

28.0 Patch Notes

New Content

- **Bitter Malice:** New move, a ghost type attack that gets stronger in hail
- **Abyssal Roar:** New move for Gyarados to fit its redesign
- **Pure Heart:** New ability, halves damage taken from dark and ghost type moves
- **Fluffy:** New ability, boosts defense by 50% but doubles damage taken from fire type moves
- **Grass Cloak:** New ability, restores health every turn in sunlight
- **Fly Trap:** New ability, restores health when hit by a bug type move
- **Burning Fist:** New ability, 20% chance to burn the opponent when using a contact move
- **Shimmering:** New ability, extends the duration of certain field conditions to 8 turns
 - Reflect, Light Screen (this does not stack with light clay), Safeguard, Lucky Chant, and Mist
- **Refrigerate:** New ability, boosts the power of ice type moves by 50%
- **Rampage:** New ability, boost the power of moves when used repeatedly
- **Gogoat:** New Pokemon added in place of Persian
- **Clodsire:** New Pokemon added in place of Delibird
- **Minior:** New Pokemon added in place of Chatot
- **Aurorus:** New Pokemon added in place of Kricketune
- **Tyrantrum:** New Pokemon added in place of Purugly
- **Reflex Herb:** New item that gives the first status move used +1 priority

Move Changes

- **Rock Climb:**
 - Type changed to Rock
 - Power reduced from 90 to 85
 - Accuracy increased from 85 to 95
 - This move has no identity before, so it's being changed to act as reliable rock coverage for Pokemon that don't normally get much
- **Heart Stamp:**
 - Type changed to Fairy, but actually this time
- **Dual Chop:**
 - Power increased from 40 to 45

- **Rollout, Ice Ball:**
 - Reworked effect: 40bp, 95acc, no longer locks the user into using it or gets stronger each turn. Now it just raises speed by one stage. Still deals double damage when used after Defense Curl.
 - I never liked how aggressively rollout scales, forcing the opponent to rely on specific strategies or luck to not lose multiple Pokemon. My previous approach was a messy change that made it more of a defensive tool as I didn't know how to remove the unique effect at the time. Now that I do know how to change it, I think this is a reasonable redesign that many Pokemon can enjoy without being too strong.

Ability Changes

- **Water Veil:**
 - Now converts normal type moves to water in addition to preventing burn
 - This does not boost damage like pixilate and other abilities in that style
 - Since Heatproof received an immunity to burn, it felt like this ability needed something new to make it stand out
- **Forecast:**
 - Added a sandstorm form for Castform
 - Now extends the duration of weather moves to 8 turns
 - This does not stack with the weather extending rocks
 - This should help Castform fill a versatile weather setting role in place of Pokemon with weather setting abilities
- **Speed Boost:**
 - Now raises speed on kill instead of every turn
 - Typically, one speed boost enough to let Pokemon sweep, especially in combination with baton pass and other boosting moves, so this change aims to take out easy strategies like fake out and protect and give the ability a more balanced risk/reward ratio
- **Plus/Minus:**
 - Now boost the power of all allied Pokemon electric type moves by 50%
- **Illuminate:**
 - Now boosts the accuracy of the user and allies by 20%
- **Toxic Boost:**
 - Now prevents damage taken from poison status
 - Damage boost reduced to 20%
- **Snow Warning/Sand Stream:**
 - Now grants the user an immunity to damage from the respective weather
 - This is primarily to allow Aurorus to be a hail setter without the ice typing

Item Changes

- Thick Club's attack boost reduced to 50%
 - This coincides with a buff to Marowak's attack to offer more variety in what items it can use
- Light Ball now boosts Sp. Attack and Sp. Defense by 50% and can be used by Pikachu, Plusle, Minun, Pachirisu, and Emolga
- Metronome item / Rampage damage boost per turn increased from 20% to 25%
- Rose Incense now boosts Fairy type moves instead of Grass type moves

Trainer Changes

- Adjusted the natures of Pokemon for most major fights
- **Cheren and Lenora Double Battle:**
 - Changed Cincinno's ability to Fluffy for easy and normal mode
- **Skyla:**
 - Changed Yanmega's ability to Tinted Lens on normal mode
- **Drayden:**
 - Fixed some abilities being unspecified for challenge mode
- **Rival Ally teams:**
 - Adjusted items and moves to better counter Zinzolin's team and stop using earthquake against the player
 - It often felt like Hugh's team would get swept by Cryogonal, resulting in the player having to fight 2v1 for half the fight. This should now be fixed. Also his gliscor was way too eager to use swords dance boosted earthquakes, which caused trouble for the player in nuzlocks.
- **Marlon:**
 - Pelliper's item changed to Reflex Herb for normal and challenge mode
- **Zinzolin Final Battle:**
 - Replaced Shadow Ball with Bitter Malice on Froslax for challenge mode
- **Colress Final Battle:**
 - Replaced Air Slash with Hurricane on Rotom Fan for normal and challenge mode
- **Grimsley:**
 - Replaced Earth Power with Solar Beam on Magcarco
 - This should fix a major cheese strategy where Grimsley would send out Typhlosion and Houndoom to use solar beam against a water type without sunlight being active

Encounter Changes

- **Floccesy Ranch:**
 - Added Skiddo in Summer, Fall, and Winter in place of Cherrubi, Hoppip, and Foongus
- **Route 20:**
 - Added Cherrubi, Hoppip, and Foongus to the dark grass due to them being evicted by skiddo
- **Route 3:**
 - Added Togepi
- **Clay Tunnel:**
 - Replaced Onix with Tyrunt
- **Guidance Chamber:**
 - Synchronized encounters with Mistralton Cave
- **Twist Mountain (Ice Rock Room):**
 - Added Amaura
- **Relic Passage (Driftveil side):**
 - Added Amaura
 - Added Tyrunt
- **Route 7:**
 - Added Gogoat
- **Route 14:**
 - Removed Chatot
- **Route 12:**
 - Replaced Persian with Jumpluff
- **Route 9:**
 - Removed Kricketune
- **Giant Chasm Outside:**
 - Removed Sawk and Throh
 - Added Minior Blue and Yellow
- **Giant Chasm Inside:**
 - Removed Stunfisk
 - Added Clodsire
 - Added Minior Orange and Violet
 - The remaining Minior colors are located in the Abundant Shrine
- **Victory Road Cave:**
 - Adjusted encounter rates

Misc. Changes

- Hugh now gives the HM for Waterfall in Undella town, allowing access to the abundant shrine
- Reduced hatch time for all Pokemon by roughly half
- Added an npc in the Driftveil market that can change a Pokemon's nature in exchange for rare items
 - The abundance of "bad" natures in the game can be really frustrating in nuzlocks, where you're given no control and games can easily be won or lost by a 10% difference in damage or speed. At the same time, though, being able to change any Pokemon's nature to one like Adamant or Modest is extremely powerful. This market is set up to handle both sides by making neutral natures and less desirable natures cheaper to mitigate bad luck while more powerful natures are expensive, forcing the player to strategize around which Pokemon they want to use it on.
- Reduced the price of the weather TMs in Mistralton City from \$50,000 to \$30,000
 - Weather is rightfully dominated by weather setting abilities, but this change makes weather more accessible for niche strategies where weather abilities are not available
- Added a channel to TVs that will provide a summary of the next boss trainer
 - This is to help players who want to nuzlocke the game without documentation by warning them of things they will need to prepare for in each boss fight
- Reassigned certain story variables to fix bugs
 - This **will** cause issues if you try to update an existing save file instead of starting a new save
- The Nacrene City event with Cheren and Lenora will no longer be available after Clay has been defeated
 - This is to fix story continuity as the characters have to go to the World Tournament
 - If the event is skipped, the tms for Return and Frustration can be obtained by talking to Lenora in her library
- Moved the "Move Pokemon" option to the top of the PC menu
- Updated icon sprites for several Pokemon

Pokemon Changes

- **Pikachu:**
 - Hp increased from 45 to 55
 - Special defense increased from 40 to 50
- **Clefable Line:**
 - Replaced Cute Charm ability with Pure Heart
- **Wigglytuff Line:**
 - Base friendship increased to 140 (for earlier evolution)
- **Venomoth Line:**
 - Removed Foresight at level 1
 - Moved Leech Life from level 17 to 1
 - Moved Poison Fang from level 34 to 17
 - Added Sludge Bomb at level 34
- **Arcanine Line:**
 - Changed abilities from Intimidate / Justified / Anger Point to Intimidate / Pure Heart / Justified
- **Poliwag, Poliwhirl:**
 - Replaced Water Absorb ability with Water Veil
- **Politoed:**
 - Replaced Water Absorb ability with Fly Trap
- **Gengar Line:**
 - Added Bitter Malice at level 47
- **Exeggutor:**
 - Replaced Chlorophyll ability with Grass Cloak
- **Cubone:**
 - Attack increased from 50 to 70
- **Marowak:**
 - Attack increased from 80 to 110
- **Goldeen:**
 - Replaced Water Veil ability with Hydration
- **Seaking:**
 - Updated sprite
- **Magikarp:**
 - Special Attack increased from 10 to 20
 - Removed Aqua Jet level 12
 - Added Water Gun at level 12

- **Gyarados:**
 - Updated sprite
 - Added Abyssal Roar at level 34
 - Moved Crunch from level 34 to 40
 - Moved Hydro Pump from level 42 to 44
 - Moved Aqua Tail from level 44 to 47
 - Moved Hyper Beam from level 47 to 56
- **Eevee and Albino Eevee:**
 - Replaced Cute Charm ability with Fluffy
 - Added Rollout as an egg move
- **Flareon:**
 - Replaced Flash Fire ability with Fluffy
- **Glaceon:**
 - Swapped Snow Warning and Ice Body abilities
 - This is mainly to keep a total of 4 snow warning pokemon (not counting hidden abilities) with the introduction of Auroras, but since Eevee is all about the decision of what evolution to take, it felt weird to lock the player out of using Glaceon if they could not support a hail team
- **Aerodactyl:**
 - Replaced Sky Drop with Brave Bird at level 49
- **Dragonite:**
 - Replaced Shed Skin ability with Pure Heart
- **Feraligatr Line:**
 - Moved Dragon Dance from level 40 to 52
- **Furret:**
 - Moved Baton Pass from level 36 to 38
 - Moved Amnesia from level 38 to 36
- **Noctowl Line:**
 - Moved Echoed Voice from level 13 to 15
 - Added Dark Pulse and Foul Play via move tutor
- **Ariados:**
 - Fixed move tutor learnset
- **Lanturn Line:**
 - Swapped Water Absorb and Illuminate Abilities
- **Togekiss Line:**
 - Changed hidden ability to Pure Heart
- **Mareep, Flaffy:**
 - Added Fluffy as an ability

- **Ampharos:**
 - Added Illuminate as an ability
- **Sudowoodo:**
 - Added Head Smash at level 58
- **Wooper:**
 - Can now evolve into Clodsire by leveling up while holding a black sludge
 - Changed abilities from Unaware / Water Absorb / Storm Drain to Unaware / Poison Point / Water Absorb
 - Type changed from water/ground to water/poison
 - Updated sprite
 - Replaced Mud Bomb with Poison Sting at level 19
 - Replaced Body Slam with Sludge at level 25
 - Added Venoshock via TM
- **Quagsire:**
 - Changed abilities from Unaware / Water Absorb / Storm Drain to Unaware / Pure Heart / Water Absorb
- **Remoraid:**
 - Replaced Water Veil ability with Swift Swim
- **Octillery:**
 - Replaced Sniper ability with Color Change
- **Delcatty Line:**
 - Replaced Cute Charm ability with Pure Heart
- **Mawile:**
 - Hp increased from 50 to 60
 - Attack reduced from 85 to 60
 - I may have forgot to check this when I originally gave it Huge Power
 - Special attack increased from 55 to 65
- **Plusle:**
 - Can now hold the Light Ball
 - Attack increased from 65 to 75
 - Special attack reduced from 95 to 85
- **Minun:**
 - Can now hold the Light Ball
 - Attack increased from 40 to 50
 - Special defense reduced from 95 to 85
- **Illumise:**
 - Replaced Wonder Skin ability with Illuminate
- **Swalot Line:**
 - Replaced Sticky Hold ability with Water Veil

- **Wailmer:**
 - Defense increased from 35 to 45
 - Special defense increased from 35 to 45
 - Speed reduced from 60 to 40
 - Added Body Slam at level 30
 - Added Hyper Voice at level 40
- **Wailord:**
 - Defense increased from 45 to 55
 - Special defense increased from 45 to 55
 - Speed reduced from 60 to 40
 - Added Body Slam at level 30
 - Added Hyper Voice at level 40
- **Zangoose:**
 - Swapped Guts and Toxic Boost abilities
- **Crawdaunt Line:**
 - Replaced Leer with Clamp at level 13
 - Moved Razor Shell from level 44 to 25
 - Added Aqua Jet at level 43
 - Added Ice Punch at level 46
- **Milotic:**
 - Replaced Cute Charm ability with Shimmering
- **Castform:**
 - Added a new form in sandstorm
 - Added Sandstorm at level 20
 - Added Sand Tomb at level 22
 - Added Rock Tomb at level 28
 - Added Power Gem at level 40
- **Banette Line:**
 - Replaced Shadow Ball with Bitter Malice at level 38
- **Tropius:**
 - Replaced Chlorophyll ability with Grass Cloak
- **Luvdisc:**
 - Added Pure Heart as an ability
 - Hp increased from 43 to 63
 - Added Heart Stamp at level 24
- **Infernape Line:**
 - Replaced Technician ability with Burning Fist
- **Cranidos, Sheldon:**
 - Evolution level increased from 30 to 34
 - This keeps them in line with the other fossils

- **Pachirisu:**
 - Can now hold the Light Ball
 - Special attack increased from 45 to 55
 - Special defense reduced from 90 to 80
- **Floatzel Line:**
 - Replaced Icy Wind with Double Hit at level 28
 - Added Tail Slap at level 45
- **Mismagius:**
 - Moved Nasty Plot from level 43 to 52
 - Moved Moonblast from level 49 to 55
 - Moved Grudge from level 52 to 43
 - Moved Power Gem from level 55 to 49
- **Spiritomb:**
 - Added Bitter Malice at level 48
 - Moved Dark Pulse from level 49 to 40
- **Carnivine:**
 - Added Fly Trap as an ability
 - Hp increased from 74 to 94
 - Attack increased from 100 to 120
 - Added Fire Fang, Thunder Fang, and Ice Fang at level 1
 - Added Synthesis at level 35
- **Finneon:**
 - Replaced Water Veil ability with Hydration
- **Lumineon:**
 - Added Dark Pulse via move tutor
- **Frosllass:**
 - Added Bitter Malice at level 42
 - Moved Ice Beam from level 43 to 46
- **Rotom:**
 - Fan form now learns Hurricane instead of Air Slash
- **Watchog Line:**
 - Replaced Keen Eye ability with Illuminate
- **Excadrill Line:**
 - Moved Earthquake from level 36 to 44
 - Moved Drill Run from level 55 to 34
 - Moved Horn Drill from level 34 to 60
- **Swadloon:**
 - Replaced Leaf Guard ability with Grass Cloak

- **Whimsicott Line:**
 - Replaced Leaf Guard ability with Fluffy
- **Tirtouga:**
 - Evolution level decreased from 37 to 35
- **Archen:**
 - Attack reduced from 112 to 102
 - Special Attack reduced from 74 to 64
 - Added Air Cutter at level 15
 - Moved Pluck from level 15 to 28
 - Removed Acrobatics at level 28
- **Minccino:**
 - Changed abilities from Skill Link / Technician / Sand Veil to Skill Link / Cute Charm / Technician
- **Cinccino:**
 - Changed abilities from Skill Link / Technician / Sand Veil to Skill Link / Fluffy / Technician
- **Sawsbuck:**
 - Changed type to Fairy/Grass in the Spring, Normal/Grass in the Summer, Ground/Grass in the Fall, and Ice/Grass in the Winter
 - Replaced Headbutt at level 41 with Lucky Chant in the Spring, Headbutt in the Summer, Bulldoze in the Fall, and Icy Wind in the Winter
 - Replaced Seed Flare at level 54 with Play Rough in the Spring, Seed Flare in the Summer, Earthquake in the Fall, and Avalanche in the Winter
- **Emolga:**
 - Can now hold the Light Ball
 - Added Air Slash at level 37
- **Alomomola:**
 - Changed hidden ability to Pure Heart
- **Accelgor line:**
 - Changed evolution from level 36 to level up with a Reaper Cloth (Available in the Dreamyard or Celestial Tower)
 - Moved Water Pulse from level 33 to level 35
 - Removed Power Swap at level 60
 - Added Guard Swap at level 60
 - Added Surf and Waterfall via HM
- **Hydreigon:**
 - Added Bitter Malice at level 52
 - Moved Shadow Force from level 52 to 66