

Zacian & Zamazenta

Zacian (#888) & Zamazenta (#889)

Abilities:

Intrepid Sword (Zacian)

Dauntless Shield (Zamazenta)

Zacian and Zamazenta are also known as the Heroic Duo. They are the Sword and Shield of Balance, forces of good that come to the aid of the world when impossible threats emerge to wreck chaos. They are siblings and rivals both, who seek each other's companionship in battle but will train against each other when there is no call for them. When they choose to be inactive, they will take the form of stone statues, but in this state they are capable of creating projections of themselves within their vicinity. In their true forms they are capable of limited flight as part of their call to arms against Eternatus. Most refer to them as female, but as they are genderless magical wolves, this is more of a human interpretation of them.

(Zacian) Base Stats	
HP	92
Attack	130
Defense	115
Sp. Attack	80
Sp. Defense	115
Speed	138

(Zamazenta) Base Stats	
HP	92
Attack	130
Defense	115
Sp. Attack	80
Sp. Defense	115
Speed	138

(Crowned Sword) Base Stats	
HP	92
Attack	170
Defense	115
Sp. Attack	80
Sp. Defense	115
Speed	148

(Crowned Shield) Base Stats	
HP	92
Attack	130
Defense	145
Sp. Attack	80
Sp. Defense	145
Speed	128

Zacian is 9'2 feet tall (2.8 M) and in her Hero of Many Battles form she is 430 pounds (195 kg), while in her Crowned Sword form she is 782.6 pounds (355 kg). Zamazenta is 9'6 feet tall (2.9 M) and is 463 pounds (210 kg) in her Hero of Many Battles form and 1730.6 pounds (785 kg) in her Crowned Shield form.

Divinity: Minor Gods

Heritage: Children of Zygarde

Divine Role: Counter magic to Eternatus and to maintain balance in the world. When inactive, they take the form of stone statues where they can sleep for as long as necessary.

Place in the Wheel of Reincarnation: Zacian and Zamazenta, while they themselves are minor gods in terms of power, capacity, and influence over the world and the Wheel of Reincarnation, their presence

Zacian		Fairy	(Steel)
Learnset: Level Up		Level	Category
Fighting	Sacred Sword	1	Physical
Fighting	Quick Guard	1	Status
Steel	Metal Claw	1	Physical
Normal	Howl	1	Status
Normal	Quick Attack	1	Physical
Dark	Bite	1	Physical
Normal	Slash	11	Physical
Normal	Swords Dance	22	Status
Steel	Iron Head	33	Physical
Normal	Laser Focus	44	Status
Normal	Noble Roar	55	Status
Dark	Crunch	66	Physical
Fairy	Moonblast	77	Special
Fighting	Close Combat	88	Physical
Normal	Giga Impact	99	Physical
Steel	Behemoth Blade	<i>Form Change</i>	Physical

Zamazenta		Fighting	(Steel)
Learnset: Level Up		Level	Category
Steel	Metal Burst	1	Physical
Rock	Wide Guard	1	Status
Steel	Metal Claw	1	Physical
Normal	Howl	1	Status
Normal	Quick Attack	1	Physical
Dark	Bite	1	Physical
Normal	Slash	11	Physical
Steel	Iron Defense	22	Status
Steel	Iron Head	33	Physical
Normal	Laser Focus	44	Status
Steel	Metal Burst	55	Physical
Dark	Crunch	66	Physical
Fairy	Moonblast	77	Special
Fighting	Close Combat	88	Physical
Normal	Giga Impact	99	Physical
Steel	Behemoth Bash	<i>Form Change</i>	Physical

is vital the maintenance of balance in the worlds where they are needed. Not every world has an Eternatus, and in the worlds where there is no Eternatus, there is no Zacian and Zamazenta. Eternatus is itself not inherently evil or bad, but its chaotic effects on magic and the ecosystem are potentially incredibly dangerous, and left unchecked make it a nightmare for the Eldritch Being of Balance, Zygarde. This is where Zacian and Zamazenta come in, they are the Sword and Shield of Balance that defend the world from unbridled chaos. Should Zacian and/or Zamazenta perish, the Wheel of Reincarnation will not be affected nor will the universe intrinsically make new ones to replace them. Newborn Zacians and Zamazentas must be birthed once more by Zygarde. In theory, there could be more than one pair should a world require additional.

Personality: Both Zacian and Zamazenta have a fierce determination toward protection and knighthood. They are the defenders of the land and the purveyors of peace, the Sword and Shield of Balance. If befriended, they are an invaluable asset to defeating any forces too big for humanity.

Role Amongst Humanity: Zacian and Zamazenta play roles as heroes of legend, who aid the land in times of great need, and are the pinnacle heroes of the Darkest Day(s). As figures of legend, they are present in fairytales and medieval literature, but their existence in the broader scope of human art is relatively minimal. Such tales describe Zacian as the Fairy King's Sword, and Zamazenta as the Fight Master's Shield.

Special Rules: Zacian and Zamazenta come in pairs. Barring special circumstances, there is an even number of them at all times, even if that number is zero. They only exist in worlds where Eternatus is present because their magic is intrinsically designed to be the antithesis to Eternatus's dynamax magic. In

these worlds, they may certainly assist and aid in other matters of maintaining balance, but such heroes must call upon their aid, while for Eternatus they have instincts that tell them when and where they are needed. They do not exist to end Dynamaxing, simply to balance it and possibly even contain it, and are entirely incapable of Dynamaxing themselves.

Zacian will form shift into its Crowned Sword form when presented with the Rusted Sword, and Zamazenta will form shift into its Crowned Shield form when presented with the Rusted Shield. These are their true forms. These items are actually aspects of their essence that split off when they do not need to embody the full extent of their power (this is exhausting). In their Crowned Sword and Shield forms respectively, Zacian becomes a Fairy/Steel type and Zamazenta becomes a Fighting/Steel type.

When Zacian or Zamazenta enter their true forms, Iron Head turns into Behemoth Blade or Behemoth Bash respectively.

Rules for the Mythology Section: *All Pokémon listed exclusively under the mythology sections are entirely uncatchable by conventional means. Pokémon Trainers are not able to catch these Pokémon because they are gods and eldritch beings. Only Pokémon Rangers have a chance at taming these beings.*

(Zacian) Learnset: Tutoring/TMs								
Psychic	Agility	Status	Psychic	Imprison	Status	Steel	Steel Beam	Special
Flying	Air Slash	Special	Steel	Iron Defense	Status	Normal	Substitute	Status
Dark	Assurance	Physical	Steel	Iron Head	Physical	Normal	Swift	Special
Fighting	Brick Break	Physical	Steel	Iron Tail	Physical	Normal	Swords Dance	Status
Dark	Brutal Swing	Physical	Steel	Metal Claw	Physical	Normal	Tail Slap	Physical
Fighting	Close Combat	Physical	Fairy	Misty Terrain	Status	Normal	Take Down	Physical
Dark	Crunch	Physical	Fairy	Play Rough	Physical	Normal	Tera Blast	???
Fairy	Dazzling Gleam	Special	Poison	Poison Jab	Physical	Electric	Thunder Fang	Physical
Ground	Dig	Physical	Normal	Protect	Status	Grass	Trailblaze	Physical
Normal	Endure	Status	Psychic	Psychic Fang	Physical	Electric	Wild Charge	Physical
Normal	Façade	Physical	Psychic	Psycho Cut	Physical	Normal	Work Up	Status
Normal	False Swipe	Physical	Psychic	Rest	Status			
Fire	Fire Fang	Physical	Normal	Retaliate	Physical			
Steel	Flash Cannon	Special	Fighting	Revenge	Physical			
Fighting	Focus Blast	Special	Fighting	Reversal	Physical			
Normal	Focus Energy	Status	Normal	Round	Special			
Normal	Giga Impact	Physical	Normal	Scary Face	Status			
Normal	Helping Hand	Status	Normal	Sleep Talk	Status			
Normal	Hyper Beam	Special	Dark	Snarl	Special			
Normal	Hyper Voice	Special	Normal	Snore	Special			
Ice	Ice Fang	Physical	Grass	Solar Blade	Physical			

(Zamazenta) Learnset: Tutoring/TMs								
Psychic	Agility	Status	Psychic	Imprison	Status	Normal	Sleep Talk	Status
Fighting	Body Press	Physical	Steel	Iron Defense	Status	Dark	Snarl	Special
Normal	Body Slam	Physical	Steel	Iron Head	Physical	Normal	Snore	Special
Fighting	Brick Break	Physical	Steel	Iron Tail	Physical	Grass	Solar Beam	Special
Fighting	Close Combat	Physical	Psychic	Light Screen	Status	Steel	Steel Beam	Special
Fighting	Coaching	Status	Steel	Metal Claw	Physical	Rock	Stone Edge	Physical
Dark	Crunch	Physical	Dark	Payback	Physical	Normal	Substitute	Status
Fairy	Dazzling Gleam	Special	Fairy	Play Rough	Physical	Fire	Sunny Day	Status
Ground	Dig	Physical	Psychic	Power Swap	Status	Normal	Swift	Special
Normal	Endure	Status	Normal	Protect	Status	Normal	Tail Slap	Physical
Normal	Façade	Physical	Psychic	Psychic Fang	Physical	Normal	Take Down	Physical
Fire	Fire Fang	Physical	Water	Rain Dance	Status	Normal	Tera Blast	???
Steel	Flash Cannon	Special	Psychic	Reflect	Status	Electric	Thunder Fang	Physical
Fighting	Focus Blast	Special	Psychic	Rest	Status	Grass	Trailblaze	Physical
Normal	Focus Energy	Status	Normal	Retaliate	Physical	Electric	Wild Charge	Physical
Normal	Giga Impact	Physical	Fighting	Revenge	Physical	Normal	Work Up	Status
Psychic	Guard Swap	Status	Fighting	Reversal	Physical			
Normal	Helping Hand	Status	Normal	Round	Special			
Normal	Hyper Beam	Special	Normal	Safeguard	Status			
Normal	Hyper Voice	Special	Rock	Sandstorm	Status			
Ice	Ice Fang	Physical	Normal	Scary Face	Status			