

# MEGA EVOLUTION IN POKÉMON 5E

## INTRODUCTION

The ability to have your Pokémon transform into much more powerful versions of themselves in battle through the mystery of Mega Evolution is something many Pokémon trainers aspire to do. However, due to the skill required, bond needed with your Pokémon, and rare items involved, for many trainers, it is only a dream. In Pokémon 5e it is a dream no longer! Take this supplement and go forth with Key Stones and Venusaurites, and take down the baddies with your Pokémon's newly unleashed power. Be warned though: when players get access to this technology, oftentimes so do their enemies. Tread lightly, for power does not come with morality...

## WHAT IS NEEDED TO MEGA EVOLVE

Mega Evolution is a powerful yet taxing process, and only skilled trainers and Pokémon who fully trust each other can undergo the process, and even then there's a limit to how often Mega Evolution can occur.

- You must be Trainer level 13 or higher to use Mega Evolution with your Pokémon
- Pokémon cannot Mega Evolve until they are at least level 10.
- A trainer can only use Mega Evolution twice per long rest. Starting at 17th level, Pokémon Trainers can regain one expended use of Mega Evolution at a short rest (and still regain both uses at a long rest).
- Pokémon can only Mega Evolve once per short or long rest. Starting at level 15, a Pokémon can Mega Evolve twice between rests.
- Not all Pokémon can Mega Evolve. Only Pokémon holding a species-specific Mega Stone can Mega Evolve.
- Trainers cannot use Mega Evolution with their Pokémon unless they are carrying and attuned to a Key Stone, a legendary magic item that allows for Mega Evolution. Key stones are often incorporated into jewelry such as bracelets, necklaces, or pins, but could also be carried instead of worn, or built into a different type of jewelry, clothing, equipment, or object.
- A Pokémon must have a Loyalty of "Loyal" with its trainer in order to Mega Evolve.



## MEGA EVOLUTION IN BATTLE

When all of the above conditions are met, a Pokémon can use its bonus action to mega evolve at the beginning of its turn. The Pokémon retains its initiative position, but all other stat and ability changes take place immediately. If the Pokémon gains an ability through Mega Evolution, it is temporarily added in addition to any other abilities the Pokémon has. If the new ability would be contradictory to an existing ability, the new ability temporarily replaces the ability it contradicts. If a Pokémon gains an ability that would've granted its trainer advantage on initiative, and the trainer did not have advantage on their initiative roll for another reason, the trainer can re-roll initiative and choose to take the new result for the Pokémon's next turn. A Pokémon cannot use this to take two turns in the same round; the Pokémon's initiative change would happen at the end of the current round. A Pokémon's ability scores can be raised above 20 due to Mega Evolution, but not beyond 30. The abilities of all Mega Evolved Pokémon are listed and defined at the end of this document for your convenience.

## DURATION

Mega Evolution lasts for the duration of combat, unless it is ended early. Mega Evolution ends early if the Pokémon drops to 0 hit points, the trainer drops to 0 hit points, or the trainer is incapacitated. The Pokémon must be able to see and hear its trainer to Mega Evolve, but does not need to maintain line of sight or ability to hear the trainer to remain Mega Evolved. If a Pokémon Mega Evolves outside of Combat, the Mega Evolution has a maximum duration of 10 minutes. In any situation, the Pokémon can choose to revert the Mega Evolution as an action.

## KEY STONES & MEGA STONES

### ACQUIRING KEY STONES

A Key Stone can rarely be found in shops, even those specializing in magic items. To receive a Key Stone, trainers must often seek out a Mega Evolution expert, who will judge the trainer's bond with their Pokémon, battle style, character, and values before giving them a Key Stone. Such an expert may also simply tell the trainer where to find a Key Stone, which may be a perilous location or treacherous journey for a trainer. They may also require the trainer to fulfil an errand or quest, defeat them in a battle (in which the trainer will have to face a Mega Evolved Pokémon without having one themselves), or perform some other sort of task to prove themselves to the expert. The expert may be a researcher, the priest of a temple to a powerful legendary or mythical Pokémon, a powerful trainer, a monk or guru, a member of a group that regulates or studies or has tradition surrounding Mega Evolution, or may simply be the only person in the area who knows *anything* about Mega Evolution.

## ACQUIRING MEGA STONES

Mega Stones may occasionally be for sale, or may be prizes for defeating certain trainers who specialize in the Pokémon in question. Mega Stones may be found in areas where the Pokémon is found in the wild, or may be treasure found in a cave or guarded by an evil organization. There are multiples of each species' Mega Stone, perhaps with the exception of the Mega Stones for legendary Pokémon, but they are still quite rare and may also require quests, errands, battles, money, or luck to find them. Occasionally trainers may receive a Mega Stone for one of their Pokémon with their Key Stone, but that is not always the case.

## LIST OF MEGA STONES

For each of the 46 species of Pokémon capable of Mega Evolution, there is one type of Mega Stone, with the exception of Charizard and Mewtwo, who have two Mega Stones and two possible Mega Evolutions each, which are differentiated by the addition of "X" or "Y" following the name of the Mega Stone. Not all mega evolutions are listed here, only those Pokémon in the Pokémon 5e system already. The Mega Stones, and their specific effects on the Pokémon they evolve, are listed in Pokedex order below.

### VARIANT RULE: POINT DISTRIBUTION

In some mega stone descriptions, there are options to increase one of two stats a set amount. With your DM's approval, an optional rule allows for more flexibility for the sake of less simplicity, and allows you to distribute the number of points in the either/or rules in any proportion you like between the given stats. For example: Beedrillite's description allows you to put +6 in dexterity or strength, and under this rule you could choose to put 2 points in strength and 4 points in dexterity, or 1 point in dexterity and 5 points in strength, et cetera.

### VENUSAURITE

Allows Venusaur to Mega Evolve into Mega Venusaur when held. Upon Mega Evolving, Mega Venusaur gains the ability Thick Fat, as well as: +3 to its AC, +2 to its strength, +2 to its dexterity, and +1 to its wisdom.



### CHARIZARDITE X

Allows Charizard to Mega Evolve into Mega Charizard X when held. Upon Mega Evolving, Mega Charizard X gains the ability Tough Claws, and its type changes to Fire/Dragon. In addition, it gains: +2 to its AC, +5 to its strength, and +2 to its dexterity.



### CHARIZARDITE Y

Allows Charizard to Mega Evolve into Mega Charizard Y when held. Upon Mega Evolving, Mega Charizard Y gains the ability Drought, as well as: +2 to its AC, +5 to its dexterity, and +2 to its strength.



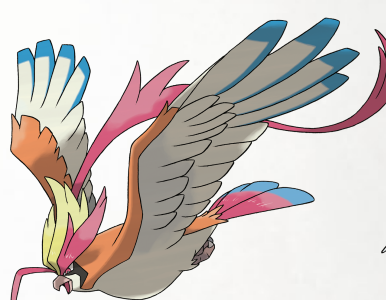
### BLASTOISINITE

Allows Blastoise to Mega Evolve into Mega Blastoise when held. Upon Mega Evolving, Mega Blastoise gains the ability Mega Launcher, as well as: +1 to its AC, +2 to its strength, +6 to its dexterity, and +1 to its wisdom.



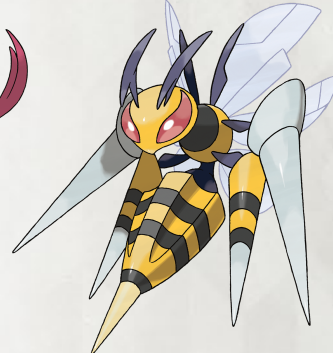
### BEEDRILLITE

Allows Beedrill to Mega Evolve into Mega Beedrill when held. Upon Mega Evolving, Mega Beedrill gains the ability Adaptability, and its size changes to medium. In addition, it gains: +30 to all of its movement speeds, +1 to its AC, +6 to its strength or dexterity (player's choice), and -3 to its wisdom.



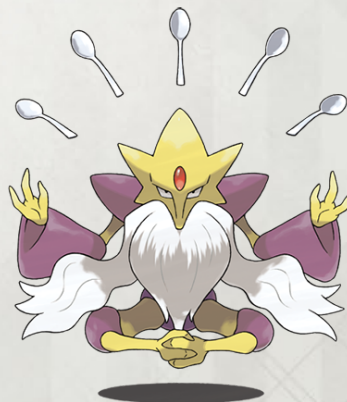
### PIDGEOTITE

Allows Pidgeot to Mega Evolve into Mega Pidgeot when held. Upon Mega Evolving, Mega Pidgeot gains the ability No Guard, as well as: +10 to all of its movement speeds, +1 to its AC, +2 to its dexterity, +3 to its wisdom, and +2 to its charisma.



### ALAKAZITE

Allows Alakazam to Mega Evolve into Mega Alakazam when held. Upon Mega Evolving, Mega Alakazam gains the ability Trace, as well as: +20 to all of its movement speeds, +2 to its AC, +2 to its dexterity, and +4 to its intelligence or wisdom (player's choice).





### **SLOWBRONITE**

Allows Slowbro to Mega Evolve into Mega Slowbro when held. Upon Mega Evolving, Mega Slowbro gains the ability Shell Armor, as well as: +4 to its AC and +3 to its dexterity.

### **GENGARITE**

Allows Gengar to Mega Evolve into Mega Gengar when held. Upon Mega Evolving, Mega Gengar gains the ability Shadow Tag, as well as: +10 to all of its movement speeds, +2 to its AC, +4 to its dexterity, and +3 to its wisdom.



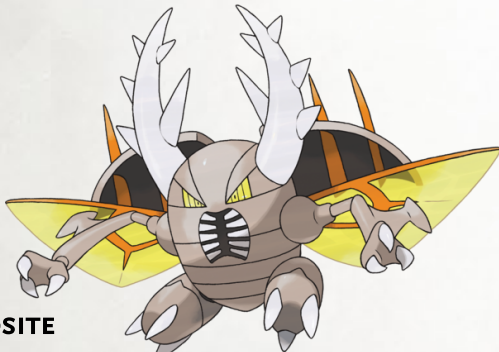
### **KANGASKHANITE**

Allows Kangaskhan to Mega Evolve into Mega Kangaskhan when held. Upon Mega Evolving, Mega Kangaskhan gains the ability Parental Bond, as well as: +10 to all of its movement speeds, +2 to its AC, +3 to its strength, +3 to its dexterity, and +1 to its wisdom.



### **PINSIRITE**

Allows Pinsir to Mega Evolve into Mega Pinsir when held. Upon Mega Evolving, Mega Pinsir gains the ability Aerilate, and its type changes to Bug/Flying. In addition, it gains: +2 to its AC, +3 to its strength, +2 to its dexterity, and +1 to its wisdom.



### **GYARADOSITE**

Allows Gyarados to Mega Evolve into Mega Gyarados when held. Upon Mega Evolving, Mega Gyarados' type becomes Water/Dark, and it gains the ability Mold Breaker. In addition, it gains: +3 to its AC, +3 to its strength, +1 to its dexterity, and +1 to its wisdom.

### **AERODACTYLITE**

Allows Aerodactyl to Mega Evolve into Mega Aerodactyl when held. Upon Mega Evolving, Mega Aerodactyl gains the ability Tough Claws, as well as: +10 to all of its movement speeds, +2 to its AC, +3 to its strength, +2 to its dexterity, and +1 to its wisdom.



### **MEWTWONITE X**

Allows Mewtwo to Mega Evolve into Mega Mewtwo X when held. Upon Mega Evolving, Mega Mewtwo X gains the ability Steadfast, and its type changes to Psychic/Fighting. In addition, it gains: +1 to its AC and +8 to its strength.



### **MEWTWONITE Y**

Allows Mewtwo to Mega Evolve into Mega Mewtwo Y when held. Upon Mega Evolving, Mega Mewtwo Y gains the ability Insomnia, as well as: +10 to all of its movement speeds, +4 to its strength, +4 to its dexterity, and +2 to its wisdom.



### **AMPHAROSITE**

Allows Ampharos to Mega Evolve into Mega Ampharos when held. Upon Mega Evolving, Mega Ampharos gains the ability Mold Breaker, and its type changes to Electric/Dragon. In addition, it gains: +2 to its AC, +2 to its strength, +4 to its dexterity, and +1 to its wisdom.



### STEELIXITE

Allows Steelix to Mega Evolve into Mega Steelix when held. Upon Mega Evolving, Mega Steelix gains the ability Sand Force, and its size changes to gargantuan. In addition, it gains: +2 to its AC, +4 to its strength, +2 to its dexterity, and +2 to its wisdom.



### SCIZORITE

Allows Scizor to Mega Evolve into Mega Scizor when held. Upon Mega Evolving, Mega Scizor gains the ability Technician, and well as: +10 to all of its movement speeds, +3 to its AC, +2 to its strength, +2 to its dexterity, and +1 to its wisdom.



### HERACRONITE

Allows Heracross to Mega Evolve into Mega Heracross when held. Upon Mega Evolving, Mega Heracross gains the ability Skill Link, as well as: +2 to its AC, +6 to its strength, and +1 to its wisdom.

### HOUNDOOMINITE

Allows Houndoom to Mega Evolve into Mega Houndoom when held. Upon Mega Evolving, Mega Houndoom gains the ability Solar Power, as well as: +10 to all of its movement speeds, +2 to its AC, +4 to its dexterity, and +1 to its wisdom.



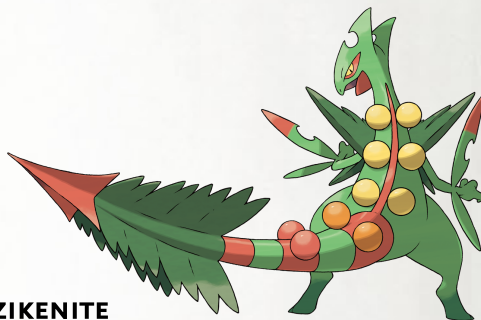
### TYRANITARITE

Allows Tyranitar to Mega Evolve into Mega Tyranitar when held. Upon Mega Evolving, Mega Tyranitar gains the ability Sand Stream, as well as: +10 to all of its movement speeds, +2 to its AC, +3 to its strength, +1 to its dexterity, and +2 to its wisdom.



### SCEPTILITE

Allows Sceptile to Mega Evolve into Mega Sceptile when held. Upon Mega Evolving, Mega Sceptile gains the ability Lightning Rod, as well as: +15 to all of its movement speeds, +1 to its AC, +2 to its strength, and +5 to its dexterity.



### BLAZIKENITE

Allows Blaziken to Mega Evolve into Mega Blaziken when held. Upon Mega Evolving, Mega Blaziken gains the ability Speed Boost, as well as: +10 to all of its movement speeds, +1 to its AC, +4 to its strength, and +4 to its dexterity.



### SWAMPERTITE

Allows Swampert to Mega Evolve into Mega Swampert when held. Upon Mega Evolving, Mega Swampert gains the ability Swift Swim, as well as: +2 to its AC, +4 to its strength, and +3 to its dexterity.

### GARDEVOIRITE

Allows Gardivoir to Mega Evolve into Mega Gardevoir when held. Upon Mega Evolving, Mega Gardevoir gains the ability Pixelate, as well as: +1 to its AC, +2 to its strength, and +7 to its dexterity or wisdom (player's choice).



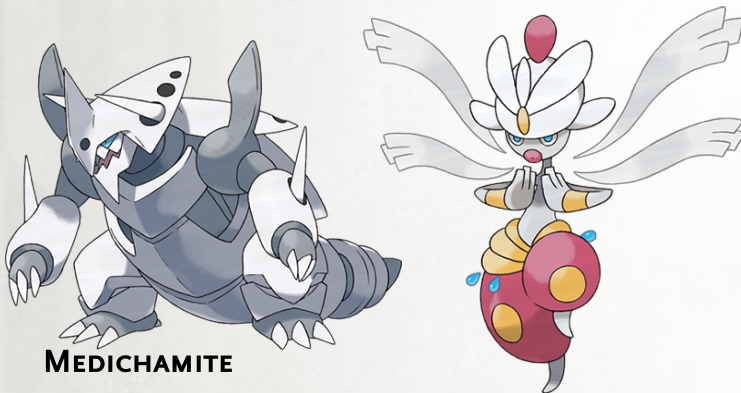
### SABLENITE

Allows Sableye to Mega Evolve into Mega Sableye when held. Upon Mega Evolving, Mega Sableye gains the ability Magic Bounce, and its size changes to small. In addition, it gains: -10 to all of its movement speeds, +5 to its AC, +1 to its strength, -2 to its dexterity, and +3 to its wisdom.



### MAWILITE

Allows Mawile to Mega Evolve into Mega Mawile when held. Upon Mega Evolving, Mega Mawile gains the ability Huge Power, and its size changes to small. In addition, it gains: +4 to its AC, +2 to its strength, +1 to its dexterity, and +1 to its wisdom.



### MEDICHAMITE

Allows Medicham to Mega Evolve into Mega Medicham when held. Upon Mega Evolving, Mega Medicham gains the ability Pure Power, as well as: +10 to all of its movement speeds, +1 to its AC, +4 to its strength, and +4 to its dexterity or wisdom (player's choice).

### MANECTITE

Allows Manectric to Mega Evolve into Mega Manectric when held. Upon Mega Evolving, Mega Manectric gains the ability Intimidate, as well as: +20 to all of its movement speeds, +2 to its AC, +5 to its dexterity, and +1 to its wisdom.



### SHARPEDONITE

Allows Sharpedo to Mega Evolve into Mega Sharpedo when held. Upon Mega Evolving, Mega Sharpedo gains the ability Strong Jaw, and its size changes to large. In addition, it gains: +2 to its AC, +2 to its strength, and +4 to its dexterity.



### CAMERUPTITE

Allows Camerupt to Mega Evolve into Mega Camerupt when held. Upon Mega Evolving, Mega Camerupt gains the ability Sheer Force, and its size changes to large. In addition, it gains: +4 to its AC, +6 to its strength, and -2 to its dexterity.



### ALTARIANITE

Allows Altaria to Mega Evolve into Mega Altaria when held. Upon Mega Evolving, Mega Altaria gains the ability Pixilate, its size changes to medium, and its type changes to Dragon/Fairy. In addition, it gains: +1 to its AC, +4 to its strength, and +5 to its dexterity.

### BANETTITE

Allows Banette to Mega Evolve into Mega Banette when held. Upon Mega Evolving, Mega Banette gains the ability Prankster, as well as: +1 to its AC, +5 to its strength, +1 to its dexterity, and +2 to its wisdom.



### ABSOLITE

Allows Absol to Mega Evolve into Mega Absol when held. Upon Mega Evolving, Mega Absol gains the ability Magic Bounce, as well as: +2 to its strength, +4 to its dexterity, and +4 to its wisdom.



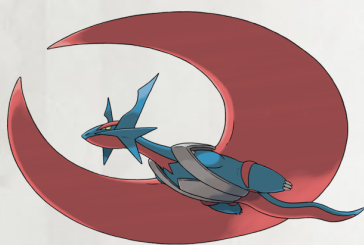
### GLALITITE

Allows Glalie to Mega Evolve into Mega Glalie when held. Upon Mega Evolving, Mega Glalie gains the ability Refrigerate, as well as: +10 to all of its movement speeds, +1 to its AC, +4 to its strength, and +5 to its dexterity.



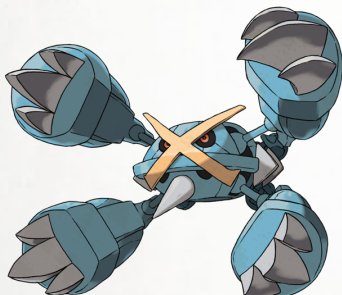
### SALAMENCITE

Allows Salamence to Mega Evolve into Mega Salamence when held. Upon Mega Evolving, Mega Salamence gains the ability Aerilate, as well as: +10 to all of its movement speeds, +3 to its AC, +1 to its strength, +3 to its dexterity, and +1 to its wisdom.



### METAGROSSITE

Allows Metagross to Mega Evolve into Mega Metagross when held. Upon Mega Evolving, Mega Metagross gains the ability Tough Claws, and its size changes to large. In addition, it gains: +20 to all of its movement speeds, +2 to its AC, +1 to its strength, +3 to its dexterity, and +2 to its wisdom.



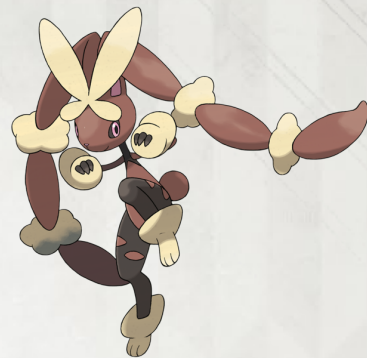
### LATIASITE

Allows Latias to Mega Evolve into Mega Latias when held. Upon Mega Evolving, Mega Latias gains +2 to its AC, as well as: +2 to its strength, +3 to its dexterity, and +3 to its wisdom.



### LATIOSITE

Allows Latios to Mega Evolve into Mega Latios when held. Upon Mega Evolving, Mega Latios gains +2 to its AC, as well as: +4 to its strength, +2 to its dexterity, and +2 to its wisdom.



### LOPUNNITE

Allows Lopunny to Mega Evolve into Mega Lopunny when held. Upon Mega Evolving, Mega Lopunny gains the ability Scrappy, and its size changes to medium. In addition, it gains: +1 to its AC, +6 to its strength, and +3 to its dexterity.

### GARCHOMPITE

Allows Garchomp to Mega Evolve into Mega Garchomp when held. Upon Mega Evolving, Mega Garchomp gains the ability Sand Force, as well as: +1 to its AC, +4 to its strength, +4 to its dexterity, and +1 to its wisdom.



### LUCARIONITE

Allows Lucario to Mega Evolve into Mega Lucario when held. Upon Mega Evolving, Mega Lucario gains the ability Adaptability, and its size changes to medium. In addition, it gains: +20 to all of its movement speeds, +1 to its AC, +5 to its strength, and +4 to its dexterity.

### ABOMASITE

Allows Abomasnow to Mega Evolve into Mega Abomasnow when held. Upon Mega Evolving, Mega Abomasnow's movement speed is halved, and its size changes to large. In addition, it gains: +2 to its AC, +4 to its strength, +2 to its dexterity, and +2 to its wisdom.



### GALLADITE

Allows Gallade to Mega Evolve into Mega Gallade when held. Upon Mega Evolving, Mega Gallade gains the ability Inner Focus, as well as: +10 to all of its movement speeds, +2 to its AC, +4 to its strength, and +2 to its dexterity.





## THE WEATHER TRIO

Kyogre, Groudon, and Rayquaza, the token legendaries of the Hoenn region are the forces of nature and causes of conflict in the region. They have a slight twist on standard Mega Evolution. Kyogre and Groudon undergo Primal Reversion, a similar process to Mega Evolution, and Rayquaza can Mega Evolve, but traditionally does not require a Mega Stone to do so.

### RAYQUAZA'S MEGA EVOLUTION

Rayquaza can Mega Evolve once it knows the move Dragon Ascent (described below), so long as all non-Mega Stone related requirements are fulfilled and Rayquaza is not holding a Z-Crystal. If the lack of Mega Stone (and therefore ability to use a held item while Mega Evolved) feels too powerful, DMs may rule that Rayquaza must hold a Meteorite, a Key Item often only obtained through plot events that allows Rayquaza to access cosmic energy it needs to Mega Evolve. DMs could also invent a Rayquazanite, a Mega Stone for Rayquaza. Mega Rayquaza is one of the most powerful Pokémon, so be careful if including it in your games.

#### DRAGON ASCENT

**Type:** Flying

**Move Power:** STR/DEX

**Move Time:** 1 action

**PP:** 3

**Duration:** Instantaneous

**Range:** Melee

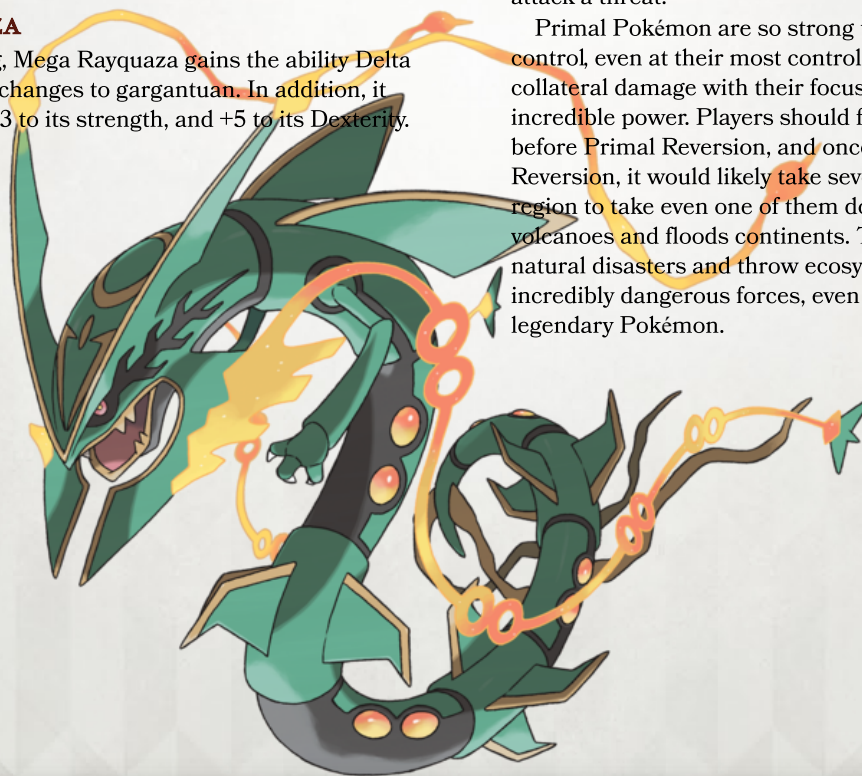
**Description:** After soaring upward, the user attacks its target by dropping out of the sky at high speeds. Make a melee attack on an opponent, dealing 2d10 flying damage on a hit. After activating this move, the target has advantage on any attack it makes against you before the beginning of your next turn.

**Higher Levels:** The damage dice roll for this move changes to 3d8 at level 5, 4d10 at level 10, and 7d8 at level 17.

Dragon Ascent is available only by Move Tutor, so DMs may also choose to simply not have the move available.

#### MEGA RAYQUAZA

Upon Mega Evolving, Mega Rayquaza gains the ability Delta Stream, and its size changes to gargantuan. In addition, it gains: +2 to its AC, +3 to its strength, and +5 to its Dexterity.



## PRIMAL REVERSION

The Legendary Ancient Pokémon Kyogre and Groudon don't Mega Evolve, they undergo Primal Reversion, a process where they return to a power they once had by absorbing the force of nature around them. Similar to Mega Evolution, Primal Reversion causes a change in form, abilities, and stats.

Unlike Mega Evolution, there are very few requirements to trigger Primal Reversion. The only requirements for Kyogre and Groudon to undergo Primal Reversion are:

- The Pokémon must be level 10 to use Primal Reversion.
- The Pokémon can only do use Primal Reversion once per rest, until they reach level 15 and gain an additional use per rest.
- The Pokémon must hold a species-specific item: the Blue Orb for Kyogre, and the Red Orb for Groudon. These items are passed down and guarded by a specific family in Hoenn and have been for generations, and groups with evil intentions often seek the Orbs out in order to attempt to control the Ancient Pokémon and use them to their own ends.

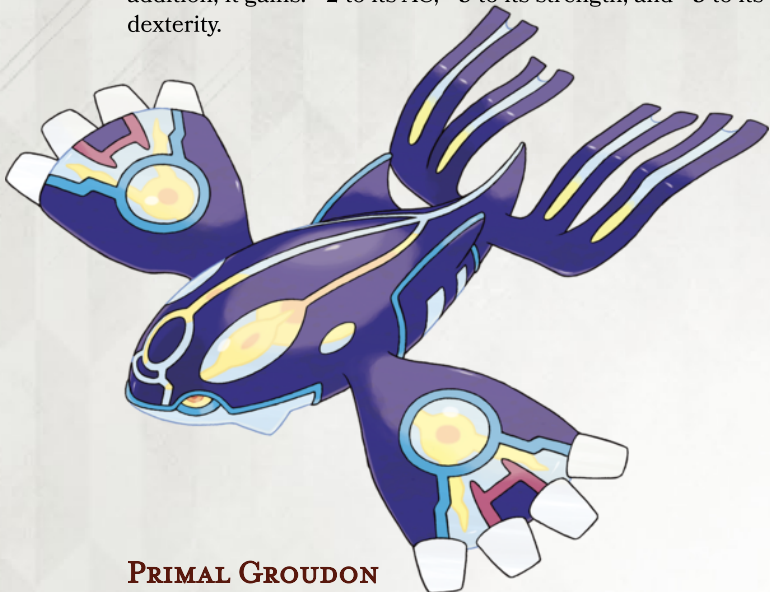
Primal Reversion does not require a trainer or any loyalty to a trainer, and does not depend upon the trainer's level. In fact, if a Pokémon undergoes Primal Reversion while under the control of the trainer, unless the trainer has maximum loyalty with it, the Pokémon does not obey their trainer and instead attacks whatever it perceives as a threat with all of its force. If the trainer can communicate the threat to the Pokémon, especially before it undergoes Primal Reversion, the trainer may be able to somewhat direct the Pokémon's actions, but not with nearly as much precision as the trainer would be used to.

A Primal Pokémon loyal to a trainer will still attack whatever it perceives to be a threat, but will listen to its trainer's input, direction, and strategy, and won't perceive its trainer or its allies as threats unless they harm the Pokémon directly. Even so, the Pokémon will not obey its trainer if the trainer directs it to do something counter to its intentions, such as protecting a threat, damaging itself, or attacking something perceived to be an ally or neutral when it could attack a threat.

Primal Pokémon are so strong they are almost out of control, even at their most controllable, and can cause serious collateral damage with their focused destruction and incredible power. Players should fear these Pokémon, even before Primal Reversion, and once they do undergo Primal Reversion, it would likely take several of the top trainers in the region to take even one of them down. Their power creates volcanoes and floods continents. They can cause massive natural disasters and throw ecosystems into chaos. They are incredibly dangerous forces, even more so than most legendary Pokémon.

## PRIMAL KYOGRE

Upon undergoing Primal Reversion, Primal Kyogre gains the ability Primordial Sea, and its size changes to gargantuan. In addition, it gains: +2 to its AC, +5 to its strength, and +3 to its dexterity.



## PRIMAL GROUDON

Upon undergoing Primal Reversion, Primal Groudon gains the ability Desolate Land, its size changes to huge, and its type changes to Ground/Fire. In addition, it gains: +2 to its AC, +3 to its strength, and +5 to its dexterity.



## NEWER POKÉMON

Generation 4 is upon us! leaving only 2 pokemon with Mega Evolutions that aren't included in the main list. These Pokémon do not have stat blocks in the Pokémon 5e system (yet), but this document felt incomplete without including them.

### AUDINITE

Allows Audino to Mega Evolve into Mega Audino when held. Upon Mega Evolving, Mega Audino gains the ability Healer, and its type changes to Normal/Fairy. In addition, it gains: +4 to its AC, +3 to its dexterity, and +1 to its wisdom.

### DIANCITE

Allows Diancie to Mega Evolve into Mega Diancie when held. Upon Mega Evolving, Mega Diancie gains the ability Magic Bounce, and its size changes to small. In addition, it gains: +20 to all of its movement speeds, -2 to its AC, +6 to its strength, +6 to its dexterity, and +2 to its wisdom.

## ABILITIES

The many Abilities of Mega Evolved Pokémon are listed here, alphabetically, for your convenience, as these are not listed in a Pokémon's stat block. Note that Aerilate, Delta Stream, Desolate Land, Mega Launcher, Parental Bond, Primordial Sea, Pixelate, Refrigerate, Strong Jaw, and Tough Claws are not abilities found in the main Pokémon 5e Handbook or Monster Manuals; They are either unique to Mega Evolved or Primal Pokémon, or are exclusive to pokémon introduced after generation 4.

### ADAPTABILITY:

This Pokémon's STAB is increased by +1 at all levels.

### AERILATE:

All of this Pokémon's normal-type moves are flying type.

### DELTA STREAM:

When this Pokémon enters an outside battle, the weather immediately changes to a Mysterious Air Current. This weather condition remains as long as this Pokémon is in battle, and overwrites all other weather-changing moves and abilities, except for Extremely Harsh Sunlight (caused by the Desolate Land Ability) and Heavy Rain (caused by the Primordial Sea ability) In the case of another Pokémon with the Desolate Land ability or the Primordial Sea ability, the tie goes to the Pokémon with the highest DEX score. Moves that attempt to change the current weather automatically fail while this ability is in effect.

The Mysterious Air Current causes Electric-, Ice-, and Rock-type damage to deal 1x damage to Flying-type Pokémon instead of 2x, effectively removing their vulnerability to those types, unless the Pokémon has another type that is also vulnerable to Electric-, Ice-, or Rock-type damage. If a Flying-type Pokémon has another type that resists Electric-, Ice-, or Rock-type damage, the Pokémon has now resistance to the relevant damage type(s), instead of taking regular damage from them.





### **DESOLATE LAND:**

When this Pokémon enters an outside battle, the weather immediately changes to Extremely Harsh Sunlight. This weather condition remains as long as this Pokémon is in battle, and overwrites all other weather-changing moves and abilities, except for a Mysterious Air Current (caused by the Delta Stream Ability) and Heavy Rain (caused by the Primordial Sea ability). In the case of another Pokémon with the Delta Stream ability or the Primordial Sea ability, the tie goes to the Pokémon with the highest DEX score. Moves that attempt to change the current weather automatically fail while this ability is in effect.

Extremely Harsh Sunlight causes all the same effects as Bright Sunlight in terms of affecting Pokémon with abilities related to Bright sunlight, and also causes all damage-dealing Water-type moves to automatically fail.

### **DROUGHT:**

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

### **FILTER:**

When hit by a move type this Pokémon is vulnerable to, it may roll a d4. In a result of 4, it does not take the additional damage.

### **HEALER:**

As an action, this Pokémon can touch an ally to restore a negative status effect.

### **HUGE POWER:**

Once per short rest, this Pokémon may double the damage it does on a single move that requires an attack roll. The player must announce that they are using this ability before the attack roll.

### **INNER FOCUS:**

Focus: This Pokémon is immune to flinching.

### **INSOMNIA:**

This Pokémon is immune to sleep.

### **INTIMIDATE:**

Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

### **LIGHTNING ROD:**

If an ally within 30 feet is attacked with an electric type move, this Pokémon can choose to use a reaction to redirect that attack to themselves instead. This does not work on area of effect moves.

### **MAGIC BOUNCE:**

Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

### **MEGA LAUNCHER:**

When this Pokémon uses the moves Aura Sphere, Dark Pulse, Dragon Pulse, Heal Pulse, Origin Pulse, or Water Pulse, it can roll the damage or healing dice twice and take the higher result.

### **MOLD BREAKER:**

This Pokémon's moves ignore any abilities or moves that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, etc.)

### **PARENTAL BOND:**

Any time this Pokémon uses a move that targets a single Pokémon, the Pokémon can use its bonus action to use the same move again without expending PP, dealing 1/2 damage on a hit.

### **PIXELATE:**

All of this Pokémon's Normal-type moves are Fairy-type.

### **PRANKSTER:**

Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

### **PRIMORDIAL SEA:**

When this Pokémon enters an outside battle, the weather immediately changes to Heavy Rain. This weather condition remains as long as this Pokémon is in battle, and overwrites all other weather-changing moves and abilities, except for a Mysterious Air Current (caused by the Delta Stream Ability) and Extremely Harsh Sunlight (caused by the Desolate Land ability). In the case of another Pokémon with the Delta Stream ability or the Desolate Land ability, the tie goes to the Pokémon with the highest DEX score. Moves that attempt to change the current weather automatically fail while this ability is in effect.

Heavy causes all the same effects as Rain or Light Rain in terms of affecting Pokémon with abilities related to rain, and also causes all damage-dealing Fire-type moves to automatically fail.

### **PURE POWER:**

Once per short rest, this Pokémon may double the damage it does on a single move that requires an attack roll. The player must announce that they are using this ability before the attack roll.

### **REFRIGERATE:**

All of this Pokémon's Normal-type moves are Ice-type.

### **SAND FORCE:**

During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

### **SAND STREAM:**

A constant Sandstorm covers the battlefield when this Pokémon enters a battle. This Pokémon may use the move Sandstorm as a bonus action. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

**SCRAPPY:**

This Pokémon's Normal and Fighting type moves hit Ghost type Pokémon.

**SHADOW TAG:**

If this Pokémon is active, an opponent cannot flee or be switched out.

**SHEER FORCE:**

This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

**SHELL ARMOR:**

This Pokémon is immune to extra damage dealt by a Critical Hit.

**SKILL LINK:**

On combo moves like Fury Swipes, Comet Punch, etc., this Pokémon is guaranteed to hit at least twice.

**SOLAR POWER:**

Damage rolls for this Pokémon get an additional +2 during bright sunlight.

**SPEED BOOST:**

While this Pokémon is active and in an environment related to its type (DM Discretion), its trainer gets advantage on initiative rolls.

**STEADFAST:**

Once per long rest, when this Pokémon fails a saving throw against a negative status condition, it can choose to pass instead.

**STRONG JAW:**

When this Pokémon uses Bite, Crunch, Fire Fang, Hyper Fang, Ice Fang, Psychic Fangs, or Thunder Fang, it can roll the damage dice twice and take the higher result.

**SWIFT SWIM:**

This Pokémon's swim speed is doubled in rainy conditions.

**TECHNICIAN:**

For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and use the higher result.

**THICK FAT:**

This Pokémon takes quarter damage from Fire and Ice type moves.

**TOUGH CLAWS:**

This Pokémon can add its proficiency bonus to the damage of all melee attack moves.

**TRACE:**

This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.



# QUICK LOOK-UP TABLES

## MEGA STONES FOR POKÉMON ABOMASNOW-HOUNDOOM

| Mega Stone     | Ability      | Size   | Movement | Type            | AC | STR | DEX | INT | WIS | CHA | Other     |
|----------------|--------------|--------|----------|-----------------|----|-----|-----|-----|-----|-----|-----------|
| Abomasite      | —            | Large  | Halved   | —               | +2 | +4  | +2  | —   | +2  | —   | —         |
| Absolite       | Magic Bounce | —      | —        | —               | +2 | +4  | +4  | —   | —   | —   | —         |
| Aerodactylite  | Tough Claws  | —      | +10      | —               | +2 | +3  | +2  | —   | +1  | —   | —         |
| Aggronite      | Filter       | —      | —        | (Only) Steel    | +4 | +3  | —   | —   | +1  | —   | —         |
| Alakazite      | Trace        | —      | +20      | —               | -1 | +2  | —   | +2  | +4* | +4* | —         |
| Altarianite    | Pixelate     | Medium | —        | Dragon/Fairy    | +1 | +4  | +5  | —   | —   | —   | —         |
| Ampharosite    | Mold Breaker | —      | —        | Electric/Dragon | +2 | +2  | +4  | —   | +1  | —   | —         |
| Banettite      | Prankster    | —      | —        | —               | +1 | +5  | +1  | —   | +2  | —   | —         |
| Beedrillite    | Adaptability | Medium | +30      | —               | +1 | +6* | +6* | —   | -3  | —   | *pick one |
| Blastoisinite  | MegaLauncher | —      | —        | —               | +1 | +2  | +6  | —   | +1  | —   | —         |
| Blazikenite    | Speed Boost  | —      | +10      | —               | +1 | +4  | +4  | —   | —   | —   | —         |
| Cameruptite    | Sheer Force  | Large  | —        | —               | +4 | +6  | -2  | —   | —   | —   | —         |
| Charizardite X | Tough Claws  | —      | —        | Fire/Dragon     | +2 | +5  | +2  | —   | —   | —   | —         |
| Charizardite Y | Drought      | —      | —        | —               | +2 | +2  | +5  | —   | —   | —   | —         |
| Galladite      | Inner Focus  | —      | +10      | —               | +2 | +4  | +2  | —   | —   | —   | —         |
| Gardevoirite   | Pixelate     | —      | —        | —               | +1 | +2  | +7* | —   | +7* | —   | *pick one |
| Garchompite    | Sand Force   | —      | —        | —               | +1 | +4  | +4  | —   | +1  | —   | —         |
| Gengarite      | Shadow Tag   | —      | +10      | —               | +2 | —   | +4  | —   | +3  | —   | —         |
| Glalitite      | Refrigerate  | —      | +10      | —               | +3 | +1  | +3  | —   | +1  | —   | —         |
| Gyaradosite    | Mold Breaker | —      | —        | Water/Dark      | +3 | +3  | +1  | —   | +1  | —   | —         |
| Heraconite     | Skill Link   | —      | —        | —               | +2 | +6  | —   | —   | +1  | —   | —         |
| Houndoominite  | Solar Power  | —      | +10      | —               | +2 | —   | +4  | —   | +1  | —   | —         |

### MEGA STONES FOR POKÉMON KANGASKHAN-VENUSAUR

| Mega Stone    | Ability       | Size       | Movement | Type             | AC | STR | DEX | INT | WIS | CHA | Other     |
|---------------|---------------|------------|----------|------------------|----|-----|-----|-----|-----|-----|-----------|
| Kangaskhanite | Parental Bond | —          | +10      | —                | +2 | +3  | +3  | —   | +1  | —   | —         |
| Latiasite     | —             | —          | —        | —                | +2 | +2  | +3  | —   | +3  | —   | —         |
| Latiosite     | —             | —          | —        | —                | +2 | +4  | +2  | —   | +2  | —   | —         |
| Lopunnite     | Scrappy       | Medium     | —        | —                | +1 | +6  | +3  | —   | —   | —   | —         |
| Lucarionite   | Adaptability  | Medium     | +20      | —                | +1 | +5  | +4  | —   | —   | —   | —         |
| Manectite     | Intimidate    | —          | +20      | —                | +2 | —   | +5  | —   | +1  | —   | —         |
| Mawilite      | Huge Power    | Small      | —        | —                | +4 | +2  | +1  | —   | +1  | —   | —         |
| Medichamite   | Pure Power    | —          | +10      | —                | +1 | +4  | +4* | —   | +4* | —   | *pick one |
| Metagrossite  | Tough Claws   | Large      | +20      | —                | +2 | +1  | +3  | —   | +2  | —   | —         |
| Mewtwonite X  | Steadfast     | —          | —        | Psychic/Fighting | +1 | +8  | —   | —   | —   | —   | —         |
| Mewtwonite Y  | Insomnia      | —          | +10      | —                | —  | +4  | +4  | —   | +2  | —   | —         |
| Pidgeotite    | No Guard      | —          | +10      | —                | +1 | —   | +2  | —   | +4  | +2  | —         |
| Pinsirite     | Aerilate      | —          | +Flying  | Bug/Flying       | +2 | +3  | +2  | —   | +1  | —   | —         |
| Sablenite     | Magic Bounce  | Small      | -10      | —                | +5 | +1  | -2  | —   | +3  | —   | —         |
| Salamancite   | Aerilate      | —          | +10      | —                | +3 | +1  | +3  | —   | +1  | —   | —         |
| Sceptilite    | Lightning Rod | —          | +15      | Grass/Dragon     | +1 | +2  | +5  | —   | —   | —   | —         |
| Scizorite     | Technician    | —          | +10      | —                | +3 | +2  | +2  | —   | +1  | —   | —         |
| Sharpedonite  | Strong Jaw    | Large      | —        | —                | +2 | +2  | +4  | —   | —   | —   | —         |
| Slobronite    | Shell Armor   | —          | —        | —                | +4 | —   | +3  | —   | —   | —   | —         |
| Steelixite    | Sand Force    | Gargantuan | —        | —                | +2 | +4  | +2  | —   | +2  | —   | —         |
| Swamperite    | Swift Swim    | —          | —        | —                | +2 | +4  | +3  | —   | —   | —   | —         |
| Tyranitarite  | Sand Stream   | Large      | +10      | —                | +2 | +3  | +1  | —   | +2  | —   | —         |
| Venusaurite   | Thick Fat     | —          | —        | —                | +2 | +2  | +2  | —   | +1  | —   | —         |

### THE WEATHER TRIO AND NEWER POKÉMON

| Species  | Stone    | Ability        | Size       | Movement | Type         | AC | STR | DEX | WIS |
|----------|----------|----------------|------------|----------|--------------|----|-----|-----|-----|
| Groudon  | Red Orb  | Desolate Land  | Huge       | —        | Ground/Fire  | +2 | +3  | +5  | —   |
| Kyogre   | Blue Orb | Primordial Sea | Gargantuan | —        | —            | +2 | +5  | +3  | —   |
| Rayquaza | —        | Delta Stream   | Gargantuan | —        | —            | +2 | +3  | +5  | —   |
|          |          |                |            |          |              |    |     |     |     |
| Audino   | Audinite | Healer         | —          | —        | Normal/Fairy | +4 | —   | +3  | +2  |
| Diancie  | Diancite | Magic Bounce   | Small      | +20      | —            | -2 | +6  | +6  | +2  |



## HEY THANKS

Thanks for reading this thing! If I've made mistakes (typos, things that are supposed to be alphabetical but aren't, incorrect copy-pastes, changes to the system that I haven't implemented), feel free to ping me on the Pokemon 5e Discord server, @foiledfeline#2237

I also made some more Pokemon 5e unofficial supplemental stuff, most notably, Alolan Forms: <https://drive.google.com/file/d/1JzPexYGbth5ozXYxpHBtheuu7usp/sharing>

Anything else of note that I've made for Pokemon 5e will be pinned in the #resources channel of the discord, hopefully.

Finally, the Pokemon 5e System was created by JoeTheDM (u/JaggedSun on reddit, JOEtheDM#9617 on discord), so thanks to him for being cool and making the thing. Find more Pokemon 5e info here (including links to most updated manuals and stuff):

### POKEMON 5E SUBREDDIT

<https://www.reddit.com/r/Pokemon5e>

### POKEMON 5E DISCORD

<https://discord.gg/DA9gQAa>