



Differences from Colosseum and XD

Type and affinity

The Pokémon gains the Shadow-type when it becomes cursed. If it has a dual-type, the Shadow-type replaces the second type, unless its dual-type includes the Dark-type, in which case it is replaced first.

The Shadow-type [has its own strengths and weaknesses](#). The Pokémon's affinities are therefore altered.

Heart Gauge

Note: Shadeon does not have a Heart Gauge as it is naturally Shadow.

- Friendship acts as a Heart Gauge.
- When the player obtains a Shadow Pokémon, its friendship gauge will not necessarily be at minimum. (The path to purification will be shorter).
- The lower the friendship of the Shadow Pokémon (and thus its heart's door closed), the more powerful it will be in battle (speed and critical rate boost).
- As friendship can diminish, so can the door to its heart close if it is mistreated. (In vanilla games, any point of opening gained is gained permanently.)
- The friendship of a Shadow Pokémon (Shadeon excluded) cannot go beyond 510.
- As soon as the gauge is at least 500, the Pokémon is ready to be purified.
- In addition to a neutral friendship gauge, a Shadow Legendary Pokémon will need to be surrounded by other Legendaries who place great trust in humans in order to be purified. The number ranges from 1 (minor Legendary) to 9 (Arceus).
- The fact that a Pokémon is Shadow (Shadeon excluded) naturally increases its dread balance by 400 points. They are therefore much more obedient than their no-Shadow counterparts, but are significantly less sensitive to friendship increases.

Hyper / Reverse Mode

- The Browbeat status replaces this mode in Sacred Phoenix.
- This results in:
 - +20% of critical rate when using a Shadow Move if the launcher is Shadow.
 - -50 loyalty points (unless using a Shadow move)
 - The impossibility of using items on a browbeaten Pokémon (including scents). Only the music of the Time Flute and spells can work.
- This state is not unique to Shadow Pokémon: any magical creature that disdains its trainer can enter this state.

- Browbeat status can only trigger when a healing or friendship enhancing item is used on a Pokémon and that Pokémon does not trust its Trainer. The item is refused by the Pokémon and therefore is not consumed. If it was during a fight, the turn is lost.

Note: I may anticipate that a Shadow Pokémon can browbeat itself in battle (the turn will not be lost) or by using the Whip.

- Unlike vanilla games, this state does not result in losing HP each turn.
- Browbeat status can be cured:
 - By calling the Pokémon into battle. This will significantly increase its friendship if it is Shadow.
 - By playing the theme of Oración. In addition to curing this condition, this song will prevent any browbeat from reoccurring for an hour.
 - Automatically after one hour has elapsed (checked out of combat every 15 minutes).

Growth of the Shadow Pokémon

- Progressing with a Shadow Pokémon is a very viable option in adventure. Unlike Colosseum and XD, the Pokémon's development is not halted:
 - Shadow Pokémons continue to receive their experience and EVs as normal.
 - They can evolve.
 - They can take vitamins and other potions that affect their statistics.
 - They can be deposited at the Day care. (The effect has not yet been decided: either it will purify it or it will gain experience normally).
 - They can level up with a coach or an experience candy.
 - They can receive Hyper Training to maximize (or minimize) their IVs.
- The Pokémon's Nature is not hidden. In addition, the Battle Nature can be freely modified.
- They can be played in any match (Battle Tower and PvP included) and can be exchanged (except for the Legendaries who must always stay in their original universe).
- Moves can be freely organized. In particular, it is possible to have them learn moves by teaching or PT.
- The only feature prohibited to a Shadow Pokémon is reproduction: incapable of love, they cannot bond with a partner.

Obtaining a Shadow Pokémon

Since the Snag Machine does not exist, Shadow Pokémons will be obtained:

- Either by finding them in the wild after they have managed to free themselves from their original trainer. Such encounters will always be scripted. (It is not a random encounter.) You will have to capture them as if they were a wild Pokémon
- Either by transforming its own Pokémons thanks to the Giratina's Gift.

Reversibility

Just as a Shadow Pokémon can be purified, a normal Pokémon can be cursed through the Giratina's Gift ritual. It is possible to switch back and forth between the two states as long as the eligibility requirements are met.

Move access

Unlike vanilla games, Shadow moves consume energy. Therefore, they are not unlimited in use.

Light moves follow exactly the same rules.

Unlocking Shadow moves

The access to the cursed movepool is unlocked when the Pokémon acquired the Shadow type at least once with the adequate ritual.

Natural learning only occurs if the Pokémon is Shadow-type at the time it levels up.

A Shadow Pokémon will learn naturally between 2 and 8 moves of this type, and these moves will always replace another one (most of the time those corresponding to the type replaced with Shadow).

Up to 3 moves can be unlocked, but they will require to use the Move Tutor (see down below.).

Exceptions:

Giratina and Darkrai are special cases: being masters of the Shadow ritual, they cannot become one themselves. On the other hand, they can naturally learn the Dark Chaos move.

Celebi cannot be made Shadow, as it is a key element in the purification of Pokémon. If someone tries to give it the Giratina's Gift, it will protect itself with a time loop.

Shadeon has its cursed movepool constantly unlocked being of Shadow-type.

Moves conservation

If the Pokémon were to lose the Shadow-type (purification), moves of this type are kept, but they will most certainly suffer from an "anti-STAB" unless the Pokémon has the Shadow-type as one of its secondary affinities. (Generally, this corresponds to those of the Dark-type and to all magical creatures with an evil or death-related background.)

Move Reminder

Every Shadow move that has been learnt at least once can be relearned anytime thanks to the Move Reminder, even if the Pokémon has lost this type.

If a Pokémon has the Shadow-type:

- If it has become Shadow at a high level, it can learn the ones it would have learned at a lower level thanks to the move reminder.
- It can always learn by move reminder the innates moves that have not been learned due to its type alteration.

Move Tutor

There is in Sambucus an NPC capable of teaching every Shadow moves in exchange of a Shadow Gem.

To be able to learn the chosen move, the Pokémon must:

- Have this move in its movepool (this include innates moves and those acquired).
 - Having acquired at least once the Shadow-type (even if it lost it) or learn in an innate way the move despite the lack of this type.
 - Having reached a minimum level (this level matches the one of natural moves, or else it correlates with the power of the move).
- If this last criterion is not filled, the party menu will indicate “*Too early*” on the Pokémon. Else “*Not able*” will be notified.

Moves List

Shadow Blitz

- Description: A Pokémon throws this tackle while casting a shadowy aura.
- Type: Shadow
- Power: 40
- Accuracy: 100 %
- Category: Physical
- Range: Melee, 1 adjacent target
- Secondary effects: None
- Comment: A basic move most Pokémons can learn as soon as they have the Shadow-type. Counterpart of Sacred Tackle.

Shadow Rush

- Description: A Pokémon executes a tackle while exuding a shadowy aura.
- Type: Shadow
- Power: 55
- Accuracy: 100 %
- Category: Physical
- Range: Melee, 1 adjacent target
- Secondary effects: None
- Comment: A basic attack that most Pokémons can learn as soon as they have the Shadow-type, but at a slightly higher level than Shadow Blitz. Counterpart to Sacred Blitz.

Shadow Rend

- Description: Lacerates the target with a blow of cursed claws. Critical hits land more easily.
 - Type: Shadow
 - Power: 65
 - Accuracy: 100 %
 - Category: Physical
 - Range: Melee, 1 adjacent target
 - Secondary effects: +20% chance to inflict a critical hit
 - Comment: It is a Shadow-type equivalent to Slash. Its counterpart is Sacred Claw. It is usually learned by Pokémons who master claws moves.
- It is usually learned by Pokémons who master claws moves.

Shadow Fang

- Description: The user bites the opponent with cursed fangs. May cause flinching.
- Type: Shadow
- Power: 70
- Accuracy: 95 %
- Category: Physical
- Range: Melee, 1 adjacent target
- Secondary effects: 20% chance to flinch, 50% more powerful with the Strong Jaw ability
- Comment: It is an equivalent to Bite, except it is Shadow-type and slightly more powerful, but with a lower accuracy and a lower flinching rate. Its counterpart is Sacred Fang. Usually learnt by Pokémons using biting moves.

Shadow Break

- Description: A shattering ram attack with a shadowy aura and can shake the opponent's defenses.
- Type: Shadow
- Power: 75
- Accuracy: 100 %
- Category: Physical
- Range: Melee, 1 adjacent target
- Secondary effects: 20% chance of reducing foe's Defense
- Comment: Learned by most physical attackers who can master a move that charges the opponent. Counterpart of Sacred Break.

Shadow End

- Description: A shadowy aura ram attack that also rebounds on the user.
- Type: Shadow
- Power: 120
- Accuracy: 90 %
- Category: Physical
- Range: Melee, 1 adjacent target
- Secondary effects: Medium recoil as Double-Edge (30% base)
- Comment: This attack is usually learnt at a very high level by the Shadow-type and is the counterpart of Light of Ruin.

Shadow Half

- Description: A shadowy aura's energy saps half of all fighters' vitality.
- Type: Shadow
- Power: 0
- Accuracy: 100 %
- Category: Special

- Range: Ranged, all fighters
- Secondary effects: Loses a fixed rate of HP to everyone, including the launcher. The amount of HP lost depends on the affinity with the Shadow-type. Can inflict a critical hit and cause a higher rate of HP loss.
- Comment: Works on the same principle as Super Fang, but affects all fighters at a distance. Note that the launcher has a good chance of losing a lower rate of HP due to its probable resistance to the Shadow-type. Another major difference with vanilla games is that there is no recharge turn. Can be considered as the equivalent of Celestial Torment.

Shadow Wave

- Description: A shadowy aura waves are loosed to inflict damage.
- Type: Shadow
- Power: 50
- Accuracy: 100 %
- Category: Special
- Range: Ranged, adjacent foes
- Secondary effects: Aura move
- Comment: Equivalent to Sacred Wave, learned by most special attackers. Hits as a special and is targeted at enemies.

Shadow Sap

- Description: A shadowy magic that absorbs the vitality of enemies.
- Type: Shadow
- Power: 55
- Accuracy: 100 %
- Category: Special
- Range: Ranged, all enemies
- Secondary effects: Restores 50% of the life stolen from each target (or 65% if the Big Root is held). The HP gain turns into a loss if the target has Liquid Ooze ability. No HP gained if the launcher is under Heal Block.
- Comment: It is a Shadow equivalent of Mega Drain, but it hits at a distance and all the enemies. It's a formidable weapon in multi battles. Learned by Pokémon capable of stealing life, it is the counterpart of Life Dew.

Shadow Rave

- Description: A shadowy aura is launched in the ground to hit the opponents.
- Type: Shadow
- Power: 70
- Accuracy: 100 %
- Category: Special
- Range: Ranged, adjacent foes
- Secondary effects: Aura move
- Comment: More powerful version of Shadow Wave, learned by most special attackers. Hits in special and is targeted at enemies.

Shadow Fire

- Description: A shadowy fireball attack that may inflict a burn.
- Type: Shadow
- Power: 75
- Accuracy: 100 %
- Category: Special
- Range: long range, 1 target
- Secondary effects: Projectile, 15% chance to burn, thaws the launcher and the target.
- Comment: Learnt by cursed Pokémons originally having the Fire type. Those who have a secondary mastery of this element can sometimes learn it. Its Light equivalent is Celestial Fire.

Shadow Bolt

- Description: A shadowy thunder attack that may paralyze.
- Type: Shadow
- Power: 75
- Accuracy: 100 %
- Category: Special
- Range: Ranged, 1 adjacent target
- Secondary effects: 15% chance of paralysis
- Comment: Learnt by cursed Pokémons originally having the Electric type. Those who have a secondary mastery of this element can sometimes learn it. Its Light equivalent is Celestial Bolt.

Shadow Chill

- Description: A shadowy ice attack that may freeze.
- Type: Shadow
- Power: 75
- Accuracy: 100 %
- Category: Special
- Range: Ranged, 1 adjacent target
- Secondary effects: 15% chance of freezing
- Comment: Learnt by cursed Pokémons originally having the Ice type. Those who have a secondary mastery of this element can sometimes learn it. Its Light equivalent is Celestial Chill.

Shadow Blast

- Description: A wicked blade of air is formed using a shadowy aura. Critical hits land more easily.
- Type: Shadow
- Power: 80
- Accuracy: 100 %
- Category: Special
- Range: long range, 1 target

- Secondary effects: +20% chance to inflict a critical hit
- Comment: Equivalent to Sacred Blast; more powerful version of Twister but Shadow-type. Learnt by aerial, aquatic and dragon Pokémons who acquired the Shadow-type.

Shadow Sphere

- Description: Use its Aura to project a sphere of shadowy energy onto the target. Never fail.
- Type: Shadow
- Power: 80
- Accuracy: infinite
- Category: Special
- Range: long range, 1 target
- Secondary effects: Aura move, projectile
- Comment: Equivalent of Aura Sphere but in Shadow-type. Learnt by Pokémons who can channel energy. Its Light equivalent is Light Sphere.

Shadow Storm

- Description: A shadowy aura is used to whip up a vicious tornado.
- Type: Shadow
- Power: 95
- Accuracy: 100 %
- Category: Special
- Range: Ranged, adjacent foes
- Secondary effects: None
- Comment: It is an equivalent to Surf. Its closest Light-type counterpart is Sacred Blast. Usually learned by Pokémons that master the wind and have acquired the Shadow-type.

Dark Chaos

- Description: The corrupted Energy of the Nature plunges all opponents into an aura of chaos, which burns their souls and poisons them badly.
- Type: Shadow
- Power: 100
- Accuracy: 100 %
- Category: Special
- Range: Ranged, all enemies
- Secondary effects: Aura move, 100% chance of badly poisoning the opponent
- Comment: It's the signature move of the Shadow-type Legendaries, and the counterpart of Origin Light. Giratina and Darkrai are the only ones to learn it naturally (just like Arceus and Ho-Oh are the only ones to learn Origin Light natively).

Shadow Panic

- Description: A shadowy aura emits a frightening sound to plunge the enemies into madness.
- Type: Shadow

- Power: 0
- Accuracy: 90 %
- Category: Debuff (can be bounced)
- Range: Ranged, all adjacent enemies
- Secondary effects: Sound move, inflicts Madness status
- Comment: This is the equivalent of a Shadow-type Confuse Ray, except it hits all adjacent opponents.

Shadow Hold

- Description: Creates a shadowy sigil that prevents the escape of opponents.
- Type: Shadow
- Power: 0
- Accuracy: 100 %
- Category: Debuff (can be bounced)
- Range: Ranged, all enemies
- Secondary effects: Prohibits switching or fleeing. Ghosts are immune to it. Those with a low affinity for the Shadow-type have a chance to resist it.
- Comment: It is the equivalent of a Block or Mean Look of the Shadow-type. It can be thought of as a counterpart to Sacred Bind, but blocking all enemies without inflicting damage. It will be learned by Pokémon that can trap.

Shadow Mist

- Description: Spreads a shadowy mist that makes the foes' evasiveness.
- Type: Shadow
- Power: 0
- Accuracy: 100 %
- Category: Debuff (can be bounced)
- Range: Ranged, adjacent foes
- Secondary effects: Lowers evasiveness of all enemies by two levels.
- Comment: Equivalent of Sweet Scent, but of the Shadow-type. Learned by those who can master perfumes or weather.

Shadow Shed

- Description: Releases a shadow aura that dispels opposing enchantments like Reflect or Sacred Veil.
- Type: Shadow
- Power: 0
- Accuracy: 100 %
- Category: Debuff (can be bounced, bypass Protect)
- Range: Ranged, enemy field
- Secondary effects: Break screens and dispel all Safeguard or Mist kind enchantments.
- Comment: Unlike the official games, only the enemy side is affected. This attack is affected by Magic Coat and Magic Bounce. Counterpart of Sacred Veil (which this attack can cancel).

Shadow Down

- Description: A shadow blast that sharply cuts the foes' Defense.
- Type: Shadow
- Power: 0
- Accuracy: 100 %
- Category: Debuff (can be bounced)
- Range: Ranged, all adjacent enemies
- Secondary effects: Lowers Defense of all enemies by two levels.
- Comment: This move will replace a move that decreases stats if the Pokémon is Shadow-type. Counterpart of Sacred Shield which conversely increases the Defense.

Shadow Sky

- Description: Summons an evil storm that hurts all Pokémons but Shadow and Dark-types for five turns. Strengthens Shadow moves.
- Type: Shadow
- Power: 0
- Accuracy: infinite
- Category: Terrain
- Range: Battlefield
- Secondary effects: Summons a menacing sky that deals weather damage to all but Dark or Shadow-types. Shadow moves are also boosted by 20% and the Speed of Shadow-type Pokémons is increased by 25%. This is a weather move, so it overrides all others, unless a higher priority weather ability is active. Can coexist with Sigil of Light, which is a Field Aura. Can be dispelled by Defog.
- Comment: Learned by most Pokémons who master the weather. This attack is very energy consuming and is rather learnt at a late level.

Infinite Shadow

- Description: The user plunges the enemy into the nothingness of the Distortion World with the full force of its Z-Power, causing massive Shadow damage.
- Type: Shadow
- Power: from 92 to 190
- Accuracy: infinite
- Category: Fusion
- Range: long range, 1 target
- Secondary effects: Partially override protections and the evasion from an out-of-range Pokémon (1/4 damage dealt)
- Comment: Move usable with a Shadorium Z with a Shadow-type offensive move. (Since Sacred Mega Evolution does not exist for Shadow Pokémons, no Sacred Mega Stone will unlock this move.) Like any offensive Z-move, its power depends on the level of the user and reaches its maximum at 50. Celestial Dawn counterpart.