

This is a list of the notable changes of non Delta Pokemon I could find in Pokemon Detergent. This list is being made as of ver 1.4's release. Most stuff might be changed so if that does come to that, I'll redo this in the final release. This includes ability changes, BST Changes, Evo Changes, etc.

### Complete as of V.1.4.1

Notable Non-Delta Detergent Changes:  
Gen 1:

The entire Pidgeot line now has Quick Feet as a Main Ability.

Fearow now has Compound Eyes for a main ability.

Golbat evolves at Lv 40.

Doduo and Dodrio now have Quick Feet as Hidden Ability. Dodrio now has Berserker.

Venomoth has Dry Skin for a Hidden Ability.

Dugtrio has an extra 15+ Base HP  
50,100,50,120,50,70

Meowth and Persian have Super Luck instead of Technician.

Farfetch'd no longer has Keen Eye.

Muk now has Protean instead of Poison Touch for Hidden Ability. (Sweet! You can now use Pulse Muk from Pokemon Reborn!)

Cloyster has Battle Armor now. (It still has Shell Armor and both do the same thing) and Skill Link is now a Hidden Ability.

Haunter now evolves at Lv 68 and has a stat spread similar to Gengar to make Physical moves stronger.

Gengar has a new stat spread. Makes physical attacks viable (E.G Sucker Punch.  
60,90,55,110,120,65 (Still the same BST but different)

Drowzee and Hypno now have Pendulum as a main ability.

Marowak has Bone Zone as a regular ability and a move called Bone Rupture at lv 1. (No clue what that does, find out for yourself.)

Hitmonchan no longer has Keen Eye.

Mr. Mime now has Fairy Aura as a Hidden Ability.

Scyther no longer has Technician and is now weaker than Scizor. Technician replaced with Infiltrator.

60,100,70,90,50,70

500-440 is the new curve.

Note: Okay, not as bad as Delta Scyther.

Jynx no longer has Forewarn.

Pinsir now has Berserker.

Magikarp and Gyarados...Don't expect them instantly.

(Useless info, probably: Gyarados now has Aerilate for a Hidden Ability and +1 in Defense, -1 in Speed,)

Ditto is now as bad as Delta Ditto.

Eevee is not good, thanks to Low. But Eeveelutions are!

Dratini evolves at Lv 50.

Dragonair evolves at Lv 120.

Dragonite now has Justified instead of Multiscale for a Hidden Ability.

Mewtwo now has -1 in HP, +1 in Sp. Atk. Oh, Shadow Mewtwo learns Dark Nova at Lv 150 now.

Gen 2:

Meganium has changed name to Badmium. (Seriously? Does its Mega not help it much? It's 4x weak to poison with the Mega but so are Whimsicott and Shiinotic lol)

Typhlosion has a different stat spread. Only 1 base stat point was increased lol  
75,85,80,100,110,85

Feraligatr's BST was altered to be more even. At least it's slightly faster!  
85,105,100,80,80,80

Furret and Noctowl no longer have Keen Eye.

Crobat now nerfed. Slightly slower now and other misc stuff.  
80,90,80,120,85,80

The entire Mareep line has Pickup for a Hidden Ability.

Azumarill got nerfed (?)

90,40,80,50,70,80

420-410 is the new curve. Hits less hard but is slightly faster.

Note: 410 is the BST from Gen 2-5 but in Gen 6, it was 420. I doubt Low missed this. Maybe he doesn't want it to be 420 lul

Dunsparce got buffed!

100,115,70,50,90,70

415-495 is the new curve.

Unown's base stat spread is this: 50,100,50,50,100,50 336-400 but still bad. Now has Equilibrium as a Hidden Ability.

Wobbuffet now has Grudge.

Like Scyther, Scizor no longer has Technician. Replaced with Heavy Metal.

Skarmory no longer has Keen Eye.

Houndoom has Amplifier and can learn Parting Shot, Lv37 or 41, depending on the member of the line, learns Hyper Voice at Lvl 79 and gets Boomburst as an Egg Move. Not sure if you can tutor it early however. The line also learns Noble Roar at Lv 1. Also, the Pokedex in this game refers to it as the DoomDoggo Pokemon. Not sure why.

Hitmontop has Defiant instead of Technician.

Larvitar evolves at Lv 60.

Pupitar evolves at Lv 120.

Gen 3:

Sceptile has slightly adjusted base stats. Now has Adaptability for a Hidden Ability.

70,70,70,120,115,85

Swampert has +5 in HP, -5 in Special Attack

Instead of Quick Feet, Mightyena now has Strong Jaw. Mightyena is now much stronger to use.

70,110,70,130,50,70

420-500 is the new curve.

Linoone has Quick Feet as a regular ability and now has Scrappy as a Hidden Ability instead of Gluttony. Linoone has +2 in HP, -1 in Def and Sp. Def

Beautifully now has Tinted Lens as a Hidden Ability, Learns Tail Glow at lv 60 and has a new stat spread based on offense.

80,70,50,105,105,50

395-460 is the curve.. Not bad but still not good.

Dustox now has Venomous as a Hidden Ability, Unaware for a regular one, learns Roost at Lv 60 and has a Defensive Stat Spread.

110,40,95,60,55,100

385-460 is the curve. Not bad but this game has mons that hit you way too hard for it to be viable.

Shiftry now has Intrepid Sword as a Hidden Ability.

Swellow now has Boomburst as Egg move, a different stat spread, learns Heat Wave at Lv 39 and gets Boomburst at Lv 61. Swellow has Aerilate for a Regular Ability and Amplifier as a Hidden one.

60,90,60,130,90,60

455-490 is the curve. Very strong :D

Gardevoir now has Fairy Aura.

Pelipper learns Water Spout now. Hidden Ability and Regular Ability were now swapped. No longer has Keen Eye. Pelipper has the BST buff introduced in Gen 7 and an extra +10 in Attack.

Masquerain: Type now Bug/Water. Can learn Steam Eruption at Lv 67. New stat change.

Keeps Swift Swim has a Hidden Ability.

80,50,70,70,100,115

454-485 is the new curve. Just a wild mon here I see.

Breloom has Reckless now and Poison Heal is the Hidden Ability.

Slakoth evolves at Lv 50 and Vigoroth evolves at Lv 90. The entire line has Stall as a Hidden Ability.

Surprisingly, Low altered Slaking's BST

150,160,100,100,60,100

Vigoroth has -5 in Sp. Atk and Sp.Def, +10 in Speed.

Ninjask has Intrepid Sword as a Hidden Ability. Gets Electro Ball for whatever reason.

Ninjask now became stronger

60,100,40,170,50,40

456-460 is the new curve now.

Shedinja is...actually nerfed.

1,80,45,20,50,40

This is the same BST but spread differently. Lower attack and lower speed now.

Exploud BST changed.

110,50,95,60,120,105

490-540 is the new curve.

Hariyama has a buffed BST

145,120,70,60,40,70

474-505 is the new curve.

Delcatty now has Athenian as a Hidden Ability. Your cat is now stronger.

80,60,60,90,90,80

380-460 is the new rube(Curve). Makes it better.

Aggron has -10 in Sp. atk +10 in Sp. def

Medicham now has Huge Power as a Hidden Ability. (Although, don't both Huge Power and Pure Power do the exact same thing?)

Manetric has Intimidate for a Hidden Ability. -10 in Atk, +5 in Sp.Atk and Speed.

Plusle and Minun's abilities are Hubris now. Slight bst changes to them.

P: 60,50,60,95,65,75

M: 60,40,60,95,65,85

They're the same but swapped differently.

Volbeat has +2 in Attack, -2 in Special Attack.

Illumise now has Tail Glow as an Egg move. -2 in Attack, +2 in Special Attack

Swalot has +2 in offensive stats and Defensive stats. None in HP or Speed.

Sharpedo is now different.

70,140,50,100,90,50

460-500 is the new curve.

Wailord now has different abilities. Damp and Thick Fat. HA= Drizzle New changes to the BST.

180,40,90,80,80,90

500-560 is the new curve. Um, yeah. I guess Wailord being nearly strong is okay.

Camerupt and Numel now have Simple as a Hidden Ability. New changes to Camerupt's BST.

70,80,90,40,120,100

460-500 is the new curve.

Torkoal became stronger. No longer has Shell Armor and has Drought as HA. Learns Solar Charge at Lv 60.

90,90,150,10,50,100

470-490 is the new curve.

Grumpig is now a Psychic/Dark type, has Athenian as a Hidden Ability.

80,60,80,90,60,120

470-490 is the new curve.

Spinda is now stronger and is now memely strong. Gets Superpower, Close Combat, Dragon Ascent and Psycho Boost at 70,80,90 and 110 respectively. Also gets Draco Meteor and Leaf Storm as Egg Moves. Also became a Normal/Psychic Type and has Quick Feet for a main ability.

90,100,90,100,100,90

360-570 is the new curve.

Note: Okay, this buff is ridiculous. I don't think you'll be able to get this easily before the Elite 4.

My boi Flygon actually is stronger. I've been using one this whole time and I didn't notice tbh. I knew it had Sheer Force as a Hidden Ability tho. (So does Vibrava)

80,100,80,110,70,80

500-520 is the new curve.

Note: Maybe armor influences speed?

Cacturne has an additional ability, Sand Rush. BST Change present.

70,110,60,75,100,60

Altaria now has Aerilate and learns Quiver Dance at Lv 65. Swablu also has Aerilate.

75,60,90,90,80,105

490-500 is the new curve.

Note: No wonder why East became stronger lul.

Zangoose's Main Abilities are Merciless and Intrepid Sword.

75,115,60,90,60,60

458-460 is the new curve.

Seviper now has Merciless, Speed Boost and Berserker as HA. Moveset tampered with to be special. Found out now that it's Poison/Dark!(Thx Staridium!)

75,60,60,90,115,60

Lunatone has Shadowy Aura and has Meteor Beam at Lv 1. Different stat spread.

70,50,60,70,100,90

Solrock now has Solar Charge at Lv 1 and gets Victory Star. Different stat spread.

70,100,80,70,50,70

Whiscash now has Sap Sipper as a Hidden Ability. (Or realistically, Whiscash Crest from Rejuv without an extra ability.)

BST alteration included now:

110,80,75,70,60,75

468-470 is the new curve.

Baltoy now has Solid Rock and Speed Boost HA. Evolves at Level 46.

Claydol has Mega Launcher HA(Has Solid Rock regular still) and now gets Pulse Moves.(except for Origin Pulse)

500-550 is the new curve.

90,70,100,85,85,120

Cradily gets Shore up at Lv 75. Has Sand Stream for a Regular Ability. (Lileep has Sand Force) New stat spread:

100,70,100,40,95,115

495-520 is the new curve.

Armaldo has Dauntless Shield as a regular ability. (So does Anorith) New stat spread.

75,135,100,75,50,85

495-520 is the new curve.

Note:No wonder why Calreath's Armaldo is really fast. (Even without the caffeine, still a potent threat)

Milotic has Equilibrium as a Hidden Ability. +1 in Def, -1 in Speed

Also, is now Water/Fairy

Castform now got buffed to 90 all stats over and 420-540 is the new curve. I think the movepool is tampered with slightly but this learns Searing Shot at Lv 50.

Kecleon changed BST, good buff in Speed.

60,90,70,90,70,110

440-490 is the new curve.

Banette now has Intimidate as a Hidden Ability, and is now Ghost/Normal. (Shuppet is too)

90,70,100,85,85,120

455-460 is the new curve.

Tropius is Stronger:

120,60,90,70,70,90

460-500 is the new curve.

Absol now has Intimidate as a Hidden Ability and learns Doom Desire at Level 70. -5 in Sp. Atk, +5 in Speed.

Glalie's BST has been spread out, learns Glacial Lance at Lv 80 and has Strong Jaw instead of Inner Focus.

80,100,70,100,60,70

Walrein now has Slush Rush. -10 in Atk, +5 in Atk and Speed.

Relicanth has new base stats. Has Solid Rock now over Swift Swim. (Why?)

100,90,130,60,20,90

485-490 is the new curve.

Luvdisc has -3 Hp, +3 Speed. (Still a bad mon but who cares about it.)

Bagon evolves at Lv 60.

Shelgon evolves at Lv 130.

Beldum evolves at Lv 45. (Thank you, Low!)

Metang evolves at Lv 85.

Regirock has Sturdy for an Ability and Sand Stream for a Hidden One.

Regice is the same but Snow Warning for a Hidden one. Also, something kooky here...

Note: For some reason, Regice gets Aura Sphere here. That's not a normal thing in the main series Gen 6.

Registeel doesn't have Sturdy like the others but has Regenerator for a Hidden Ability.

Latias has Filter as a Hidden Ability.

Latios has Adaptability as a Hidden Ability.

Kyogre and Groudon have Heavy Metal as a Hidden Ability.

Rayquaza has Dragon's Maw as a Hidden Ability.

Deoxys' base form BST, I think is this.

80,110,110,110,110,110

600-630 is the new curve. Now has Tinted Lens.

Note: The alt forms are different, once I find those, I'll update this entry soon!

Here are all the other forms.

when 1; next [60,180, 30,160,180, 30] # Attack Form

when 2; next [70, 60,180, 90, 60,180] # Defense Form

when 3; next [60,100,100,180,100,100] # Speed Form

Attack gets Contrary, Defense has Prankster, Speed has Mold Breaker.

Gen 4:

Luxray now learns Bolt Beak at Lv 81 and has Intrepid Sword for a Hidden Ability.

80,120,80,95,70,80

523-525 is the new curve.

Note: Wow, the spread changed a lot!

Roserade now has Rough Skin for a Hidden Ability. +10 in Defense.

Bastiodon now has Dauntless Shield for an ability and Equilibrium as HA instead of Soundproof.

Combee now has Speed Boost for a Hidden Ability.

Vespiqueen has Victory Star for a Hidden Ability. +3 in Def and Sp.Def.

Ambipom now has Scrappy instead of Technician.

Drifblim learns Aeroblast at Lv 65. BST altered to be more defensive.

150,50,60,80,90,70

498-500

Mismagius is now Ghost/Fairy, +5 in Sp.Atk, Sp.Def and Speed.

Skuntank now has Venomous for a main ability. Hidden Ability is now Thick Fat.

Mime Jr has Fairy Aura as HA.

Chatot now has Quick Feet for a main ability instead.

Spiritomb's Main Abilities are Intimidate and Shadowy Aura.

Gabite evolves at Lv 150.

Riolu evolves at Lv 52.

Drapion has Merciless for a Hidden Ability and learns Wicked Blow at Lv 74. Base stats tampered slightly.

70,80,110,95,70,75

Weavile now has Berserker for a Hidden Ability.

Yanmega now has Aerilate for a Hidden Ability. BST altered.

85,75,85,105,125,70

515-545 is the new curve.

Gallade has Blademaster for a Hidden Ability. Justified is a regular ability.

Dusknoir has Iron Fist for a Hidden Ability. BST has not changed well.  
45,100,125,90,40,125

Rotom has a new form called Fax Rotom???? (No, it's not a typo, that is what the PBS contains. Look below.

FormNames=Normal Rotom,Heat Rotom,Wash Rotom,Frost Rotom,Fan Rotom,Mow Rotom,**Fax Rotom**

Dialga's Hidden Ability is now Solid Rock.

Palkia's Hidden Ability is now Super Luck.

Heatran got nerfed slightly, -1 in HP, Def. and Sp.Def. -2 in Speed.

Hey, Phione's dex entry is this: A Worse Manaphy. Doesn't even have Tail Glow.

Note: Dude, you could have made it stronger and made it learn Nasty Plot so it wouldn't be so bad. Although, can you even see the entry in the game at all?

Regigigas's best abilities are GolemUnity(Dk what that does) and Hidden Ability Scrappy.

Giratina's Altered Forme Hidden Ability is Suddenly.

Darkrai learns Dark Void at Lv 130. Um, Darkrai learns something called A Void at Lv 66. Whatever that means or does. (D. Spiritomb also gets this.)

Gen 5:

Emboar now has Admin Abuse for a Hidden Ability and learns Thunder Hammer and Draconic Hammer at Lv 71 and Lv 79 respectively.

Samurott is now Water/Fighting.

(Note: Another Rejuv themed thing, but not as useful, because the only Fighting moves that Samurott gets in Gen 6 are Revenge by Level Up and the Move Tutor and Superpower, which is post-Victory Road. Too bad it doesn't get Sacred Sword here. Although, why doesn't it get it in Gen 6?)

Note: This is the only non Delta starter mon that's actually changed in great power.

Patrat and Watchog now have Compound Eyes instead of Keen Eye.

Stoutland has +10 Atk.

Low nerfed the monkeys. (I know most of us hate them but was that really necessary?)  
-8 in Atk and Sp. Atk, -3 in Defense and Sp. Def. -1 in Speed.

All monkeys are like this.

Gigalith no longer has Sand Force for an Ability and Sand Stream is now the hidden one.

Drilbur now evolves at Lv 81.

Audino has +2 in HP, -1 in Def and Sp.Def.

Scolipede now has Berserker and Merciless for main abilities now. -2 in speed, +1 in Def. and Sp. Def.

Sigilyph no longer has Wonder Skin.

Trubbish evolves at Lv 40. (For some reason.)

Garbodor now has Venomous for a regular ability and.....has a hidden ability called

“Parasitic Waste?” (Trubbish also has it)

New spread: 105,105,105,60,80,100

474-555 is the new curve.

Note: This ability makes Poison Moves have the effect of draining ½ HP from the enemy. Like Giga Drain or Leech Life.

The Zoroark line now has Absolution for an ability.

Cinccino and Minccino no longer have Technician.

Swanna now has Compound Eyes for an ability. (also Ducklett!)

Vanilluxe has Snow Warning for a Hidden ability and Weak Armor for a main one.

Escavalier now has Dauntless Shield for a main ability. (Replaced Swarm)

Galvantula got stronger!

70,80,70,120,110,70

472-520 is the new curve.

The Klinklang line is now all Steel/Electric type. Ability is Solid Rock and HA is Hustle.

Klinklang learns Aura Wheel at Lv 76. Klink learns Volt Tackle at Lv 42, while Klang and Klinklang get it at Lv 44.

Chandelure learns Crystal Blast at Lv 80. -5 in Atk, +5 in Speed. Has Shadow Tag for an HA instead of Infiltrator.

Axew and Fraxure’s Sp.Atk is stronger, Fraxure evolves at Lv 58. Look at their BSTs.

46,30,60,57,87,40(Axew)

66,40,70,67,117,50(Fraxure)

Note: Use Dragon Pulse until Haxorus. Actually, their Atk and Sp.Atk were swapped.

Definite somewhat nerf on Haxorus.

75,125,90,80,80,80

540-530 is the new curve.

Beartic is now Ice Fighting Type, has Swift Swim for a Hidden Ability and Berserker as a main one.

Cryogonal has Snow Warning for a Hidden Ability.

Bisharp has Blademaster for a Hidden Ability.

Braviary no longer has Keen Eye.

Deino evolves at Lv 60.

Zweilous evolves at Lv 150.

Uh...Low swapped Atk and Sp.Atk of Zweilous. Probably useful or not.

Larvesta evolves at Lv 150.

Note: Okay, Low. Listen. Why???? Slaking is much stronger than Volcarona right now and it evolves at Lv 90!

Volcarona is not a Pseudo, Low. You can't just do this to Volcarona just because of the Delta. And also, you didn't even change the stats at all for this, so why make it evolve very late????!

I mean, regular Volcarona is not that strong defensively btw! It's 4x weak to Rock Moves which should defeat it! Idk, man. Change this evolution level. Like, make it before the Elite Four, Low. Volcarona does not need this.

-1 Speed, +1 HP on Tornadus Incarnate. (Also Thundurus Incarnate) (Low didn't alter Landorus Incarnate for whatever reason)

Reshiram and Zekrom now have Mold Breaker.

Note: They had an old ability that did the same thing lol.

+3 in Atk and Def. +2 in Sp.Atk and Sp.Def for Meloetta.

Note: Does Low have mythic favoritism for Meloetta?

Genesect has +1 in Speed, -1 in HP.

Gen 6:

Chespin line now has Heatproof for a Hidden Ability except Chespin still has Bulletproof. Buff to Chesnaught BST.

90,110,120,80,50,80 (Same but different)

Delphox now has Magic Bounce for a Hidden Ability now. BST change

70,70,70,105,115,100

534-530 is the new curve.

Froakie and Frogadier have Mold Breaker for a Hidden Ability.

New BST change for Greninja.

70,95,70,120,105,70

Diggersby now gets Thousand Arrows for an Egg move and learns Extreme Speed at Lv 71.

New buff:

85,60,80,90,50,80

423-445 is the new curve.

Fletchinder evolves at Lv 40. (For whatever reason)

Talonflame now has Flaming Soul for a Regular Ability now. New spread.

80,120,70,130,75,70

499-545 is the new curve.

Vivillon now has a weird stat spread.

100,50,50,100,100,50

411-450 is the curve.

Pyroar now has Adaptability for a Hidden Ability. New buff.

85,70,75,105,110,70

507-515 is the new curve.

Florges now has Iron Barbs for a regular ability and Fairy Aura is the Hidden one. New buff.

80,65,75,75,115,155

552-565 is the new curve.

Here's the Eternal Flower Floette BST if you're interested.

80,70,90,110,130,140 (Rock Head for Ability) 620 is the total.

Skiddo line now has Intrepid Sword as their hidden ability. New buff.

125,100,65,110,65,80

531-545 is the new curve now.

Also, Gogoat is Grass/Rock now. Gets Rock Slide instead of Aerial Ace at Level 1, Stealth

Rock at Level 16 instead of Worry Seed, Shore Up instead of Synthesis at Level 20, and

Head Smash at Level 40 instead of Double Edge. Interesting to know is that Skiddo's

movepool is still the same.

Pangoro now has Admin Abuse for a Hidden Ability, learns Tectonic Hammer at Lv 1 and Wicked Blow at Lv 80. Also has Scrappy for a main ability instead of Mold Breaker. New stat spread.

95,125,80,60,70,70

495-500 is the new curve.

Furfrou now has Berserker for a Hidden Ability. New spread.

75,90,75,110,50,90

472-490 is the new curve.

Crazy buff for Meowstic.

75,50,100,105,85,115

466-530 is the new curve.

Note: I think the female one might get Psycho Boost at Level 89.

Aromatisse now has Fairy Aura for an ability, Speed Swap for an HA and learns Trick Room naturally. New spread.

110,80,90,10,110,100

462-500 is the new curve.

Slurpuff now has Unburden for main ability, Huge Power for hidden. New spread.

85,70,85,95,90,85

480-510 is the new curve.

Malamar is now stronger!

85,110,90,80,70,75

482-510 is the new curve.

Barbaracle now dunks on you like in Clover at 85! Swift Swim for HA instead of Pickpocket.

Strong buff!

70,125,125,90,50,90

500-550 is the new curve.

Note: GO BARBARKLEY!!

Dragalge got buffed too.

80,70,90,40,130,120

494-530 is the new curve.

Clawitzer gets Origin Pulse at Lv 93, better stat spread.

70,60,100,100,120,80

500-530 is the new curve.

Heliolisk now has Shower Power as a main ability. Buffed too.

70,50,60,110,110,95

481-495 is the new curve.

Tyrantrum has Solid Rock for a main ability.

New stat buff:70,120,120,90,75,75

521-550 is the new curve.

Aurorus(A.K.A Low's Pet) now has Slush Rush for an ability, and learns Boomburst at Lv 90.

110,55,95,100,110,80

521-550 is the new curve.

Hawlucha now has Warrior Spirit for a main ability and learns Flare Blitz and Double Edge at Lv 70 and Lv 75. New buff.

75,105,75,120,70,65

500-510 is the new curve.

Huh, Sylveon actually changed. Swapped HP and Atk. (Nerf most likely)

Dedenne now has Pixilate for a Hidden Ability. Lightning Rod instead of Pickup. New buff.

70,60,60,110,80,70

431-450 is the new curve.

Carbink learns Shore Up at Lv 100. +50 to Base HP. Solid Rock for a main ability now.

Goomy evolves at Lv 50. Also gets Origin Pulse for an egg move.

Sliggoo evolves at Lv 120 and both Sliggoo and Goodra have Dragon's Maw for a main ability.

Goodra now has Poison Heal for a Hidden Ability. BST slightly altered. It is also now Water/Dragon

100,110,75,75,110,130

Klefki got buffed.

80,80,95,75,80,90

470-500 is the new curve.

Note: No wonder why Low moved Klefki to postgame. It's a notably bulkier Prankster mon.

Trevenant now has Admin Abuse for a Hidden Ability, gets Frost Hammer at Lv 39 and Draconic Hammer at Lv 71.

90,110,80,90,70,90

474-530 is the new curve.

Also, Phantump had Thunder Hammer for an Egg Move.

Note: You're going to have an absolutely bad time with Zenith.

Gourgeist now has Flare Boost for a Hidden Ability, learns Astral Barrage at Lv 95 and Crimson Outburst at Lv 130.

85,60,125,60,100,100

494-530 is the new curve.

Actually, Astral Barrage can be gotten early by Egg Move Relearner.

Avalugg now has Equilibrium for a Hidden Ability. Sturdy and Solid Rock for main abilities.

Different BST.

90,130,180,20,20,80

514-520 is the new curve.

Noibat evolves at Lv 90. Also, it gets Core Enforcer for an Egg Move?!!!!

Noivern has Aerilate for a Hidden Ability. Pseudo buff.

90,70,90,135,125,90

535-600 is the new curve.

Surprisingly, Xerneas BST changed.

120,90,90,120,140,130

680-690 is the new curve.

Yveltal also changed.

120,130,100,110,130,100

680-690 is the new curve.

Zygarde is now more powerful. Has Dragon Maw for a Hidden Ability.

690 is the new BST.

110,110,120,120,110,120

Note: N i c e.

Oh, and here are the other forms.

54,100,71,115,61,85=486 (10%)

215,120,120,85,90,105= 735 (100%)

Diancie has Equilibrium for a Hidden Ability and learns Spirit Break at Lv 80. Solid Rock for a main ability.

-50 in Atk, +50 in Speed.

Note 1: Is Diamond Storm special now or is now useless on Diancie?

Note 2: How did I beat Harmony's Mega Diancie again? Metal Coat Bullet Punch? Metal Coat Meteor Mash? (V.1.3.1 I think it was)

Hoopa's abilities are now Shadow Synergy, Absolution and HA: Psychic Surge.

Volcanion's Abilities are now Flash Fire and Damp for a hidden one. Learns Searing Shot at Lv 1 for some reason. (Note: Still has Water Absorb.) New spread.

80,70,120,90,130,110

Missingno now memely strong and bulky.

120,240,120,5,5,240

210-730 is the new curve.

Note: Something must have this! Probably Extreme Speed or something. Better to have Sturdy for fighting this at some point! Also non contact physical moves!

Regieleki has Levitate for a Hidden Ability.

Regidrago has Pressure for a Hidden Ability. BST is altered.

100,100,50,80,200,50

Also, I can't give info on Mega Evolutions, sorry, I don't know how to access them.

Non Deltas that can use Terrains listed down here:

Note: No non Deltas get a terrain surge ability except for Hoopa. I think they might be the same in the Gen 6 line but hey, something new could be here.

The only other one I know at the moment is Mega Ampharos which has Electric Surge instead of Mold Breaker.

Grassy Terrain:

Bulbasaur(Egg move)

Oddish: Lv 47

Gloom: Lv 54

Exeggcute(Egg move)

Tangela: Lv 48

Chikorita (Egg move)

Hoppip (Egg move)

Sunkern(Egg move)

Treecko(Egg move)

Seedot(Egg move)

Turtwig(Egg move)

Roserade: Lv 1

Tangrowth: Lv 50

Snivy: (Egg move)

Maractus(Egg move)

Flabebe (Lv 24)

Floette(Lv 27)

Florges (Lv1)

Psychic Terrain: Oh.... No non Delta has this. Actually, no Delta has this either. Hmm, odd.

Electric Terrain:

Magneon: (Lv1)

Mareep: (Egg Move)

Manetric(Lv60)

Luxray: (Lv1,67)

Magnezone: (Lv1)

Electivire: Lv1, 65  
Helioptile(Egg move)

Misty Terrain(This is badbad so you should never use it unless Low buffed it to power Fairy moves. Highly doubt it)

Mega Evos and Alt Forms:

Gen 1.

Mega Venusaur BST altered. (I think, not sure if what I'm doing is correct but it's from the PBS, so here is what I'm doing.)

80,80,120,100,125,120

Mega Charizard Y BST altered slightly. Mega Charizard X is still the same.  
78,101,80,100,160,115

Mega Blastoise BST altered.  
80,95,110,100,145,100

Note: M. Blastoise seems much better :)

Mega Beedrill BST altered but kind of nerfed.

65,150,5,145,50,80

Note: It's now at the point where any physical attack will kill it.

Mega Pidgeot BST altered, sort of stronger.

85,70,80,125,145,80

Note: Okay, hits hard and moves.... Wait! Okay, something needs to be made clear.  
Pidgeot(Reg) has Base HP of 83, even in this mod. But now, it's 85! Wow, didn't see that coming.

Mega Marowak BST altered.

60,140,130,50,50,95

Mega Poliwrath is still the same.

Mega Alakazam BST altered.  
55,60,50,150,175,100

Mega Slowbro BST altered and Ability. It is now Regenerator instead of Shell Armor.  
95,60,180,30,135,90

Mega Gengar altered, but not BST. Ability is now Absolution instead of Cursed Body.

Note: The Gengarite isn't where it is supposed to be in the base game so it doesn't even matter. Unless you can actually get it at some point?

Mega Kangaskhan, much harder to fight. -10 to Sp.Atk, +10 to Speed.  
105,125,100,110,50,100

Mega Pinsir is a bit more formidable.  
65,155,120,110,50,100

Wait, I can't find Mega Gyarados on the PBS file? Let's just move along, I guess.

Mega Aerodactyl slightly changed. Has Rock Head instead of Tough Claws now.  
80,135,95,150,70,85

Mega Mewtwos(The Big One)

All abilities are the same, none changed.

These are all the BSTs

```
next [105,110,120,130,155,120] if pokemon.form==1 (Armor)
  next [105,200,100,135,140,100] if pokemon.form==2(Mega X)
  next [105,115,100,140,200,120] if pokemon.form==3(Mega Y)
  next [105,200,110,145,110,110] if pokemon.form==5 (Mega Shadow X)
```

Wait, one more to cover lol. Mega Eevee. Even though Low hates it and you can't get it, it's still different!

```
next [77,77,77,77,77,77] if pokemon.form==1 # Mega Base
  next [120,55,50,55,100,85] if pokemon.form==2 # Vaporeon
  next [55,55,50,120,100,85] if pokemon.form==3 # Jolteon
  next [55,55,50,85,120,100] if pokemon.form==4 # Flareon
  next [55,55,50,100,120,85] if pokemon.form==5 # Espeon
  next [85,55,100,55,50,120] if pokemon.form==6 # Umbreon
  next [55,100,120,85,50,55] if pokemon.form==7 # Leafeon
  next [55,50,100,55,120,85] if pokemon.form==8 # Glaceon
  next [85,55,55,50,100,120] if pokemon.form==9 # Sylveon
```

```
next getID(PBAilities,:ADAPTABILITY) if pokemon.form==1 # Mega Base
  next getID(PBAilities,:STORMDRAIN) if pokemon.form==2 # Mega Vaporeon
  next getID(PBAilities,:LIGHTNINGROD) if pokemon.form==3 # Mega Jolteon
  next getID(PBAilities,:FLASHFIRE) if pokemon.form==4 # Mega Flareon
  next getID(PBAilities,:TINTEDLENS) if pokemon.form==5 # Mega Espeon
  next getID(PBAilities,:MERCILESS) if pokemon.form==6 # Mega Umbreon
  next getID(PBAilities,:CHLOROPHYLL) if pokemon.form==7 # Mega Leafeon
  next getID(PBAilities,:ICECLEATS) if pokemon.form==8 # Mega Glaceon
  next getID(PBAilities,:FAIRY_AURA) if pokemon.form==9 # Mega Sylveon
```

Gen 2:

Mega Typhlosion BST altered, a bit weaker but it now has Flaming Soul for its ability instead of Hubris.

80,100,95,110,140,110

Note: Oh, no. Name Here Taen is bad now.

Mega Meganium, a bit nerfed. It now has Full Force instead of Magic Bounce

80,80,140,100,80,140

Note: I'm not sure if Full Force works with Wring Out or Flail but it's still not useful.

Mega Feraligatr has slight changes to the BST. Now has Strong Jaw instead of Tough Claws.

85,140,110,105,90,105

Mega Sudowoodo has more Sp. Def now. Has Full Force for an ability instead of Analytic.

70,140,145,10,30,115

Note: F l a i l.

Mega Ampharos is stronger. Ability is Electric Surge instead of Mold Breaker and wait! I think the ability changes if you have a hidden ability! It has another ability labeled as Galvanize!

Not sure, try it and see if it works!

90,120,105,20,160,115

Note: Low said this in the PBS. "bad mega and bad sheep, this was made by the wooloo gang"

Really, it's a bad mega despite buffing its defenses and possibly giving a way for Non Delta Runners to set up Electric Terrain easily or fire an electric type Hyper Beam.

Both Mega Steelixes are the same, although I think the Fire might be Fire/Ground instead of Steel/Fire?

Mega Scizor has +5 in Speed, -5 in Sp.Atk.

70,150,140,80,60,100

Mega Politoed is still the same.

Okay, Mega Sunflora now.... One of them is different.

It seems like Low changed the male one while the female one is still the same. This is the other BST I could find.

75,75,95,50,105,125

Also, the other one has Athenian, not Unleafed.

Note: I'm totally wrong. Forget everything I said about Mega Sunflora.

Mega Girafarig got bulkier.

70,70,100,85,130,100

Mega Heracross got nerfed badly. Eh, probably deserved it for having 185 Atk.  
80,140,120,80,70,110

Mega Houndoom, slightly better? Instead of Solar Power, it now has Chlorophyll.  
75,80,100,100,145,100

Note: Can you get this before Zenith?

Mega Tyranitar, +1 in Attack, -1 in Speed.

Okay, so I found this too.

100,145,110,60,125,100

Are these the new armor mon stats?

Mega Magcargo's Atk and Speed were swapped,

50,50,100,70,150,100

It's now Rock/Fire type.

Note: This is honestly a nerf because while you're not 4x weak to Water before, you're 4x weak to Ground and Ancient Power is your only special rock move because this thing doesn't get Power Gem.

Note 2: I'm wrong, I can't read PBS files well. It's still pure fire. Disregard that Rock typing idea.

Mega Donphan. +10 in Def, -10 to Sp. Atk.

90,150,160,50,50,100

Mega Miltank -10 in Def, +10 in Speed.

95,125,135,80,40,115

Gen 3:

I can't find Swampert Mega. Seriously, is there something wrong with the PBS???

Mega Blaziken BST is the same but has Reckless instead of Speed Boost for an Ability.

Mega Sceptile BST is different now. It now has Tinted Lens instead of Lightning Rod.

70,80,100,145,135,100

Mega Gardevoir's Attack and Defense were swapped.

68,65,85,100,165,135

Mega Sableye is unchanged.

Mega Mawile got altered. Hits slightly harder and takes hits better.

50,110,130,50,50,90

Mega Aggron, -10 in Sp.Atk, +10 in Atk.

70,150,230,50,50,80

Mega Shiftry has a better Sp. Atk BST spread now.

90,70,80,105,155,80

I can't see the ability in the PBS. Maybe Low forgot to add it or something or maybe my file got bad when I transferred to a faster computer. Idk.

Note: Looks like Intrepid Sword ain't viable now :(

Mega Medicham. -10 in Sp.Atk, +10 in Speed.

60,100,85,110,70,85

Mega Manectric, +5 in Speed, -5 in Attack.

70,70,80,140,135,80

Mega Banette, BST altered heavily, now has Tough Claws instead of Prankster.

65,165,80,105,60,80

Note: I'm not checking if their BSTS are different or are like not +100 from the new buffed BST but Mega Banette is not +100, it's +95.

Mega Mightyena. Oh, yes. Mega Mightyena from Desolation. It has Strong Jaw for an ability and this BST.

70,160,100,140,70,70

610 total. Also Dark/Ghost.

Mega Sharpedo. Much stronger than before and a 600 total.

70,160,90,100,100,80

Mega Camerupt, better!

70,105,120,25,160,120

Mega Altaria is the same, although it might be Fairy/Flying instead of Fairy/Dragon....

Note: Disregard that, might be another error on my fault to the PBS.

Mega Glalie is much stronger!

80,140,90,130,50,90

Although, you now have Dark typing which means 4x weak to Fighting :(

Note: Heh, it's like a better Weavile now.

Castform changed??? No longer gets Ground Type with Sandstorm????

BST Changes, I think. Were those there before in base insurgence?

when 1; next [100,80,100,80 ,90 ,90 ] # Sunny Form  
when 2; next [100,80,90 ,80 ,90 ,100] # Rainy Form  
when 3; next [80 ,70,90 ,110,100,90 ] # Snowy Form  
when 4; next [80 ,90,100,80 ,90 ,100] # Cloudy Form  
when 5; next [100,80,100,90 ,80 ,90 ] # Sandy Form

Mega Salamence is slightly better.

95,150,140,120,100,95

Mega Metagross, same.

80,150,150,120,90,110

Mega Latios is different, but not Latias :(

80,110,110,120,160,120

Note: Leo would not be pleased lol

Okay, I can't see the Primal Forms or Mega Rayquaza at all.

Mega Flygon and Armored Flygon. Pretty much the same.

[80,100,104,100,80,104](Armor)

80,100,90,120,140,90 (Mega)

Note: Okay, I see. If you have the Flygon Armor on, you're slower xD

Mega Cacturne. Better.

70,160,85,95,70,85

Mega Crawdaunt. Stronger, especially since Audrey's one has Swift Swim in the 2nd fight.

63,155,100,80,80,100

Mega Milotic. Stat spread differently. Instead of that Prism Guard ability it was famous for, it has Diamond Skin.

95,70,110,80,135,150

Note: No clue what that does, just like Parasitic Waste which Low didn't mention :) This is also on a Delta too, that being Delta Arcanine. Edit: Nope, that's the internal name for Prism Guard lol XD

Mega Jirachi also changed, and seems to have both abilities in the Mega Evolution.

100,130,115,110,130,115

Note: Hmm, confusing.

I can't find Mega Absol on this. One thing to know is that it's now Dark/Fairy.

Gen 4:

Mega Lopunny's stats were altered to be more even. Such an arbitrary change.  
65,135,95,135,55,95

Mega Garchomp, wow it's nerfed!  
108,170,100,87,100,95

The BST is now 660 instead of 700!

Mega Lucario, +2 in Defense, -2 in Speed.  
[70,145,90,110,140,70]

Mega Abomasnow, a bit more formidable. Has Ice Cleats/Slush Rush instead of Snow Warning.  
90,70,110,75,145,110

Mega Gallade, much better! Now has Defiant instead of Inner Focus  
68,165,110,120,60,95

Mega Chatot, much more of a nightmare :( It now has Aerilate instead of Amplifier  
75,60,50,135,140,50  
Note: Oh, and I think it might be a pure Flying type now.

Mega Spiritomb has a new BST, also swapped Sp.Atk and Sp.Def somehow.  
50,145,130,20,110,130

Mega Froslass is still the same.

Mega Zebstrika. Low made it even more annoying to fight against.  
75,80,60,150,140,90

Mega Zoroark is still the same.

Mega Reuniclus, better for its role.  
110,100,90,40,150,100

Mega Cryogonal's BST is still the same, but now it has Winter Joy instead of Sleet.

Mega Gothitelle: Works better in a Trick Room!  
70,60,130,35,145,150

Mega Haxorus, altered BST as usual.  
75,180,130,75,90,90

But it doesn't matter. It has Slow Spirit now.

Note: Really? Y'know, Mega Heracross had like that amount of Base Attack before Low changed it. You couldn't do the same for Haxorus? Well, to be fair. Bug/Fighting is easier to

fight than Dragon/Steel but, there could have been a better way instead of making it completely unusable.

Mega Audino is slightly altered and, wait. Huh, neat. Mega Audino's ability is now Misty Surge instead of Healer.  
105,50,130,50,80,130

Note: Well, not bad. Healer is useless in single battles but Misty Surge, eh. What Misty Terrain does is that it blocks any status conditions of anyone on the field and Dragon type moves' power are reduced by half, that's just it. I wonder if it prevents confusion like Gen 7 but, Misty Terrain isn't good.

Oh, this is the only mon that has Misty Surge and at least we now know all Surge Abilities exist in Detergent now!! :D

Mega Stunfisk got better.  
110,70,110,50,90,140

Mega Bisharp got buffed. Wow.  
65,150,130,115,50,80

Note: 2 more Megas left ;) Or really?

Mega Hydreigon is still the same.

Mega Chandelure..... Oh, yes. Mega Chandelure. It exists. Mega Chandelure is not in the PBS file! For some reason.

Gen 6:

Last Mega!

Mega Diancie is altered, apparently.  
[50,120,120,130,160,120]

Okay, no. I'm kidding :) That's not the last one I found :D Remember the saying "favoritism is a myth?" :3

110,70,110,120,150,90

This is the BST of Mega Aurorus!  
It has Refrigerate for the Hidden Ability!

Okay, we're finally done! Just one more thing to take care of!

Hoopla Unbound! This is the New stat spread.  
80,170,60,90,160,120

Every Pokken Tournament mon(Red Lucario, Red Machop, Red Gardevoir and Shadow Mewtwo) Will get their burst move at Lv 150.

Ooh, I found something useful that might help you fight Namehere with Taen!

Namehere(Perfect Kyurem) 's ability is Elemental Master.

That's it. It's all over. Ooh, boy. Hopefully 1.5 doesn't change much. If Low even states a new ability, I'll go back and search in both alternate forms text and pokemon text.

Let me just restate the missing Mega Evolutions.

Mega Gyarados

Mega Swampert

Mega Chandelure

Mega Absol(Forgot lol)

The Primal forms + Mega Rayquaza.

Oh, and Mega Shiftry's ability is not in the PBS!

That's all you get! Hopefully this guide of sorts will help you to see what non Deltas have to offer in Detergent.

Update from Low:

Shiftry's ability is still Shadow Dance.

Mega Gyarados has Warrior Spirit instead of Mold Breaker and you won't get any other info on the others :0

Welp, time for a new update :)

Now, I'll be focusing on random encounters because some of them have changed. Biggest example I noticed was when Low moved Klefki. Also, I think Low might eventually find some exploits that he didn't fix in this game. I won't say because, well I want my exploits to make this game easy lol. But for real, I won't use them, I'll just try to beat them fairly as Low intends the player to. Welp, time to get Started!

Note: This does not include static encounters or trades!

Shade Forest:

No longer can get Ragey Boy with the Super Rod.

(Note: Ragey Boy is Gyarados and there might be a lot here)

Telnor Cave:

No Ragey Boy here anymore.

Route 1:

No RB.

Midna Mine:

Huh, interesting, Low replaced Drilbur for Diglett. Why? Drilbur evolves later anyway. Also, why not replace it with something you can't get until earlier because you can get Diglett in Telnor Cave.

Ancient Ruins: Once again, no ragey boy here and I'm not exactly sure if you can get Riolu here anymore. Don't know if Low did something with that. Although, I can see why he would do that. Riolu evolves at Lv 52 and you're at Harmony by Lv 55. Okay.

Cyan Cavern:

RB. Enough said.

Route 3:

Ralts has been replaced by Swirlix. I can explain why.

Note: See, in the trade for Delta Aromatisse, you need a Slurpuff. However, the only way to get a Swirlix or Slurpuff in the original game was the Friend Safari for Swirlix, or a Hidden Grotto in Route 8 or Mount Rose. This was to make it easier for us, so thanks Low! :)

Suntouched Exitway.

R a g e y b o y

Samsara Cave 2F:

No more Pupitar. Why? Why is that important? No replacement for it tho.

Oh, and no more, you guessed it: Ragey Boy.

3F: Same as 2F.

Rezzai Cavern:

R            b

A            o  
  G           y  
    E  
      Y

Midna Garden:

Do I even say it at this point? Ragey. Boy. Is. Dead.

Cave of Steam:

Why do water pokemon like Ragey Boy exist here? It does not exist in Detergent.

Route 8:

Chansey got replaced by Patrat. Really? Can Chansey or Blissey cheese a fight later on? I mean, if you picked Eevee, you can run Eviolite Chansey but I'm not sure why, bro.

Note: Okay, you can never ever get this line of Pokemon in this mod.

Stormy Seas:

G o o m y.

Note: Static encounter, I know. But it's the most obvious one to see.

Route 9:

Klefki for Weedle.

And once again, no Ragey Boy.

(Stopping point, Route 9. To remind me later to continue this)

Sonata City:

R y B y.

Note: Low was thorough with removing Gyarados. But why specifically and not other mons that can still be gotten before their evo level or not at all as intended probably. Eh, whatever. To clarify, I'm not upset over Ragey Boy, Don't care much about him, it's just a joke.

Sonata Hills:

Okay, I will stop. (Not yet tho. Got more of Torren to cover)

Route 10:

No "important" changes here ;)

Maelstrom 9:

W a t e r.

Diving spot is still the same.

Kepler City:

S i g h.

Altho, I'm curious if the Beldum trade there is still the same, considering you now get it at the Black Market.

Route 11 and Nasca Town:

No one cares about Ragey Boy.

Whirl Island Cave:

Seriously, map ordering feels weird.

Murk Forest:

\*yawn\* I wonder if Hidden Grottos changed any Pokemon in them. :tincking:  
Hekate Town:

M a g i c.

Route 12:

All about memes at this point.

Selene City:

Trashzard, Badnium?

Route 15: ( Under)

Huh....

Low replaced Ferroseed and Ferrothorn with Sunkern and Sunflora.

Note; Okay, mark this line as a set of Pokemon you can't get in Detergent. But why Ferroseed and Ferrothorn? Is it because of Calreath? Some Trick Room cheeses it with Ferrothorn in mind? I don't know mate. Maybe there might be a way to get these mons, might end up being a trade somewhere in the game, if they don't exist, well you don't get them, mate.

Oh, and Ragey Boy scrapped here too xd

Kepler City:

Don't ask me why I do this now, I'm going in order by the PBS file, the map order that the doc has.

Fiery Caverns:

Why does water exist in that area? Nothing, just memeing.

Nasca Cave:

\*yawns again\* I wonder if Low changed any percentages on certain encounters here. That, I wouldn't be able to tell you there.

Dragon Ruins:

Y'know what is missing from here :)

Route 13: Sure, like Ragey Boy moved here instead living in a ruin for Namehere.

Safari Zone:

No r a g e!!!!

Although it's neat, Low changed it to where you are going with your Pokemon yourself, making it like a regular route. Makes things easier to catch stuff too.

Mysterious Hideaway:

No more favoritism >:) (Noivern)

Nasca Town:

U h H u h

Oranos Town:

\*cricket sounds\*

Route 15:

F a v o r i t i s m.

A n d r a g e.

Misty Way:

Rage. Although, if you're curious, I actually went through a lot of maps and they're still the same. Speaking of, under-leveled pseudos are there but.... I think Low said something about you not being able to catch them yet? Whatever that means.

Mist Island:

No anger here :)

Crystal Cave:

Nope. No anger in beautiful crystals <3

Holon Marsh:

Klefki here.

Oh, right. I took a work-cation to Holon :D Nothing much changed. Can't even make fun of Ragey Boi. Although, I feel like something sus is going on with these maps.

Rose Crater:

Torchic is not there anymore.

Yep, another line is no longer available for you to use. This one, I get. Blaziken is OP and Low made it stronger by boosting Flare Blitz with the Reckless ability for its Mega.

Okay, I've gone over the ENTIRE encounter locations. Not much was discovered but important knowledge is given nonetheless.

Bits:

Swirlix is at Route 3:

You can no longer use the Blissey line, the Ferrothorn line, or the Blaziken line in this game. Or at least you can't find them in the wild.