

Donphan

Type: Ground --> Ground/Normal

Ability: Sturdy/Sand Veil --> Scrappy

Stats: 90/120/120/60/60/50 --> 90/135/140/65/80/90

Tentacruel

Typing: Same

Ability: Clear Body / Liquid Ooze / Rain Dish ==> Drizzle

80 / 70 / 65 / 80 / 120 / 100 ==> 80 / 70 / 95 / 105 / 140 / 100

Serperior

Grass --> Grass/Dark

Ability: Overgrow/Contrary --> Intimidate

Stats: 75/75/95/75/95/113 --> 75/105/105/105/105/133

Moves: +Earthquake (It's a ten foot that's 139 pounds and needs to hit Steel types and Fire types) +Dark Pulse +Parting Shot (Pangoro won't mind :P. Serperior fits better than any Pokemon anyway)

Victini

Fire / Psychic ---> Fire / Fairy

Victory Star ---> No Guard

100/100/100/100/100/100 BST 600 ---> 100/125/100/155/100/120 BST 700

Victini now gets Play Rough and Moonblast

Galvantula

No Type Change (Electric / Bug)

Compound Eyes / Unnerve / Swarm [HA] ---> Compound Eyes

70/77/60/97/60/108 BST 472 ---> 70/77/75/147/65/138 BST 552

No New Moves

Feraligatr

Water ---> Water / Poison

Torrent / Sheer Force [HA] ---> Strong Jaw

85/105/100/79/83/78 BST 530 ---> 85/160/105/79/103/98 BST 630

Feraligatr now gets Fire Fang, Thunder Fang, and Poison Fang

► **Mega Dunsparce**

► **Type:** Normal → Normal / Flying

► **Ability:** Serene Grace / Run Away / *Rattled* [*Hidden Ability*] → **Rock Head**

► **Moves:** +**Rapid Spin**, +Dragon Dance, +**Brave Bird**,

► **BST:** 100 / 70 / 70 / 65 / 65 / 45 (415) → 100 / 120 / 90 / 65 / 75 / 65 (515)

Vanilluxe

Ice ----> Ice / Steel

Weak Armor / Ice Body ----> Adaptability

Original Base Stat Total: 71 / 95 / 85 / 110 / 95 / 79 ---> 71 / 95 / 105 / 150 / 105 / 109

New Moves: + Earth Power

Qwilfish

Original Base Stat Total: 65 / 95 / 75 / 55 / 55 / 85 ---> 65 / 105 / 115 / 55 / 95 / 95

Pangoro

Dark / Fighting ----> Poison / Fighting

Scrappy / Mold Breaker / Iron Fist ----> Regenerator

Normal Typing ----> Mega Typing (If it gets a new typing)

Normal Abilities ----> Mega Ability

Original Base Stat Total: 95 / 124 / 78 / 69 / 71 / 58 ---> 95 / 125 / 108 / 69 / 110 / 78

Empoleon

Water/Steel

Ability: Torrent/Defiant --> Mold Breaker

Stats: 84/86/88/111/101/60 --> 84/116/118/126/116/70

Movepool: +Hurricane +Slack Off +Iron Head

Mega Tropius

Grass/Dragon

Chlorophyll

99/**108/103/92/97/61**

--/+40/+20/+20/+10/+10

Mega Simisage

Grass/Fighting

Limber

75/**128**/63/**138**/63/**131**

--/+30/--/+40/--/+30

Mega Lilligant

Grass/Fairy

Pixilate

70/**80**/75/**120**/**125**/**110**

--/+20/--/+10/+50/+20

Mega Exploud

Type: Normal

Ability: Scrappy

Stats: 104/91/63/91/73/68(490) >>> 104/126/88/126/88/58(590)

~~Victini~~

~~Fire / Psychic~~ ---> ~~Fire / Fairy~~

~~Victory Star~~ ---> ~~No Guard~~

~~100/100/100/100/100/100 BST 600~~ ---> ~~100/125/100/155/100/120 BST 700~~

~~Victini now gets Play Rough and Moonblast~~

Galvantula

No Type Change (Electric / Bug)

Compound Eyes / Unnerve / Swarm [HA] ---> Compound Eyes

70/77/60/97/60/108 BST 472 ---> 70/77/75/147/65/138 BST 572

No New Moves

Feraligatr

Water ---> Water / Poison

Torrent / Sheer Force [HA] ---> Strong Jaw

85/105/100/79/83/78 BST 530 ---> 85/150/110/84/103/98 BST 630

Feraligatr now gets Thunder Fang and Poison Fang

Mega Rapidash

Type: Fire/Fairy

Ability: Regenerator

65 / 125 / 115 / 80 / 90 / 125

Moves: +Play Rough, +U-Turn

Mega Meloetta

Type: Normal/Fairy

Ability: Serene Grace

100 / 97 / 97 / 168 / 168 / 70

Moves: +Moonblast

Zygarde

Typing: Same

Ability: Aura Break ==> Gravity (needs a new name but I can't think of anything) - Sets up the Gravity battle condition on switch in. Lasts for the usual amount of time.

Stats: 108 / 100 / 121 / 81 / 95 / 95 ==> 108 / 135 / 141 / 81 / 100 / 65

Butterfree

Typing: Bug / Flying -----> Bug / Psychic

Abilities: Compoundeyes / Tinted Lens -----> Multiscale

BST: 60/45/50/90/80/70 -----> 60/55/80/130/90/80

New Moves: Psyshock

Conkeldurr

Typing: Fighting (No Change)

Abilities: Guts/Sheer Force/Iron Fist -----> Iron Fist

BST: 105/140/95/55/65/45 -----> 105/180/115/70/95/40

Furret --> Mega Furret

Normal --> Normal/Fairy

Ability: Run Away/Keen Eye/Frisk --> Speed Boost

Stats: 85 HP/76 Atk/64 Def/45 SpA/55 SpD/90 Spe --> 85 HP/106 Atk/45 Def/45 SpA/55 SpD/160 Spe

Movepool Additions: Play Rough, Tail Whip, Swords Dance

Mega Beedrill

Type: Bug/Poison >>> Bug/Flying

Ability: Swarm/Sniper >>> Infiltrator

Stats: 65/90/45/40/80/75(395) >>> 65/140/40/55/40/155(495)

Moves: +Brave Bird, +Fly, +Megahorn

SPINDA

Typing: Normal -> Normal/Psychic

New Ability: Intimidate

Stats: 60/60/60/60/60/60 -> 60/90/90/60/140/20

Movepool + U-turn, Glare, Roar

Reuniclus

Typing: Same

Ability: Overcoat / Magic Guard / Regenerator ==> Trick Room (needs name as well):

Sets up the Trick Room battle condition upon switch in

Stats: **110 / 65 / 75 / 125 / 85 / 30 ==> 110 / 85 / 95 / 155 / 105 / 30**

Shuckle

Bug / Rock ---> Bug / Fairy

Sturdy / Gluttony / Contrary ---> Natural Cure

20/10/230/10/230/5 BST 505 ---> 20/70/250/10/250/5 BST 605

Now gets Play Rough

Vespiqueen ----> Mega Vespiqueen

Bug/Flying ----> Bug/Dark

Abilities: Pressure/Unnerve ----> Filter (her Combee underlings are her shield)

70/80/102/80/102/40 ----> 70/120/142/80/142/20

New Moves: Knock Off, Drain Punch, Aromatherapy(makes so much sense flavor-wise, dat Honey)

Glalie ----> Mega Glalie

Ice ----> Ice/Fairy (Glalie *does* belong to Fairy egg group, believe it or not)

Abilities: Ice Body/Inner Focus/Moody ----> Adaptability (I was/am considering Levitate)

80/80/80/80/80/80 ----> 80/80/80/150/80/110

New Moves: Moonblast, Rapid Spin, Earth Power

Sableye ----> Mega Sableye

Dark/Ghost (No Change)

Abilities: Stall/Keen Eye/Prankster ----> Rock Eater (idk what else to call it, but immunity to rock, and therefore SR)

50/75/75/65/65/50 ----> 50/115/115/65/105/30

New Moves: Bulk Up, Phantom Force, Jump Kick

Regice

Type: Ice ==> Ice / Steel

Ability: Clear body / Ice Body ==> Snow Warning

Stats: 80 / 50 / 100 / 100 / 200 / 50 ==> 80 / 50 / 150 / 125 / 200 / 75

Mega Torterra

Type: Grass/Earth

Ability: Overgrow/Shell Armor >>> Magic Guard(Because of the shell)

Stats: 95/109/105/75/85/56(525) >>> 95/130/ 145/75/145/35(625)

Moves: None

Magcargo -> Mega Magcargo

Fire/Rock

Magma Armor/Flame Body/Weak Armor -> Flame Body

50/50/120/80/80/30 -> 50/50/170/100/70/70

New move: Power Gem, Discharge, Clear Smog

Crawdaunt

Typing: Water/Dark- Water/Fighting

Ability: Hyper Cutter/Shell Armor/Adaptability- Tough Claws

Base Stats: HP 63/Atk 120/Def 85/Sp.Atk 90/Sp.Def 55/Speed 55- HP 73/Atk 120/Def

100/Sp.Atk 110/Sp.Def 100/Speed 50

Movepool: +Focus Blast, +Bulk Up, +Ice Beam

Furfrou

Type: Normal

Ability: Fur Coat

Stats: 75/80/60/65/90/102 ---> 75/120/70/95/130/82 (no h8 for extra special attack plz)

New Moves: Earthquake, Swords Dance, Fire Fang, Thunder Fang, Ice Fang

Farfetch'd

Typing: Normal/Flying -> Flying/Fighting

Abilities: Keen Eye/Inner Focus/Defiant -> Huge Power

Stats: 52/65/55/58/62/60 -> 52/95/55/58/80/102

Moves: + Close Combat

Staraptor

Typing: Normal / Flying ==> Fighting / Flying

Ability: Intimidate / Reckless ==> Reckless

Stats: 85 / 120 / 70 / 50 / 60 / 100 ==> 85 / 135 / 90 / 80 / 70 / 125

Starmie

Typing: Water / Psychic -----> Water / Psychic

Abilities: Illuminate / Natural Cure / Analytic -----> Regenerator

BST: 60/75/85/100/85/115 -----> 60/85/125/140/125/85

Moves: + Baton Pass

Weavile

Typing: same
Ability: Pressure/ Pickpocket -----> **Technician**
70/120/65/45/85/125 -----> 70/**125**/85/80/95/**155**
+ Icicle Spear

Mega Octillery
Type: Water >>> Water/Electric
Ability: Suction cups/ Sniper/ Moody >>> Unaware
Stats: 75/105/75/105/75/45(480) >>> 75/170/50/170/50/65(580)
Moves: None

Sunflora

Typing: Grass -----> Grass / Fire
Abilities: Chlorophyll / Solar Power / Early Bird -----> Solar Power
(Drought was considered, but I'm still not sure about it; if it were to get it, I'd likely go with a spread along the lines of 75/95/75/125/95/60, because Drought is a powerful ability; the 10 extra Special Attack points don't make up for the loss of Solar Power, but Drought itself more than compensates. Let me know if I should make the switch.)
BST: 75/75/55/105/85/30 -----> 75/85/105/115/115/30
Moves: + Flamethrower, + Fire Blast

Mega Flareon

Type: Fire
Stats: 65/130/60/95/110/65 (525) >>>> 65/140/80/135/120/85 (625)
Ability: Flash Fire/Guts >>>>> Fur Coat
Moveset additions: Crunch, Play Rough

Magnezone
Type: Same
Ability: Magnet Pull / Sturdy / Analytic ===> Levitate
Stats: 70 / 70 / 115 / 130 / 90 / 60 ===> 70 / 90 / 135 / 145 / 105 / 40

Registeel -> Mega Registeel
Steel -> Steel
Clear Body/Light Metal -> Stall
80/75/150/75/150/50 -> 80/80/200/100/200/20

Wailord -> Mega Wailord
Oblivious/Water Veil/Pressure -> Levitate

Water -> Water

170/90/45/90/45/60 -> 170/90/70/110/70/90

Grumpig -> Mega Grumpig

Psychic -> Psychic/Normal

Thick Fat/Own Tempo/Gluttony -> Magic Bounce (geddit?)

80/45/65/90/110/80 -> 80/45/85/130/130/100

Mega Mew

No Type Change

Synchronize -> Protean

100/100/100/100/100/100 -> 100/130/105/130/105/130

+ Psystrike, Air Slash

Samurott

Water ---> Water / Fighting

Torrent / Shell Armor ---> Swordsman (Boots Blade, Cut, Slash, and Sword moves by 1.5x)

95/100/85/108/70/70 BST 528 ---> 95/142/105/113/95/78 BST 628

Now gets Sacred Sword and Slack Off

Haxorus

Type: Dragon ==> Dragon / Bug

Ability: Rivalry / Mold Breaker / Unnerve ==> Tough Claws

Stats: 76 / 150 / 100 / 90 / 80 / 104

+U-Turn

Dedenne

Typing: Same

Ability: Cheek Pouch / Pickup / Plus ==> Adaptability

Stats: 67 / 58 / 57 / 81 / 67 / 101 ==> 67 / 78 / 57 / 131 / 77 / 121

+Moonblast, +Nasty Plot

Mega Cloyster

Typing: Water-Ground (because oyster shells are found in the ground lol)

Ability: Still Skill Link

BST: 50/100/180/85/110/100

Movepool: + Water Shuriken (my first ou theorymon :D)

Mega Regigigas

Type: Normal

Ability: Slow Start >>> {Unadaptable} (All non stabs move have 66% BP)

Stats: 110/160/110/80/110/100 >>> 110/170/120/110/130/130

Moves: None.

Flygon

Ground/Dragon

Ability: Levitate --> Tintedlens

BST: 80/100/80/80/80/100 --> 80/110/95/120/95/120

Movepool: + Quiver Dance, + Dragon Rush, + Stealth Rock

Archeops

Rock / Flying -----> Flying

Defeatist -----> Unadaptable (Same ability as Regigias non-stabs have 66% of regular power)

75/140/65/112/65/110 -----> 75/180/85/132/85/110

New Moves: Drill Peck

Slaking

Normal

Ability: Truant --> Stall

BST: 150/160/100/95/65/100 --> 150/170/110/115/85/140

Movepool: + Entrainment, + Payback, + Me First

Mega Manaphy

No Type Change

Hydration

100/100/100/100/100/100 -> 100/100/135/100/135/130

+ Moonblast

Mega Aegislash

No Type Change

Stance Change -> Vampiric Blade (Shell Bel recovery on contact moves)

60/50/150/50/150/60 -> 60/125/125/125/125/60

Carbink-Mega

Type: Rock/Fairy

Stats: 50/50/150/50/150/50(500)>>>50/50/150/100/150/100(600)

Ability: Clear Body/Sturdy>>>Rock Head

Movepool: +Light of Ruin +Earth Power +Moonlight

Chesnaught

Type: Grass / Fighting -----> Grass

Abilities: Overgrow / Bulletproof -----> Spiky Armour (Iron Barbs with a different name)

Base Stats: 88 / 107 / 122 / 74 / 75 / 64 -----> 88 / 127 / 152 / 84 / 105 / 74
New Moves: Recover, Stealth Rock, Rapid Spin, Drain Punch

Delphox

Type: Fire / Psychic -----> Fire / Psychic

Abilities: Blaze / Magician -----> Prankster

Base Stats: 75 / 69 / 72 / 114 / 100 / 104 -----> 75 / 69 / 102 / 144 / 120 / 124

Talonflame

Type: Fire / Flying -----> Fire / Flying

Abilities: Flame Body / Gale Wings -----> Aerilate

Base Stats: 78 / 81 / 71 / 74 / 69 / 126 -----> 78 / 101 / 101 / 74 / 89 / 166

Ledian

Typing: Bug / Flying -----> Bug / Fighting

Abilities: Swarm / Early Bird / Iron Fist -----> Iron Fist

BST: 55/35/50/55/110/85 -----> 55/115/50/55/110/105

Moves: + Bullet Punch, + Fire Punch, + Sky Uppercut, + Shadow Punch, + Ice Punch*, + Thunderpunch*, + Megahorn, + Sticky Web, + Hypnosis, + Barrier, + Recover

MEGA TYPHLOSION

The Volcano Pokemon

Type: Fire -> Fire/Ground

Ability: Blaze/Flash Fire -> Sheer Force

Stats: 78/84/78/109/85/100 (534) >>> 78/114/86/151/100/105 (634)

Movepool: +Earth Power

Roserade ---> Mega Roserade

Grass/Poison ---> Same

Ability: Poison Point/Natural Cure/Technician ---> Sheer Force

Stats: 60 HP/74 Atk/65 Def/125 SpA/105 SpD/90 Spe ---> 60 HP/70 ATK/110 DEF/150 SPA/115 SPD/106 SPE

Movepool Additions: Moonblast, Earth Power, Psyshock

Greninja

Ability: Protean --> Infiltrator

Stats: 72/95/67/103/71/122 --> 72/135/72/133/71/157

Movepool: +Knock Off +Sludge Bomb +Ice Punch

Sandslash-Mega

Type: Ground>>>Ground/Rock

Stats: 75/100/110/45/55/65(450)>>>75/110/120/45/95/105(550)

Ability: Sand Veil/Sand Rush>>>Igneate*(turns fire type moves into rock type moves with a 1.75x boost)

Movepool: +Sucker Punch +Flame Charge

Mega Lanturn:

Typing: Same

Ability: Volt Absorb/Water Absorb/ Illuminate ----> **Hydroelectrical armor**: Restores HP from Water and Electric type attacks (Water Absorb + Volt Absorb)

Stats: 125/58/58/76/76/67 ----> 125/63/108/100/176/38

Movepool: Recover

Lapras

Typing: Water/Ice -----> Water/**Dragon**

Ability: Water Absorb/ Shell Armor -----> **Drizzle**

Stats: 130/85/80/85/95/60 -----> 130/95/110/105/130/65

Movepool:+ Dragon pulse + Slack Off

Bouffalant

Normal----->Normal

Reckless/Sap Sipper/Soundproof---->Rock Head

95/110/95/40/95/55=490

--/+40/+10/+10/--/+40

95/150/105/50/95/95=590

+Head Smash, Bulk Up, Jump Kick

Milotic

Water---->Water/Fairy

Marvel Scale/Competitive/Cute Charm---->Pixie Dust (30% chance to Confuse with contact)

95/60/79/100/125/81=540

--/+20/+20/+40/+20/--

95/80/99/140/145/81=640

+Dazzling Gleam, Baby-Doll Eyes

Parasect

Bug/Grass---->Bug/Ghost

Effect Spore/Dry Skin/Damp---->Hydration

60/95/80/60/80/30=405

--/+30/+30/--/--/+40

60/125/110/60/80/70=505

+Sticky Web, Shadow Claw, Megahorn

Xatu:

Psychic/Flying -> Steel/Flying

Synchronize/Early Bird/Magic Bounce(H) -> Magic Bounce

65/75/70/95/70/95 (bst: 470) -> 65/65/100/115/120/105 (bst: 570)

Added moves: Hurricane, Flash cannon

MEGA-VOLCARONA

Bug/Fire

Flame Body (Swarm) ----> Drought

85 HP/ 60 Atk / 65 Def / 135 SpA/ 105 SpD / 100 Spe (BST 550) ---> 85 HP / 90 Atk / 80 Def / 155 SpA / 130 SpD / 110 Spe (BST 650)

Mega Arbok ~~X~~ (There will be a Y)

Type: Poison/Dragon

Ability: Intimidate/Shed Skin/Unnerve>>> Multiscale

Movepool: +Roost, +Dragon Rush, +Dragon Dance

Stats: 60/85/69/65/79/80>>>60/108/88/65/102/115

Druidigon

Type: Dragon -----> Dragon/Steel

Ability: Rough Skin Mold Breaker Or Sheer Force ----> Tough Claws

Stats: 77/120/90/60/90/48 -----> 77/150/110/90/110/48

New Moves: Ice Beam, Thunderbolt (flavor moves)

Swanna

Typing: Water / Flying -----> Water / Flying

Abilities: Keen Eye/Big Pecks/Hydration -----> Drizzle

BST: 75/87/63/87/63/98 -----> 75/90(+3)/85(+22)/138(+51)/85(+22)/100(+2)

New moves: Hydro Pump

Beartic

Typing: Ice -----> Ice / Fighting

Abilities: Snow Cloak/Swift Swim -----> Adaptability

BST: 95/110/80/70/80/50 -----> 95/135(+25)/100(+20)/75(+5)/100(+20)/80(+30)

New Moves: Close Combat, Ice Shard

Scrafty

Dark/Fighting

Shed Skin/Moxie/Intimidate ----> Simple

65/90/115/45/115/58 ----> 65/100/140/65/140/78

Claydol ----> Mega Claydol

Ground/Psychic ---> Ground

Abilities: Levitate ----> Levitate

60/70/105/70/120/75 ----> 60/70/155/100/170/45

New Moves: RECOVER

Drapion ----> Mega Drapion

Poison/Dark, No Type Change

Abilities: Battle Armor/Sniper/Keen Eye ----> Regenerator

70/90/110/60/75/95 ----> 70/110/150/90/105/75

Yanmega ----> Mega-Yanmega

Bug/Flying ----> Bug/Water (Bug/Dragon is kinda expected, plus the English term for DRAGONfly may or may not translate well into other languages. However, dragonflies are found near swamps and ponds, etc.)

Abilities: Tinted Lens/Speed Boost/Frisk ----> Speed Boost

86/76/86/116/56/95 ----> 86/106/86/146/76/105

Moves: Add Hydro Pump, Surf, Ice Beam

Cradily

Typing: Rock / Grass -----> Rock / Grass

Abilities: Suction Cups / Storm Drain -----> Water Absorb

BST: 86/81/97/81/107/43 -----> 86/111/127/111/127/33

Mega Breloom

Grass / Fighting ----> Unchanged

Effect Spore / Poison Heal / Technician ----> Reckless

60 / 130 / 80 / 60 / 60 / 70 (460) ----> 60 / 155 / 80 / 80 / 80 / 105 (560)

New Moves: Wood Hammer and High Jump Kick

Mega Forretress

Typing: Bug /Steel

Abilities: Sturdy/Overcoat>>>Flash Fire

BST: 75/90/140/60/60/40>>>75/115/145/95/113/22

New Moves: Heal Order, Attack Order, Bug Buzz, Sticky Web

Mamoswine

Typing: Ground/Ice -----> No Change

Abilities: Oblivious/Snow Cloak/Thick Fat-> Brute (All attacking moves become physical)
BST: 110/130/80/70/60/80 -----> 110/150/110/70/95/95
New Moves: None

Aurorus

Ice/Rock

Refrigerate/Snow Warning ---> Ice Age (all non-SE moves from and against Aurorus become Ice-type)

123/77/72/99/92/58 ---> 123/87/92/129/122/68

+Power Gem, +Flash Cannon, +Calm Mind, +Grass Knot, +Dazzling Gleam, +Moonlight

Meganium

Type: Grass ===> Grass/Normal

Ability: Overgrow/Leafguard ===> **Soothing Pulse**

Stats:80/82/100/83/100/80 ===> 80/**102/150/83/150/60**

New Moves: **Wish, Healing Pulse, Seismic Toss**

Mr.Mime

Psychic / Fairy ----> Unchanged

Soundproof / Filter / Technician (HA) ----> Prankster

Original Base Stat Total 460 - 40 / 45 / 65 / 100 / 120 / 90 ---> Mega Base Stat Total 560 - 40 / 30 / 95 / 130 / 155 / 110

New Moves: Recover, Moonblast, Topsy-Turvy

Mega Girafarig

Typing: Normal/Psychic -----> Ghost/Psychic

Abilities: Inner Focus / Early Bird / Sap Sipper -----> Etheriate (it was on the Mismagius evo)

BST: 70/80/65/90/65/85 -----> 80/110/85/70/95/115

New moves: Double-Edge, Body Slam, Extremspeed

Mega Mantine

Typing: Water/Flying ----> Water/Flying

Ability: Swift Swim/Water Absorb/Water Veil ----> Marvel Scale

65/40/70/80/140/70 ---> 65/40/**105/105/180/70**

New Moves: Pain Split, Psycho Shift

Mega Walrein

Typing: Water/Ice ----> Water/Ice

Ability: Thick Fat/Ice Body/Oblivious ----> Unaware

110/80/90/95/90/65 ----> 110/**100/120/115/120/65**

New Moves: Recover

Mega Lunatone

Typing: Rock/Psychic ----> Rock/Psychic

Ability: Levitate ----> Simple

70/95/85/55/65/70 ----> 70/55/**110/105/130**/70

New Moves: Amnesia, -Baton Pass

Mega Solrock

Typing: Rock/Psychic ----> Rock/Psychic

Ability: Levitate ----> Contrary

70/95/85/55/65/70 ----> 70/**105/130**/55/**110**/70

New Moves: Super Power

Florges

Typing: Fairy -----> Fairy / Grass

Abilities: Flower Veil / Symbiosis -----> Natural Cure

BST: 78/65/68/112/154/75 -----> 78/65/108/132/174/95

Moves: + Leaf Storm, + Earth Power, + Synthesis

Ninjask

Bug / Flying ---> Bug / Ground

New Base Stat Total: 61/115/60/59/70/181

Ability: Brute

New Moves: Knock Off, Taunt, Earthquake

Whimsicott

Typing: Grass / Fairy -----> Grass / Fairy

Abilities: Prankster / Infiltrator / Chlorophyll -----> Trickster (moves whose only effect is lowering one or more of the opponent's stats have their effect doubled)

BST: 60/67/85/77/75/116 -----> 60/77/85/97/125/136

Moves: +Nasty Plot

Mega Swampert

Water / Ground ----> Unchanged

Torrent / Damp ----> Water Veil

100 / 110 / 90 / 85 / 90 / 60 (535) ----> 100 / 135 / 105 / 95 / 105 / 95 (635)

New Moves: Swords Dance, Dragon Dance, and Recover

Noivern

Flying/Dragon

Ability: Frisk/Infiltrator --> Scrappy

Stats: 85/70/80/97/80/123 --> 85/100/90/127/100/143

Moves: Dragon Rush, Giga Drain,

Mega Ferrothorn

Ability: Heatproof

Move additions: Toxic Spikes

Stats: 74/114/161/74/135/20

Mega Bisharp

Ability: Super Luck

Move additions: Sacred Sword, Leaf Blade, Drill Run.

Stats: 65/150/135/60/110/70 = 590

Mega Malamar

Type: Dark/Psychic ----> Dark/Poison

Abilities: Contrary -----> Prankster

Stats: 86/92/88/68/75/73 -----> 86/100/115/70/115/96

New Moves: Encore, Will-O-Wisp, Recover

Mega Luxray

Type: Electric ----> Electric/Dark

Abilities: Rivalry/Intimidate/Guts ----> Strong Jaw

Stats: 80/120/79/95/79/70(523) ----> 80/140/84/100/105/110(623)

New Moves: Bulk Up, Sucker Punch, Slack Off

Hippowdon: 108/112/118/68/72/47 = **525 BST**

Ability: **Sand Stream/Sand Force**

Type: Ground

Mega Hippowdon: 108/138/147/68/127/37 = **625 BST**

Ability: **Sand Stream**

Type: Water/Ground

Typing might be a bit too OP combined with the insane bulk.

New Moves: Dragon Tail, Waterfall, Icicle Crash

Altaria -> Mega Altaria

Dragon/Flying

Natural Cure/Cloud Nine -> Serene Grace

75/70/90/70/105/80 -> 75/70/110/120/115/100

Masquerian -> Mega Masquerian

Bug/Flying -> Bug/Water

Intimidate/Unnerve -> Storm Drain

70/60/62/80/82/60 -> 70/60/100/102/100/82

Heliolisk

Electric/Normal --> Electric/Normal(in normal weather/hail)/Electric/Rock (in sand),
Electric/Fire(in sun), Electric/Water(in rain)

Ability: Dry Skin/Solar Power/Sand Veil --> Forecast

Stats: 62/55/52/109/94/109 --> 62/75/72/139/114/119

Movepool: + Weather Ball, + Solar Beam, + Nature Power

Omastar

Rock/Water

Ability: Swift Swim/Shell Armor/Weak Armor --> Sheer Force

Stats: 70/60/125/115/70/55 --> 70/90/160/120/116/39

Movepool: + Crunch, + Ice Fang

Emolga

Electric/Flying

Ability: Static/Motor Drive --> Serene Grace

Stats: 55/75/60/75/60/103 --> 55/85/65/127/75/121

Movepool: + Body Slam

Mega Wobbufett!

Typing: Psychic ----> Unchanged

Ability: Shadow Tag/Telepathy ----> Unchanged

Stats:190/33/58/33/58/33(405) ----> 190/33/108/33/108/33(505)

Mega Avalugg

Type: Ice/Steel (yeah it's 4x weak to fighting and fire. So what? look at its impenetrable defense)

Stats: (95/117/184/44/46/28 --> 95/140/250/50/50/30)

New Moves: Heavy Slam

New Weight: 505kg --> 1010kg

Ability: Sturdy

Mega-Unown

Typing: Psychic

Ability: Protean

Stats: 48/72/48/72/48/48 ---> 48/105/48/105/48/82

Movepool: +Detect, +Ancient Power, +Transform

Zoroark

Typing: Dark -----> Dark

Abilities: Illusion -----> Trace

BST: [60/105/60](#)/120/60/105 -----> [60/105/95](#)/145/90/115

Sawsbuck

Grass/Normal ----> Grass/Fighting

Sap Sipper / Chlorophyll / *Serene Grace* ----> **Adaptability** (makes sense flavour-wise because Sawsbuck changes forms with seasons, therefore 'adapting')

80/100/70/60/70/95 (475) ---> **80/115/90/90/90/110** (575)

New Moves: **High Jump Kick** (already gets double kick/jump kick), **Earthquake**(almost all fighting types learn eq), **Blizzard**, **Leaf Storm**, **Hail**

mega pidgeot x

typing: normal/flying => normal/flying

ability: keen eyes/tangled feet/big pecks => Compound Eyes

stats: (479) 83 80 75 70 70 101 => (579) 83 80 85 140 70 121

mega camerupt

typing: fire/ground => fire/ground

stats: 70 100 70 105 75 40 (460) => 70 150 140 85 75 40 (560)

ability: magma armor/solid rock/anger point => dry skin/water absorb/storm drain

new moves: slack off via level up

Beheeyem

Psychic--->Steel/Psychic

Abilities: Telepathy/Synchronize/Analytic ----> Levitate

75/75/75/125/95/40 ---> 75/100/75/145/75/115

Moves: +Flash Cannon, +Focus Blast +U-turn

Ninetales-Mega (Ninetalite)

Design Description: Resembling the color scheme of Ninetales' shiny form, Mega Ninetales's eyes become a ghostly blue. Blue-colored wisps hang at the end of each of its nine tails.

Fire -----> Fire/Ghost

Flash Fire/Drought -----> Imprecate (30% chance to activate 'Curse' upon contact)

73/76/75/81/100/100 (505) -----> **103/86/105/111/100/100 (605)**

New Moves (Vulpix): Tail Glow, Shadow Ball, Blue Flare

Movepool needs debuff.

Mega Kingler(1)

Type: Water>>> Water/Steel

Ability: Hyper Cutter/Shell Armor/Sheer Force >>> Regenerator

Stats: 55/130/115/50/50/75(475) >>> 55/130/130/50/130/60

Durant

Typing: **Bug/Steel**

Ability: Swarm/Hustle/Truant ----> **Flash Fire**

_____ (+50)(+20) (+10)(+20)

Stats: 58/109/112/48/48/109 -----> 58/**169/132/48/68/129**

New Moves: **Fire Fang**

Mega Slowbro

Typing: Water/Psychic -----> Unchanged

Abilities: Oblivious/Own Tempo/Regenerator -----> Unaware

Stats: 95/75/110/100/80/30(490) ----->95/85/145/115/115/35(590)

New Moves: Refresh, Roar, Haze

~~Pelistorm~~ Pelipper (Pelipperite)

Abilities: Keen Eye/Rain Dish -> Drizzle

New Moves: can I give him Thunder? I don't think it would fit flavour wise though. He doesn't absolutely need it but eh.

Stats:

HP: 60 -> 60

Atk: 50 -> 50

Def: 100 -> 100

SpA: 85 -> 125 (+40)

SpD: 70 -> 120 (+50)

Spe: 65 -> 75 (+10)

Total: 430 -> 530 (+100)

Hawlucha

Fighting/Flying

Ability: Unburden/Limber/Mold Breaker --> Tough Claws

Stats: 78/92/75/74/63/118 --> 78/117/90/84/78/153

New Moves: Brave Bird, Mach Punch, Shadow Claw

Suicune

Water --> Water/Flying

Ability: Pressure/Water Absorb --> Gale Wings

Stats: 100/75/115/90/115/85 --> 100/90/120/110/140/120

New Moves: Hurricane, Air Slash is level-up, Defog

Floatzel

Water --> Water/Normal

Ability: Swift Swim/Water Veil --> Technician

Stats: 85/105/55/85/50/115 --> 85/125/75/115/60/135

New Moves: Bite, U-turn, Mud Shot

Gastrodon(Gastrodite)

No type change

111/83/68/92/82/39----->133/85/74/122/102/59

Ability: Water veil

New Moves: Shadow Ball, Safeguard, Bulk Up

Victini

Fire / Psychic ---> Fire / Psychic

Victory Star ---> Victory Star

100/100/100/100/100/100 BST 600 ---> 100/125/107/160/107/101 BST 700

No new moves

Rhyperior (Rhyperiorite)

Rock/Ground -> Steel/Ground

Abilities: Lightning Rod, Solid Rock (Reckless) -> Iron Fist

New Moves: Meteor Mash, Bullet Punch, Spikes.

Stats:

HP: 115 -> 115

Atk: 140 -> 170 (+30)

Def: 130 -> 170 (+40)

SpA: 55 -> 55

SpD: 55 -> 85 (+30)

Spe: 40 -> 40

Total: 535 -> 635

Mega Leafeon:

Typing: Grass (Unchanged)

Abilities: Leaf Guard/Chlorophyll -----> Chlorophyll

BST: 65/130/150/85/90/105

New Moves: Weather Ball, Aromatherapy, Play Rough

Sigilyph (Sigilite)

Type change: Psychic/Bug

72/58/80/103/80/97-----> 92/58/80/133/100/127

Ability: Magic Guard

New Moves: Bug Buzz, Infestation, Nasty Plot

Meowstic

Base Stats: 74 / 48 / 76 / 83 / 81 / 104 (BST 466) -----> **74 / 58 / 106 / 123 / 96 / 109 (BST 566)**

Typing: Psychic ----> **Psychic** (unchanged)

Ability: Keen Eye / Infiltrator / *Competitive* / *Prankster* -----> **Natural Cure**

New Moves: **Recover, Focus Blast, Hyper Voice** (flavour reasons)

Vivillon

Typing: Same

Ability: Shield Dust/Compound Eyes/Friend Guard --> Compound Eyes

Stats: 80/52/50/90/50/89 --> 80/52/60/120/85/114

Quagsire

Typing: Water/Ground --> Water

Ability: Water Absorb/Damp/Unaware --> Unaware

Stats: 95/85/85/65/65/35 --> 95/95/105/105/85/45

Machop

Fighting ----> Fighting / Dark

Guts / No Guard / Steadfast ----> Regenerator

90 / 130 / 80 / 65 / 85 / 55 (505) ----> 90 / 140 / 110 / 115 / 105 / 45 (605)

New Move: Drain Punch, Mach Punch, and Dark Pulse

Florges

Typing: Fairy -----> Fairy / Grass

Abilities: Flower Veil / Symbiosis -----> Gardener (sets grassy Terrain on switch-in)

BST: 78/65/68/112/154/75 -----> 78/65/108/132/174/95

Moves: + Earth Power, + Synthesis