

MAGIC IN SACRED PHOENIX

Magic is an integral part of the ancient world of Keltios. Pokémons are the most visible manifestation of these phenomena (hence the term “magical creatures”), but humans can use it if they have sufficiently pure enchanted crystals. As such crystals are rare and expensive (the basic ingredient, Comet Shard, costs at least 15,000 kels), only an elite has access to them.

By force of fate, you will inherit the Scepter of Phoenix and will therefore be able to enjoy the most powerful magic that exists thanks to its Mythical Stone ... but you have just been consecrated a priest and do not know how to use it.

Fortunately, your journey to Keltios will give you the opportunity to learn about the arcane. Many NPCs will reveal spells and new skills that without magic would not be available to you. Master this Augur-worthy relic, and you'll have every chance of becoming a legendary trainer!

Your mastery of magic will open up four paths:

- **The craft**

It is an art that takes years to master for a no mage, but the mind power will allow you to bend and shape matter to your will. Talk to the appropriate NPC to introduce you to his craft and unlock the first recipes for you.

- **The Score book**

Thanks to the Flute of Time and the energy of your scepter, the music you play will be infused with magic and will be able to touch the heart of Pokémons.

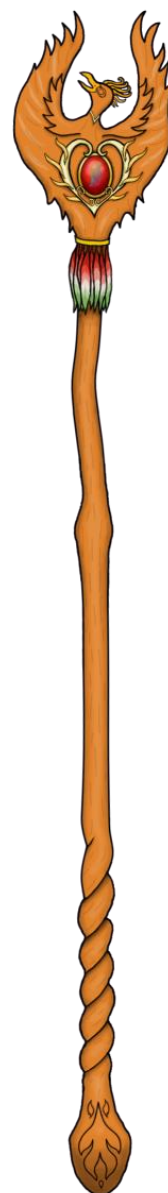
- **The Spellbook**

This is your main spell list. There are four types of spells:

- Field O-Powers which are instant healing spells or offer passive bonuses for a limited time.
- Battle spells that correspond to Battle O-Power + Spirit Awakening via Time Flute. The effect is immediate and consumes the Pokémon's turn.
- High battle magic, corresponding to Mega Evolution and Z-Power.
- Field spells that, with the exception of teleportation, activate automatically if you trigger a specific event in the map. Most of them have to be unlocked beforehand.

- **The rituals**

These are ceremonies that allow you to perform certain actions that would otherwise be impossible without magic. They bring advantages to the player or allow to permanently change the characteristics of your Pokémons.





ACCESS TO CRAFTSMANSHIP

See the dedicated documentation on forging, alchemy and enchantment.



MUSICAL REPERTOIRE OF SACRED PHOENIX

The Time Flute is a sacred object displayed on the altar of Fintan the Wise. As soon as you have completed Chapter 1 (the Song of Celebi), your grandfather will bequeath this relic to you along with a book of scores that includes only the Ode to Joy in the first instance. This musical repertoire (inspired by the Pokémon universe) will be completed as the scenario progresses.

Score	Mana cost	XP gain	Effect
Ode to Joy	40	8	Increases the happiness of the Pokémons next to you, especially if they are Shadow. Can be used once a day. → +10 Friendship on the whole party, +20 if Shadow → +25 Dread (if < 425) or -25 Dread (if ≥ 475) on the whole party
Nature Peace	10	2	Reduces the hostility of wild Pokémons, thus reducing random encounters. Active as long as the player stays on the same map. → Encounter rate of wild Pokémons divided by 3
Spirit Awakening	30	3	Invigorating melody that wakes up sleeping Pokémon and soothes the madness. → Out of battle: cures the sleep status of the whole party → In Battle (automatically chosen if item is selected): cures the sleep status of all Pokémons, including those in their Pokéballs. Also heals Infatuation and Confusion of those currently in battle.
Call of the forest	0	15	Summons Celebi if the occasion and location are right, allowing Shadow Pokemon to be purified if their hearts are ready. → Starts the Purification Ritual (played automatically in front of the Lake of Time's Cromlech if the conditions are met).
Oración	100	20	This song has the power to soothe the most terrifying angers. It lasts for one hour and can be used once a day. → Cancels the Browbeat state of all the hero's party. → +50 of Dread (if < 450) on the whole party of the hero. → Prevents Browbeating from activating when an item is used. → Temporarily increases loyalty by 100 points. → Played automatically at certain points in the scenario
Dance of the Sacred Beasts	0	-	Song of homage to the Sacred Phoenix. It is said that he can call Ho-Oh. → Played automatically at certain points in the scenario
Ocean Symphony	0	-	A ceremonial song in honor of Lugia that gives energy to the oceanic creatures. → Played automatically at certain points in the scenario



SACRED PHOENIX HERO'S SPELLBOOK

Field O-Powers:

Spell	Level	Required uses	Mana cost	XP gain	Effect
Healing Power	1	-	30	2	Type: Immediate Heals 20 / 60 / 150 HP
	2	15	60	5	
	3	45	140	13	
Invigorating Power	1	-	30	2	Type: Immediate Heals 3 / 9 / 15 PP per attack (or 10 / 25 / 50 % mana and breath)
	2	15	80	7	
	3	45	150	16	
Prize Money Power	1	-	30	2	Type: In battle, passive, 3-hour timer Multiplies the money earned by $\times 1.25$ / $\times 1.5$ / $\times 2$ in combat.
	2	15	60	5	
	3	45	90	8	
Capture Power	1	-	35	3	Type: In battle, passive, 3-hour timer Multiplies catch chance by $\times 1.25$ / $\times 1.5$ / $\times 2$ in combat
	2	15	75	6	
	3	45	120	12	
Exp. Point Power	1	-	40	3	Type: In battle, passive, 3-hour timer Multiplies experience gains by $\times 1.25$ / $\times 1.5$ / $\times 2$ in combat
	2	15	80	8	
	3	45	130	14	
Humility Power	1	-	25	2	Type: Out of combat, passive, 3-hour timer Decreases the balance of Dread by -150 / -300 / -450 (with a minimum at 400 if this spell would put at less than 400)
	2	15	40	4	
	3	45	60	6	
Dread Power	1	-	30	2	Type: Out of combat, passive, 3-hour timer Increases the balance of Dread by +150 / +300 / +450
	2	15	60	5	
	3	45	90	8	
Hatching Power	1	-	25	2	Type: Out of combat, passive, 3-hour timer Multiplies the hatching speed by $\times 1.25$ / $\times 1.5$ / $\times 2$
	2	15	50	5	
	3	45	80	8	

Field O-Powers stacking:

- The ones with immediate effect have no problem of stacking. As long as there is Mana, it can be relaunched as many times as needed.
- Only one can be active among those having effect in combat. If a new O-Power is cast, it overwrites the old active one (or resets the timer if it was the same one).
- Only one can be active among those having an out of combat effect. If a new O-Power is cast, it overwrites the old active one (or resets the timer if it was the same one).
- The timer is based on the game calendar. The effect lasts 3 hours. The cooldown expiration is checked out of combat every minute of the in-game clock and if a dialog is not active.

Battle spells:

In combat, access to the spellbook is via the “Tactics” menu and will be the first option offered after Mega-Evolution and Z-Power. This will open a sub-menu that will propose to use one of its spells. These spells (or the score of the Spirit Awakening) must be learned to appear.

Spell	Level	Required uses	Mana cost	XP gain	Effect
Time Flute	-	-	30	3	Type: Immediate, in battle Awakens the Pokémons of all trainers. Also heals the Infatuation and Confusion of those currently in battle
Healing Power	1 2 3	- 15 45	30 60 140	2 5 13	Type: Immediate, in battle Heals 20 / 60 / 150 HP
Invigorating Power	1 2 3	- 15 45	30 80 150	2 7 16	Type: Immediate, in battle Heals 3 / 9 / 15 PP per attack (or 10 / 25 / 50 % mana and breath)
Attack Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Attack stat by 1 / 2 / 3 stages.
Defense Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Defense stat by 1 / 2 / 3 stages.
Sp. Atk. Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Special Attack stat by 1 / 2 / 3 stages.
Sp. Def. Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Special Defense stat by 1 / 2 / 3 stages.
Speed Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Speed stat by 1 / 2 / 3 stages.
Accuracy Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Accuracy stat by 1 / 2 / 3 stages.
Critical Power	1 2 3	- 15 45	30 75 150	2 7 16	Type: Immediate, in battle Increases the Critical rate by 20 / 40 / 60%.

- O-Powers are cast in the middle of battle and consume the player's turn in the same way as if they had used an item from the bag. This replaces the potions and battle items (X Attack style) that in Sacred Phoenix are not usable in battle.

- Unlike the official games, it is not possible to cast an O- Power that increases a stat before a fight.

- If the Spellbook is opened in combat, the Time Flute will be proposed.

- Critical O-Power uses the same value as the Lansat Berry. In case of cumulation, only the most powerful buff will be taken into account.

High battle magic:

Spell	Level	Required uses	Mana cost	XP gain	Effect
Mega Evolution	Classical Sacred	- -	20 200	2 20	Type: In battle, automatically proposed Once learned, this spell allows you to use Mega Evolution in combat if the conditions are met.
Legendary or Z-Power	-	-	160	15	Type: In battle, automatically proposed Once learned, this spell allows you to use the Z-Power if the conditions are met.

- These two options will have a dedicated icon in the “Tactics” menu and will not be offered in the Spellbook submenu. They will only be displayed if the Pokémon is eligible for them.
- Mega-Evolution and Z-Power are the only magics that are accessible without restriction in battles where the bag is forbidden.
- Z-Power can only be used once per battle. Legendary moves are not subject to this limit, but will not be able to be cast if the Scepter of Phoenix does not have enough Mana.
- Mega Evolution can only be used once per battle if the Pokémon is not Legendary. However, Legendary Pokémons are not subject to this limit and can Mega Evolve as long as the Phoenix Scepter has enough Mana.

Field spells:

These spells will appear in your spellbook in a separate section, except for Teleportation which will be offered in the same list as the O-Auras, at the very end.

Spell	Conditions	Mana cost	XP gain	Effect
Mining	Must be learned	2	1	Type: Out of combat, automatic Allows you to mine the veins
Telepathy	Must be learned	3	0	Type: Out of combat, automatic <i>Transcend the confines of time and space!</i> Allows you to speak telepathically to a Pokémon. (Will be proposed if the event has planned it and the hero knows the spell).
Floral gift	If eligible Pokémon	4*	2	Type: Out of combat, automatic Allows you to immediately complete the growth of a plant in flower in front of you.
Teleportation	Must be learned	20*	4	Type: Out of combat, manual activation Allows you to return to the rallying point. Not usable in a cursed place. Useful if the player is blocked.
Blaze	Must be learned + if no eligible Pokémon	20	4	Type: Out of combat, automatic Allows you to light a fire in a fireplace. (The presence of a Pokémon capable of lighting a fire is checked first, in which case it will do so).

Slicing	Must be learned + if no eligible Pokémon	10*	2	Type: Out of combat, automatic Allows you to cut down a tree in the field. (The presence of a Pokémon capable of learning Cut is checked first, in which case it will do it).
Illumination	Must be learned + if no eligible Pokémon	5* 0 if OFF	1	Type: Out of combat, automatically proposed when entering a dark area or manual activation Allows you to illuminate dark places. (The presence of a Pokémon capable of learning Flash is checked first, in which case it will do this). Casting this spell manually will turn off the light.

* If there is not enough Mana, these spells can still be cast (so as not to block the player).

- When a Pokémon is involved in casting a spell, it uses some of its energy:
 - 30 points of Mana for the **Floral gift**
 - 10 points of Mana for the **Blaze**
 - **Illumination** and **Slicing** do not consume any Mana, as they are field techniques inherited from the HM.

SACRED PHOENIX RITUALS

Rituals are an excellent way to increase your experience as a Mage. They take place in maps at specific locations. Most of them require you to fulfill certain conditions such as bringing ingredients or an eligible Pokémon.

Being acts of high magic, they will not be accessible until you are a High Priest or High Priestess.

Rayquaza's Gift

(See the addendum on friendship and loyalty for a full description of this mechanic.)

Location: Sanctuary of Ynis Witrin or Temple of Rayquaza in Duiraco

Mana cost: 200

XP gain: 50

Effect: Allows a Pokémon to perform Sacred Mega Evolution

Conditions:

- Requires a Comet Shard and a Gold ingot in the bag
- The Pokémon that receives the Gift of Rayquaza must be capable of Mega Evolution and have maximum friendship (and of course not have already done this ritual).
- If you bring your Charizard back to the altar, it has already done this ritual and it still has maximum friendship, the master of ceremonies will suggest that you change the essence of its stone (X if it was Y, and Y if it was X) without asking for raw material. No Mana will be consumed and no Mage XP will be granted.

Communion of Light

Location: Any holy altar

Mana cost: 200

XP gain: 50

Effect: Grants Light-type to a Pokémon

Conditions:

- Requires a Silver Ingot and a Light Gem in the bag.
- The Pokémon that receives this blessing must have maximum friendship.
- Luxeon is not eligible (since it is already a Light type).
- Ho-Oh is not eligible (since its Mega-Evolution is Light-type).

Sacred renunciation

Location: Any holy altar

Mana cost: 15

XP gain: 1

Effect: Revokes the Light type from a Pokémon

Conditions:

- This blessing can be revoked at any time at a suitable altar. No ingredients required.
- Note that the revocation is automatic if the friendship falls below 800 points (checked after each fight and every midnight on the player's party).

Giratina's Gift

Location: Any altar of Giratina or Darkrai

Mana cost: 300 (0 if an innocent Pokémon is sacrificed)

XP gain: 50

Effect: Grants Shadow-type to a Pokémon

Conditions:

- Requires a Silver Ingot and a Shadow Gem in the bag.
- Sacrificing an innocent Pokémon is optional, but it greatly reduces the cost in Mana (its soul will be the energy for the ritual). A Legendary Pokémon cannot be used as a sacrifice. The sacrificed creature must be able to fight, otherwise Giratina and Darkrai will refuse the offering. (A level 1 creature is enough.)
- The Pokémon that receives this curse must have minimum friendship.
- Shadeon is not eligible (since it is already a Shadow-type).
- Giratina and Darkrai are not eligible (since they are themselves the masters of ceremony).

Purification

Location: Lake of Time's Cromlech

Mana cost: 0 (See Time Flute)

XP gain: 15 (See Time Flute)

Effect: Purifies a Pokémon from its Shadow state

Conditions:

- The ritual is done automatically by calling Celebi with the Time Flute if an eligible Pokémon is present in the party.
- A Pokémon is eligible if its friendship gauge is at least 500 and it has been artificially made Shadow. (Shadeon is therefore not concerned.)
- Shadow Legendary Pokémons require the presence of one to three non-Shadow Legendaries (other than Celebi) to be freed from their curse, and these Legendaries must have a genuine love for their trainer. Arceus requires 9 Legendaries around him (one per menhir).

Sabbat Celebration

Location: Place of Sabbat celebration (depends on the Shire)

Mana cost: 100

XP gain: 100

Effect: Increased the friendship of the whole team by 60 points as well as the reputation of the hero within the Shire.

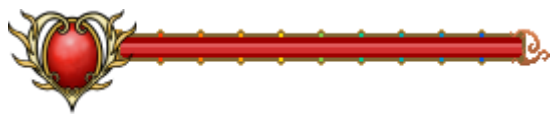
Conditions:

- As soon as the player is appointed High Priest (or High Priestess), if he speaks to the Augur or a High Priest of a temple on a holiday (the 1st and 16th of the month) before nightfall and has the Talisman of that temple, he will have the opportunity to preside over the celebration ritual.
- This periodic event significantly increases the friendship of your team and your experience as a Mage (and your reputation in the Shire where the religious service takes place).

MAGE EXPERIENCE

At the beginning of his adventure, the hero has the rank of “Novice Mage” of level 1 and the magic energy that his scepter can store is 200 points.

The energy of Nature stored in the Mythical Stone of the Scepter of Phoenix, called “Mana”, is represented in game by this bar:



Increase of the Mage level

- When the player casts spells, crafts or plays the Time Flute, he gains XP in magic.
- Increasing XP in magic increases the maximum mana of the Scepter. Initially at 200, this value can be increased to 800.
- To calculate this progression, the hero will gain one level for every 160 XP gained (i.e., every 10 points of Mana).
- This progression is subject to a soft level cap in the same way as for the three craft branches.

				Priesthood rank and impact on XP		
Mage level	Mage rank	Experience gained	Scepter's Mana	Priest	High Priest	Prophet
1-15	Novice	0-2344	200-349	XP ×1	XP ×2	XP ×4
16-30	Apprentice Mage	2400-4799	350-499	XP ×0.5	XP ×1	XP ×2
31-45	Mage	4800-7199	500-649	XP ×0.25	XP ×0.5	XP ×1
46-60	Master Mage	7200- 9599	650-799	XP ×0.125	XP ×0.25	XP ×0.5
61	Arch-Mage	9600	800	Max level	Max level	Max level

- Each mage rank gained will divide the experience gains by 2, while each priesthood rank will multiply them by 2.

- The hero will become **High Priest** (or **High Priestess** for the heroine) in Fearnos in the Bréliande Shire. Your rival will also receive the Scepter of Xerneas as well as the same rank.

- The hero will become a **Prophet** (or **Prophetess** for the heroine) when he or she receives the allegiance of Suicune in Ynis Witrin (whether or not this Legendary has been captured).

- Any experience gained is definitely.

Note: As the balancing of the progression has not yet been tested, the amount of experience required per level is subject to variation.

Natural regeneration of Mana

The Mana of the Scepter of Phoenix regenerates naturally over time on the basis of 2 points per quarter hour elapsed and proportional to the vibratory rate of the location you are in. Your priesthood level will also grant a higher rate of regeneration.

Priesthood rank →		Priest	High Priest	Prophet
Holiness of the place ↓	Factor	×1	×1.5	×2
Holy place	×2	+4	+6	+8
Neutral place	×1	+2	+3	+4
Cursed place	×0	0	0	0
Distortion World	×-1	-2	-3	-4

- Places with a high vibratory rate double the regeneration of the scepter, because the Energy of Nature is abundant there.

- On the other hand, a cursed place prevents any regeneration of Mana. Indeed, these are places that, under the influence of Yveltal, Darkrai or Giratina, absorb the vital energy of everything that is there.

- The Distortion World has the distinction of draining the energy from your Scepter. If it runs out of energy, you will teleport back to the mortal world to avoid an unenviable death.

- The holiness of a place is indicated by a light or dark border when entering it.

- If you rest in a bed, each hour spent will grant 4 times the value that corresponds in this table (since there are 4 quarters of an hour per hour).

Mana recovery at the Altars

By praying in an altar, the hero will have his Phoenix Scepter recharged. This is the most effective method of reinvigorating oneself with Energy of Nature.

After a prayer, a cooldown of 30 minutes is present for the prayed deity (duration on the internal clock, which corresponds to 1 minute of real game time). If the cooldown is less than 30 minutes, the Legendary will refuse to heal the hero's party.

Beyond that, the Legendary (in addition to healing the player's party) will charge the Scepter of Phoenix with 1, 1.5 or 2 points per elapsed minute according to his degree of priesthood, within the limit of 180 minutes since the end of the cooldown. The maximum regeneration will therefore be 180, 270 or 360 points of Mana depending on whether you are a Priest, High Priest or Prophet.



The Floral gift deserves a dedicated paragraph because it is a mechanic that concerns both the harvesting system and the magic system. When used properly, this gift will greatly multiply the harvest of rare berries. It is also one of the few magics that is accessible without needing an NPC to teach it to us (although many hint at it at the beginning of your adventure in Alienor).

Origin of the Floral gift

Inspired by an actual fact from the anime, a Grass-Pokémon of sufficiently high level can miraculously accelerate the growth of a plant once a day. (Venusaur has this gift for example.)

The goal is that if the player has in his team:

- a Grass-type Pokémon
 - of final evolved form
 - minimum level 15
 - of friendship to at least 500
 - with at least 31 points of Mana (the cost of the Floral gift + 1 point)
 - and that the Grass Pokémon is neither an egg (logical!), nor dead, nor fainted, nor asleep, nor frozen
- ... it can interact with a plant or tree to complete its growth immediately.

Each eligible Pokémon will be able to use its “Floral gift” a maximum of one to four times per day (reset at midnight and maximum number of times depending on the level of friendship) and on one plant per Floral gift. The harvest will then be maximum for berries and Apricorn trees (abundant harvest).

This will only work on flowering trees, medicinal herbs and mushrooms in their final pre-harvest stage and which have not already received this blessing today (possible case on medicinal herbs which grow back in 1 day and are therefore already in the "flowering" stage after a harvest).

Effect of the floral gift on plants

If the conditions are met, the moment the player interacts with a blooming tree, the game will check to see if they have an eligible Grass Pokémon in their party and then ask if the player wants to use his Pokémon's flower gift to generate an immediate harvest. (The first eligible of the party will be the one named.) If yes, the tree is immediately matured to the maximum and the counter of Flower gift is incremented for the Pokémon that acted.

The Scepter of Phoenix will also be debited with 4 points of Mana, but if it is not charged enough, it will only consume what is left.

The Floral gift also works on Maeve's orchard at the Berry Fields on Route 3. In this case, the "blooming" stage plus one that was not watered will automatically be considered as having been irrigated when calculating the harvest. (The question of the Floral gift will be asked before the question of watering).

Effect of Friendship on Floral gifts

Friendship level	Maximum frequency of floral gifs	Friendship penalty
$500 \leq \heartsuit < 600$	1 every two days	-2
$600 \leq \heartsuit < 800$	1 per day	-1
$800 \leq \heartsuit < 900$	2 per day	0
$900 \leq \heartsuit < 1000$	3 per day	0
$\heartsuit \geq 1000$	4 per day	0

Below 500 of friendship (which is the case for a freshly captured or obtained Pokémon), the Flower Gift is impossible. The player will not even be asked. Developing this gift requires that the magical creature has a minimum of trust in its trainer.

Between 500 and 800 of friendship, the Pokémon will agree to use its blooming powers, but will feel a bit exploited (as for the Poké-Jobs). So, there will be a very slight decrease in friendship. A "*used reluctantly*" message will appear if your magical creature is in the first tier.

If it likes you a lot, the Pokémon will offer you this service without asking for anything in return. And the stronger its bond with you, the more it will be willing to make your orchard grow. The love you give to your plants will take on its full meaning!