less quickly.
Dread is difficult to influence because it naturally returns to a point of balance. This balance is mainly determined by the experience of the trainer vis-à-vis the level of his Pokémon. (Beware if the magical creature is over-trained!) It is also slightly influenced by the Pokémon's nature and can be temporarily altered by an O-Power spell.
A caring breeder will ensure that his Pokémons faint as little as possible because it is painful to them, especially if the fatal blow was violent.
Evolution is also an unpleasant process (even traumatic for the most powerful species): the sudden change of appearance generates a "teenage crisis" in the Pokémon, which affects more or less strongly its levels of friendship and dread.
Fortunately, enjoyment and fullness often drop after a negative experience, which gives the trainer the opportunity to offer attention to his magical creature and thus compensate for the loss of friendship. Raising Pokémons is not limited to combat, taking care of them is also part of the duties of the trainer!

- Effects of friendship

The Clergy soon found that a Pokémon bathed in love fought more effectively than a Pokémon with a neutral opinion of its trainer. This requires long-term care and attention, but it's worth the effort.
As soon as the opinion is at least neutral, the excess damages of grace strokes are mitigated by 33%: the Pokémon begins to show respect for its opponents. If it is of Grass type and in its final evolved form, the Flower Gift becomes possible.
If it likes you, he will get more experience from its fights. Excess damages from final blows are mitigated by 50%.
If it likes you very much, it will be able to endure an attack with 1 HP and will be able to use Z-Force.
If it is happy, it will have a one in ten chance of being cured of a status or avoiding adverse attacks. The probability of survival improves.
If it adores you, the Pokémon will be merciful to its opponents and have a greater chance of inflicting a critical hit or healing itself from a status. Survival at 1 HP is guaranteed if the Pokémon has all its vitality. The Sacred Mega Evolution becomes possible.
Hatred also brings its benefits and intensifies the offensive aspect: the critical hits are more numerous and the speed is increased. A Shadow Pokémon or mega-evolved via a cursed gem is even more aggressive. The backlash is that it is very difficult to be obeyed by such a magical creature at least to be feared.

- Obedience

The loyalty of a magical creature depends on the authority you inspire in it. Authority is expressed in two ways:
– Authority through love: a Pokémon who loves and trusts its trainer will naturally tend to obey him. Conversely, a negative opinion will encourage it to despise him.
– Authority through fear: a Pokémon who lives in fear of its trainer will tend to obey better. Conversely, if it considers itself superior to its master, it will be more inclined to make its own mind.
If the sum of friendship and dread falls below average, the Pokémon will begin to disobey in battle. This will result in ignoring your attack orders, or even refusal to return to its Ball or you use an item on it if its loyalty is really low. In the latter case, the magical creature will browbeat for about an hour, making the use of any other item impossible.

Avoid at all costs to send an out-of-control Pokémon into battle: it may try to break its ball to run away or even kill you! Training accidents are not a myth …

- Walking Pokémon

You can enable or disable the following Pokémon by pressing \C[3][Ctrl]\C[0] (after the prologue is finished).
This choice has several consequences: being followed by your first Pokémon increases the aggressiveness of wild creatures and the ability of trainers to detect you.
If it follows you, it is possible to speak to it to know its feelings.
Field abilities only work if your magical creature follows you. Walking also helps its fullness and enjoyment to descend.
Finally, a Pokémon likes to walk alongside its trainer, especially if it is located on a high vibratory place.
Nevertheless, avoid forcing it to follow you if it is injured: its friendship will stagnate or even decrease depending on the severity of its condition; and if it is poisoned, it will lose its HP eight times faster than when it is inside. That's why an unable to battle, frozen or asleep Pokémon will automatically return to its ball.
Depending on the situation, it may be more or less advantageous to be followed by your first Pokémon. It's up to you to make good use of it!

- Sacred Pokémons

The origin of Light Pokémons back to the glory era of Kalos, just before the Great War. Thanks to his alchemical knowledge, the unnamed king would have succeeded in making his Floette an eternal flower bathed in light and mastering the Light of Ruin move.
It is called the "Gift of Arceus", because such a blessing permeates the Pokémon with the very essence of creation, which gives it access to the light moves. The clergy of Ynis Witrin holds the secret of this alchemy. One of the ingredients is a perfect friendship between the magical creature and its trainer.
It is impossible to distinguish a Sacred Pokémon from a normal Pokémon. Only a Mythical Stone or the eye of a Legendary can pierce the aura that these blessed creatures emit and identify them with certainty as sacred.
It is possible to suspect that a Pokémon is Sacred because of an altered type affinity, as the Sacred Type takes the place of the second type, or priority of the Fairy type if the Pokémon has this type with an another. This new type has its own strengths and weaknesses.
As this blessing is based on the Pokémon's friendship with its trainer, it will break itself if the level of confidence drops too low. It can also be revoked with a renunciation ritual.

- Shadow Pokémons

It has been discovered very recently that a strange evil is eating away at some magical creatures. The sects call it the "Giratina's Gift". The Augurs call those who are victims of it Shadow Pokémons.
Prisoners of a nightmare imposed by Darkrai and Giratina, they are extremely fearful towards their trainers, which forces them to obey. Incapable of love because of the doors to their hearts shut artificially, reproduction is impossible for them. They are particularly quick in combat, using shadow attacks and striking with savagery, which results in a very high rate of critical hits.
It is impossible to distinguish a Shadow Pokémon from a normal Pokémon. Only a Mythical Stone or the eye of a Legendary can pierce the aura that these cursed creatures release and identify them with certainty as Shadow. This makes them all the more dangerous.

It is possible to suspect that a Pokémon is Shadow because of an altered affinity, as the Shadow Type takes the place of the second type, or preferably the Dark type if the Pokémon has this type with an another. This new type has its own strengths and weaknesses.
A Shadow Pokémon can be freed from this curse if it is able to regain faith in humanity. In any case, the final stage requires the invocation of a Legendary capable of reminding it of its most beautiful memories.

Western Large Shelf:

This shelf is dedicated to the impact of the affinity of types in-battle.

Which book do you want to read?
- Side effects of attacks
- Chance of success of Status moves
- Immunities to Status moves
- Contact Abilities
- Abilities influencing affinity
- Residual damage
- Recoil damage
- Circumvention of immunity
- Relationships between types
- No time to read

Would you like to read another book?

- Side effects of moves
When an attack has side effects, the likelihood of them occurring is directly impacted by affinity:
– 0.4 for double resistance (Not at all effective …)
– 0.7 for a simple resistance (Not very effective …)
– 1 in case of neutral affinity
– 1.5 for a simple weakness (Super effective!)
– 2 for double resistance (Extremely effective!!!)
Thus, a Flamethrower attack will have 5 times more chance of burning a Snover (double weakness against Fire) than a Kabuto (double resistance).
This modulation does not apply in case of side effects applied to oneself: attacks like Close Combat or Draco Meteor will always impact the stats of their launcher.

- Chance of success of Status moves
The type attributed to the Status moves does not make figuration: the same tiers as for the side effects of the attacks apply to their chances of success.
If the affinity is favorable, the accuracy will be increased.
If the affinity is unfavorable and the attack has hit, the target will have a 30% or even 60% chance of "resisting" the effect.
Field attacks (Rain Dance, Trick Room …) or buff attacks (Recover, Barrier …) are not subject to this modulation. Only debuff attacks (aka returned by Magic Coat and Magic Bounce) are concerned.

- Immunities to Status moves

Since affinity applies entirely to debuff attacks, zero (or negative) affinity results in total inefficiency. Thus, Sand Attack – that is Ground type – cannot hit flying Pokémon.
Exceptions: Odor Sleuth, Miracle Eye and Foresight completely ignore immunities, since their purpose is to disable them.
In order to rebalance coverage, some Status moves are therefore changing their type. Glare becomes for example Dragon type in Keltios.
Also note that Ghost Pokémons are immune to Status attacks of their own type on the same model as powder moves for Grass Pokémons (you cannot cast a death spell on an undead Pokémon).
Finally, depending on their lore, some Legendaries have their own immunity to certain effects. Arceus is the perfect example: his divine nature makes him insensitive to moves of sudden death or based on space-time.

- Contact abilities
Abilities of the kind of Effect Spore or Poison Point are linked to a type: if the conditions of activations are met, the affinity with the attacking Pokémon comes into play to modulate the probability.
For example, Static (30% base, Electric type) will have a 45% chance of paralyzing a Water Pokémon, but only 21% on a Grass Pokémon. A Ground Pokémon will be immune.

- Abilities influencing affinity
Abilities modifying damage according to a type of attack suffered are taken into account in affinity.
Thus, a Fire attack on a Thick Fat Bronzong (Steel/Psychic type) will have a neutral affinity, while the message "It is extremely effective!!!" will be displayed in front of a Troll's Blood Conkeldurr (simple weakness of the type Fighting/Grass converted into critical weakness); this in order to correctly impact the chances of side effects.
Abilities that negate damage and draw a positive effect (Water Absorb, Flash Fire, etc.) are considered as an absorption (negative affinity). If the attack hits, it will be indicated as "absorbed".

- Residual damage
Residual damage of any kind (weather, Entry Hazards, bind damages, Leech Seed, etc.) as well as "fixed" damage (Seismic Toss, Dragon Rage, etc.) take into account the affinity of the types. The factor injected is of the order of its square root. (Thus, a 2 becomes a 1.4 and a 0.5 becomes a 0.7).
The displayed sentence and the sound played when such damage applies take this into account.
Also note that the bind damages partially take into account the attack/defense ratio (or sp. atk/sp. def if the immobilizing attack was special) of respectively the attacker and its victim.

- Recoil damage
The rate of recoil damage is modulated by the inverse of the type's affinity.
Thus, with identical damage dealt, a Flare Blitz against a Grass Type will deal 4 times less recoil than against a Rock type.
Be aware that excess damage (negative HP) counts in the recoil. To compensate, the rates were slightly lowered (20% instead of 25%, 30% instead of 33% and 40% instead of 50%).
The Reckless ability lowers this rate by a sixth to compensate for the damage boost and have a neutral impact on the recoil.

- Circumvention of immunity

When immunity is deactivated (e.g., Miracle Eye on a Dark Pokémon), immunity is transformed into simple resistance. Other types are always taken into account.
Exception: The Ring Target item turns immunity into a normal weakness.
The move Struggle, of Normal type, always hit the Ghost type as a simple resistance.

- Relationships between types
[Hero Mugshot]
\C[3]\N[1]:\C[0] The relationships between the types are discussed in the shelf right behind me.
\C[3]\N[1]:\C[0] The relationships between types are discussed in the shelf to my left.

Southwest small horizontal shelf and small southwest shelf close to the wall:
This shelf is devoted to the affinity between the types

Which book do you want to read?
- Types' affinities
- Type Chart
- Same Type Attack Bonus
- Shadow and Light STAB
- A cold heart
- Rational mind versus fairy tale
- Resistant insects
- Hard as a rock
- Untouchable ghosts
- The might of Dragons
- A steel with numerous resistances
- Shadow and Light
- No time to read

Would you like to read another book?

- Affinities of types
There are 20 types, each having more or less strong interactions with the others.
Each move is related to one of these types, while each magical creature has one or two types that determine its strengths and weaknesses.
When an attack hits a Pokémon, its type interacts with those of the target, which will determine the affinity and impact the damage very significantly (or the chances of success for a debuff attack).
– If affinity is high, the target is vulnerable and damage is doubled.
– If the affinity is medium, the target is neutral.
– If affinity is low, the target is resistant and damage is mitigated by half.
– If the affinity is zero, there is immunity.
In case of double-type, the affinities multiply. We can have critical vulnerabilities (double-weakness), but also a weakness compensated by a resistance or even cancelled by an immunity.
Some abilities such as Thick Fat can affect affinity or even make it negative (absorption of the attack).

- Type Chart
With a total of 400 combinations, knowledge of the Keltios type chart is essential in Pokémon strategy.

		Type défensif																			
		NORMAL	FEU	EAU	ÉLECTRIK	PLANTE	GLACE	COMBAT	POISON	SOL	VOL	PSY	INSECTE	ROCHE	SPECTRE	DRAGON	TÉNÈBRES	ACIER	FÉE	OBSCUR	LUMIÈRE
Type offensif	NORMAL													×½	×0			×½			
	FEU		×½	×½		×2	×2						×2	×½		×½		×2			
	EAU		×2	×½		×½	×½			×2				×2		×½					
	ÉLECTRIK			×2	×½	×½				×0	×2			×½		×½		×2			×½
	PLANTE		×½	×2		×½	×½		×½	×2	×½		×½	×2		×½		×½			
	GLACE		×½	×½		×2	×0			×2	×2					×2		×1		×½	
	COMBAT	×2					×2		×½		×½	×½	×½	×2	×0		×2	×2	×½		
	POISON					×2			×½	×½		×½		×½	×½			×0	×2	×½	×2
	SOL		×2		×2	×½			×2		×0		×½	×2				×2			
	VOL				×½	×2		×2					×2	×½				×½			
	PSY							×2	×2			×½	×½		×½		×0	×½	×2		
	INSECTE		×½			×2	×½	×1	×½		×½	×2			×½		×2	×½	×½		
	ROCHE		×2				×2	×½		×½	×2		×2	×½				×½			
	SPECTRE	×0										×2			×2		×½			×½	
	DRAGON				×2											×2		×1	×0	×2	×½
	TÉNÈBRES							×½				×2			×2		×½		×½	×½	×½
	ACIER		×½	×½	×½		×2							×2				×½	×2		×2
	FÉE		×½					×2	×½			×0				×2	×2	×½	×½	×2	×½
	OBSCUR							×½	×2			×2				×½	×½		×½	×½	×2
	LUMIÈRE					×½			×½			×½			×2	×2	×2	×½	×½	×2	×½

The values shown are the damage multiplier for most offensive moves. Indirect damage or debuff moves' accuracy follows a coefficient with attenuated amplitude (usually equal to the square root).
The boxes under the yellow background correspond to the recent changes discovered. The other volumes of this library study these new affinities in greater depth.

- Same Type Attack Bonus

A magical creature using a move of its type gets a power bonus called "STAB". This translates into 50% more damage for offensive attacks. For status capabilities, this translates into a slightly lower energy cost.
The Adaptability ability doubles this bonus.
Note that some attacks gain in accuracy if launched by a Pokémon of the same type. This is the case of Toxic which has its chances of hitting multiplied by 1.5 if the user is of Poison type.

- Shadow and Light STAB

With few exceptions (such as Aegislash, who learns Sacred Sword naturally), only a blessed or cursed magical creature can learn Light or Shadow moves respectively.
If the Pokémon loses its Light or Shadow type, it will not forget what it has learned and may continue to use such attacks, but less effectively. This results in an "anti-STAB" on Light and Shadow moves, reducing their power by a quarter or making them more tiring to use.
That said, some Pokémon with a natural affinity with the sacred or the cursed are not affected by this handicap and will be able to use it with a neutral efficiency.

- A cold heart

There's been a lot of talk about the Ice. Some think it is the worst existing type, but the cold has beaten many travelers …
Although it fears the Fire, Fighting, Rock and Steel types, Ice is the only element immune to itself. Bugs and Grass are inhibited by the cold, they affect this type only a little.

Offensively, Ice freezes plants and ground, weighs birds and makes dragons lethargic. Fire, Water and Shadow resist. The Steel type, due to its thermal conductance, is moderately sensitive.
As for the Hail and the Snowstorm, only the Water, Ice and Dark types take no damage. The Ice type also sees its Defense increase by 50% under these climates.

- Rational mind versus fairy tale
Psychic Pokémons have such a deep rational mind that for them Fairies do not exist: their lunar powers are only another facet of the psychic force that they themselves exploit. This paradigm makes them insensitive to their magic.
In turn, this rationality hurts the Fairies, making them vulnerable to Psychic moves.
Naturally, the Fairies know how to resist their own magic since they know its secrets.
Regarding the other affinities of the Psychic type, their wisdom and coolness help them to resist the poison and the sacred, but they find it difficult to affect the Ghost type – the concept of death is hardly rational – and the insects, who, because of their strong instinct, are only slightly affected by their powers. Finally, they are as vulnerable to the cruelty of the Shadow type as to the malice of the Dark Type.

- Resisting bugs
Despite their generally low stats, Bugs have always shown great resilience. Their swarm instinct makes them resistant to psychic powers in addition to being little affected by the Grass, Ground and Fighting types. Despite this, they remain sensitive to fire, are crushed by rock and pecked by birds.
On the offensive side, plants get eaten by them while the Darkness and Psychic are afraid of them. Nevertheless, the Bug type remains little effective against many types whose list is: Fire, Poison, Flying, Ghost, Steel, Fairy. Ice also resists it, because it inhibits their activity.
Finally, it should be noted that the high metabolism of Fighting-type creatures makes them normally susceptible to bug attacks.
Last point: Bugs are not affected by the Sticky Web.

- Hard as a rock
The rock resists itself by its solidity. Its mineral characteristics make it poorly conductive to electricity, but not as much as the Ground which insulates it completely.
In addition to these two resistances, Rock resists Normal, Fire, Poison and Flying types, but suffers from five vulnerabilities: Water, Grass, Fighting, Ground and Steel. So, it is a very defensive heterogeneous type.
Offensively, the rock breaks the ice, crushes the insects, weighs the birds and stifles the fire. Only Steel, Fighting and Ground resist it.
Magical rocky creatures excel in sandstorms: this increases their Special Defense by 50% and their representatives are the only ones not to be hurt by this climate with those of the Steel and Ground type.
Note that the terrifying Stealth Rock move does not hurt the Rock type. Affinity plays on the damage dealt, but in a slightly lower amplitude than for an offensive move.

- Untouchable ghosts
The Ghost type is one of the most feared types and not without reason: their immunities to the Normal and Fighting types protect them from many attacks, including debuff. Offensively, their powers beyond the grave are only little resisted: only those with a dark heart (Dark or Shadow type) can stand up to it, unlike the Psychic type who is afraid of it.

Curious fact: Normal creatures are not affected by any spectral magic. Some believe that because of their simplistic mind, they do not believe in the Ghost just as psychic creatures do not believe in the Fairies, thus giving them this immunity.
Defensively, Ghosts are resistant to insects and psychic powers, but fear sacred magic and dark attacks.
When Ghosts are confronted with themselves, we see a curious phenomenon: being undead by nature, their weakening magic (Confuse Ray, Spectral Curse…) does not affect them, because it does not affect the dead. Conversely, their offensive magic hurts each other. Specialists believe that this is caused by an excess of spectral energy.

- The might of Dragons

Dragons are known for their power, majesty and closeness to Legendaries. It is not without reason that the Draconid People name "Dragon Force" the Energy of Nature!
More than their type, their strength comes from above-average stats. They are often located at the top of the food chain and some are even of divine blood such as Rayquaza or Giratina. Dragons are nevertheless rare and have a very slow reproduction rate.
On the affinity side, these reptiles are resistant to the four elementary types (Fire, Water, Electric and Grass). Their ferocious instinct makes them strong against shadow but vulnerable to light. The Ice cools them down and they have an ancestral fear of fairy magic.
Offensively, the Dragon type has excellent neutral coverage as does the Ghost type. Only the Electric and Shadow types are vulnerable, while the Light resists it. The Fairies have an aura that makes them totally insensitive to their savagery. And contrary to what we think, the Steel type does not resist it!
Fun thing: dragons fear each other, so their fights never last long. In the draconian hierarchy, there is often only one place for a chief.

- A steel with numerous resistances

Although harder than rock, the current steel does not equal what was done in ancient Lemuria. Thus, they are normally sensitive to the blunt or ardent attacks of the Dragons as well as to the thermal shocks generated by the cold. On the vulnerabilities side, metal drives electricity, melts in heat and sinks in the face of Fighting or Ground moves.
Nevertheless, this type still enjoys a record number of resistances which impressive list is: Normal, Grass, Flying, Psychic, Bug, Rock, Steel, Fairy and Light, in addition to an immunity to Poison.
This helps them to resist many debuffs and makes it a very difficult type to overcome.
Offensively, this type hurts what is fairy and sacred while shattering Rock and Ice. Fire, Water and Electric resist it.

- Shadow and Light

The sacred and cursed types are not neutral and have their own affinities. This can reverse the outcome of a fight, the first who paid the price for it was the Mythical King Oromis who was unaware that the King of Askógr's Zapdos was Shadow type.
Light and Shadow annihilate each other. Each of them resists itself.
Fairy and Light resist each other, for their magic is near-identical. The same can be said between Shadow and Dark.
The magic of the Fairies protects them from shadow while the Dragons are not afraid of it.
Steel hurts the sacred by its coldness, but is neutral in the face of shadow.
Cursed Pokémons resist spectral magic.
The poison defiles the sacred but affects does not affect much the cursed.

The Light resists the pure energy of electricity, while the coldness of a heart cloaked in shadow makes it little sensitive to Ice while immunizing it to Hail.
On the offensive side, the Light blinds the Ghosts, scares the Dragons and repels the Dark; but little affects Grass, Poison, Psychic, Steel and Fairy types. In the face of the Shadow type, Poison and Psychic types are dominated; while Fighting, Dragon, Dark and Fairy resist.