

Path of solitude guide for every mon:

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Preface and Assumptions:

- This order was the order that I did each battle in. Use Cntrl + F to find the mon you want. I don't refer the opponent by species so each mons name should only appear once.
- This is what I used to win, not necessarily the minimum viable build.
- All important stats are grit level +3 unless said otherwise
 - My main team have +6 or more grit but it may not be completely necessary
- Nature is usually not super important unless specified, though natures that are only detrimental in the battle should be replaced.
- I used mostly alphas because they have higher levels, free grit investment, and have 1 mastered tutor move so less resources per mon.
- Scarlet and violet is the fastest way to grind levels using Chansey sandwiches, though swsh can be good if you have the candies. Otherwise grind alpha chansey / blissey

1. Samurott (Level 91) (Main)

- a. Spam Ice Beam
- b. +6 in all stats except for +8 to Special Attack

2. Arcanine (Level 71) (Main)

- a. Spam Rock Slide
- b. +6 in all stats except for attack +8

3. Porygon-Z (Level 72)(Main)

- a. If hit by a Hyper Beam, recover first. Spam Thunder wave and recover until you either get lucky or the opponent runs out of PP, then chip with a few thunderbolts and finish with a strong style hyper beam
- b. +6 in all stats except for +8 special attack

4. Zoroark (Level 71)(Main)

- a. Nasty Plot + Agile Style Hyper Beam + Strong Style Hyper beam
- b. Get lucky with Aqua Tail misses.
- c. +6 in all stats except +8 in special attack

5. Basculegion (Level 69)

- a. +6 Grit on Special Defense and HP
- b. Live a Chloroblast, then kill it with ice beams

6. Infernape (Level 71)

- a. Mach Punch + Agile Mach Punch + Strong Style Close Combat

7. Lucario (Level 74)

- a. FUCKING +6 grit to all stats except ATTACK + 9.
- b. Master thunder punch as well WITH RNG
- c. So normal thunder punch, wait for paralysis, finish with the strong Thunder Punch

8. Hippowdon(Level 67)

- a. Fire Fang 2 times it will die cuz of the defense drop

9. Umbreon(Level 62)

- a. +6 grit to all stats
- b. Snarl + Dark pulse + strong style dark pulse

10. Lilligant(Level 85) (Main)

- a. +6 in all stats except for attack +9
- b. Stun spore, victory dance, agile style giga impact, strong style giga impact

11. Decidueye (Level 62)

- a. Just Shadow claw (maybe add a roost if necessary)(no need for strong / agile style)

12. Probopass (level 73)

- a. Strong style earth power

13. Sneasel(Level 69)

- a. Use Johtonian
- b. agile Ice shard, swords dance, strong style ice shard (maybe blizzard is better?)

14. Weavile(Level 75)

- a. Strong Style Psycho Cut

15. Shaymin(Level 81)

- a. Strong Style Earth Power twice

16. Darkrai (Level 73)

- a. Dark void, Nasty plot, Agile style Dark pulse, dark pulse
- b. May need to dodge a couple of turns to drowsy

17. Regigigas(Level 70)

- a. Use Agile bulldoze when HP is full, then spam drain punch until HP has reached very very low
- b. Use rest, then you should be just barely enough turns that you are cured of slow start
- c. finish it off with strong style earth power / strong style drain punch
- d. +9 to all stats

18. Heatran(Level 73)

- a. +9 in all stats, timid nature
- b. First magma storm to burn, then agile style earth power, earth power
 - i. if the opponent is low enough, finish off with strong style hyper beam
- c. If opponent recovers, magma storm, earth power, then strong style hyper beam

19. Uxie(Level 80)

- a. Hypnosis first, then Mystical power, finally kill with strong style extrasensory
- b. Need to rely on opponent being drowsy

20. Azelf(Level 71)

- a. Strong style self destruct go boom boom

21. Mesprit(Level 70)

- a. Calm mind then drain punch

22. Cresslia(Level 70)

- a. Calm mind then spam psychic, hope you don't get crit and die, maybe add a few lunar blessings

23. Enamorus(Level 89)

- a. Need 9 grit on speed (possibly +8 on HP and Spdef)
- b. Agile style Earth power then Strong style earth power

24. Thundurus(Level 78)

- a. Sludge bomb agile, sludge bomb, then strong style sludge bomb

25. Landorus(Level 73)

- a. PRAY FOR A HYDRO PUMP MISS
- b. Agile Earth power, Strong style Sandsear storm
- c. +9 HP and speed isn't enough to outspeed or survive. but +6 SpA does the trick

26. Rampardos(Level 70)

- a. Flamethrower until it's dead

27. Frolass(Level 72)

- a. Spam Shadow ball
- b. even better if it rests
- c. will pp stall you though so don't use agile / strong too often

28. Rotom(Level 82)

- a. Use the fridge form
- b. Blizzard + shadow ball will kill

29. Glalie(Level 81)

- a. Shadow ball + strong style crunch

30. Gliscor(Level 77)

- a. Fire fang + strong style fire fang

31. Electivire(Level 73)

- a. Rock slide + rock slide + strong style thunderbolt

32. Empoleon(Level 69)

- a. Agile Ice beam + Ice beam + Ice beam

33. Octillery(Level 67):

- a. Ice beam + Strong style Ice Beam (Frostbite came in super clutch)
- b. likely doable with additional grinding / grit investment

34. Porygon(Level 70)

- a. Agile Hyper Beam + Strong style Hyper Beam
- b. May need a bit of grit I think I got lucky with a critical hit

35. Gengar(Level 80)

- a. Hypnosis + Agile Shadow Ball + Strong Shadow Ball

36. Togetic(Level 76)

- a. Agile style flamethrower, Strong style Flamethrower
- b. +6 speed is useless, will still outspeed somehow with a + speed nature

37. Togekiss(Level 79)

- a. Mystical Fire + Strong Style Flamethrower

38. Sealeo(Level 73)

- a. Bulldoze (1 or 2 times depending on if luxio attacks) then strong style blizzard

39. Riolu(Level 95)

- a. Really fucking hard for some reason
- b. Agile style Bullet punch => Bulk up => Agile style bullet punch => Iron tail => Strong Style Iron tail
- c. Level 95
- d. 10 grit HP, 9 grit Attack, 10 grit Spdef, 9 grit Speed

40. Braviary(Level 73)

- a. Espur wing => Agile Espur wing => strong espur wing
- b. pray for crits on the first or the third espur wing
- c. 6 HP, Def, Speed, 9 special attack
- d. tbh you will probably die regardless the bulk is there to pray that he goes for iron defense first

41. Rufflet(Level 66)

- a. Rock slide, Agile Double Edge, Strong Double Edge

42. Abomasnow(Level 68)

- a. Outrage, Outrage(strong style)
- b. Had NO IDEA why this worked

43. Mamoswine(Level 70)

- a. High Horespower, Agile Horsepower, HOrsepower, Strong Horsepower
- b. Grit level 10 for HP, Attack, Defense, 9 for speed
- c. Need High attack rolls tbh

44. Piloswine(Level 65)

- a. Blizzard, Blizzard Strong style. RNG is annoying as sin

45. Garchomp(Level 85)

- a. Agile style Stone edge, Strong style stone edge
- b. Grit 8 for HP, 7 for attack, and spdef, and 9 for speed
- c. Has to be a non-speed reducing nature

46. Electrode(Level 72)

- a. Chloroblast (strong style) go boom

47. Chimecho(Level 65)

- a. Calm mind, shadow ball, shadow ball
- b. 6 grit in all stats
- c. the second one crit and chimecho recovered, you could probably win with strong style or something.

48. Electabuzz(Level 65)

- a. Thunder, Strong style thunder (lucky full paralysis), thunderbolt

49. Bronzong(Level 69)

- a. Hypnosis(Agile style), Bulldoze, bulldoze, bulldoze
- b. This needs a lot of drowsy luck, can honestly shell out for strong style
- c. +6 to all grit

50. Magnemite(Level 70)

- a. Agile thunder wave, thunderbolt, strong style Thunder
- b. +6 grit to all stats
- c. This needs paralysis luck for 1 if not 2 times depending on if the opponent decides to setup or not

51. Magmortar(Level 77)

- a. Bulldoze -> Flamethrower -> strong style fire blast is probably the best?
- b. what actually happened was Electvire missed Thunder, Bulldoze -> Strong Fire blast, didn't kill but left a burn, electvire thunderbolted me twice and died of burn damage

52. Dusknoir(Level 68)

- a. Agile style Shadow Sneak -> Strong style shadow ball
- b. +6 in all stats

53. Haunter(Level 74)

- a. Agile style Hypnosis -> strong style shadow ball

54. Torterra(Level 71)

- a. +8 HP and Def, +6 attack, +9 speed
- b. You have to get lucky
- c. If opponent bulks up, basically lose, pray for a critical hit with strong style headlong rush
- d. otherwise bulldoze -> strong style headlong rush

55. Lickitung(Level 77)

- a. Click Agile rollout, rollout, then strong style rollout

56. Lickilicky(Level 72)

- a. +5 to HP, Attack, Defense and +4 to speed
- b. This could probably be done way more consistently by adding more grit but I got super lucky.
- c. so spam bulldoze and giga impact when possible, add in a couple of double edges depending on speed tiers
 - i. bulldoze + giga impact when given two moves, and agile double edge + giga impact when you have to earn two moves

57. Sudowoodo(Level 77)

- a. Agile Head Smash + Strong Head Smash (Probably, I just crit the agile one lol)

58. Bonsly(Level 90)

- a. I want to kill myself after this
- b. +10 to HP, Spdef, and Attack
- c. speed seems insignificant but I did +6
- d. ROck slide + Strong style Head smash

59. Rhyperior(Level 86)

- a. WAY TOO MUCH INVESTMENT
- b. +9 HP and Def, + 10 Attack, +10 Speed (didn't matter at all)
- c. Megahorn, Strong style Megahorn

60. Rhydon(Level 74)

- a. Ice Beam, Strong style Ice beam (the frostbite came in clutch perhaps)

61. Ursaring(Level 79)

- a. Rock Smash(defense drop), Giga impact (agile), Giga impact(Strong)
- b. This is quite flexible though snorlax doesn't do that much damage and Rest allows you do to big deeps.

62. Gallade(Level 71)

- a. +6 Speed
- b. Agile style Poison Jab, then strong style poison jab

63. Gardevoir(Level 70)

- a. Two Moon blasts

64. Toxicroak(Level 84)

- a. Nasty plot and spam earth power, this was weird though I guess my croak was stupidly overleveled or something

65. Whishcash(Level 75)

- a. Grit Attack +9.
- b. Strong style Stone edge and pray for a critical hit

66. Blissey(Level 62)

- a. Calm mind, then spam softboiled, let the opponent kill itself in recoil
- b. +6 HP and Defense

67. Gastrodon(Level 69)

- a. +8 HP and Spdef, +9 SpAttk, +6 speed
- b. Ice Beam then Strong style ice beam, need to frostbite

68. Aipom(Level 68)

- a. Mud bomb to strong style double edge (relies on missing from mud bomb evasion)

69. Mr mime(Level 71)

- a. Calm mind, Dazzling Gleam, Strong style Dazzling Gleam

70. Vespiquen(Level 71)

- a. Needs defense boosting nature
- b. +9 for HP, special attack, and defense, +9 speed is seemingly pointless
- c. Power gem, Strong style Power gem

71. Cherrim(Level 70)

- a. +10 to all stats (may not be needed)
- b. Sleep powder, energy ball, energy ball (can use petal dance too but could be nonoptimal)

72. Cherubi(Level 70)

- a. +10 to all stats(may not be needed)
- b. Sleep powder, petal dance, petal dance(strong style). May need sleep luck

73. Alakazam(Level 62)

- a. +9 to HP, Attack, Defense
- b. Hypnosis, then spam drain punch

74. Munchlax(Level 81)

- a. +9 in all necessary stats
- b. Flamethrower twice (try to get a burn), Agile style giga impact, strong style giga impact

75. Golem(Level 60)

- a. Fire punch (pray for a burn), Strong style Fire punch

76. Sylveon(Level 76)

- a. +6 all stats, +9 speed
- b. Calm mind, Agile Rock smash(Pray for defense drop), Strong style Dazzling gleam

77. Glaceon(Level 73)

- a. +6 to HP, Defense, Speed
- b. Aqua Tail, Aqua Tail strong style (though I just got a lucky crit)

78. Leafeon(Level 73)

- a. +6 Hp, Attack +9 to SPdef and speed
- b. I just had a lucky icy wind miss and took it out with two iron tails
- c. Can probably do it with an agile and a strong iron tail / more grinding to survive two icy winds, etc

79. Espeon(Level 81)

- a. Calm mind, Dazzling Gleam Agile Dazzling Gleam, Strong Dazzling Gleam

80. Jolteon(Level 68)

- a. Calm mind and user Hyper beam if that doesn't lose turns, otherwise use shadow ball,
- b. Chip until you can safely kill with strong style hyper beam
- c. +6 in HP, spdef, and +9 in special attack

81. Eevee(Level 69)

- a. Had a Spdef boosting nature though it may not be necessary
- b. Mimic then spam Snarl

82. Dustox(Level 79)

- a. SLudge bomb, if poisoned, then use strong style venoshock, else, try to get lucky with more sludge bombs

83. Dewott(Level 78)

- a. Ice beam and spam until the opponent died

84. Oshawott(Level 83)

- a. Ice Beam strong style (I got a crit lol only way to finish the job)
- b. +10 stats, but it was not enough. May need to level up more

85. Cyndaquil(Level 67)

- a. Wild Charge, then wild charge (I might've gotten lucky from the full para)
- b. +10 stats (though lower could work)

86. Pikachu(Level 73)

- a. Iron tail, Strong style iron tail (a little rng dependent)

87. Giratina(Level 74)

- a. +6 in all stats, origin forme
- b. Agile Shadow force, shadow force (Grass)
- c. Agile Earth power x 2 (Fire)
- d. Earth power x2 (Water)
- e. Needs a lot of luck from the obscuring

88. Tornadus(Level 75)

- a. +8 in HP and Attack, +9 for Speed, +7 spdef
- b. Bulk up, Rock smash (as long as blizzard misses), strong style giga impact once either blizzard hits or rock smash procs defense drop
- c. This needs blizzard to miss as least once

89. Dialga(Level 71)

- a. +6 in all stats
- b. Flamethrower the Grass
- c. Earthpower the Fire
- d. Thunderbolt the Water

90. Palkia(Level 68)

- a. +6 in all stats
- b. Flamethrower the grass
- c. hydro pump the fire
- d. Thunderbolt the water

91. Arceus(Level 85)

- a. Use Arceus Fairy with +9 to all stats
- b. First kill the grass with judgement, then kill the water with thunderbolt, finally finish off the third with earth power. Use agile if it can afford more turns but be careful with judgement PP

92. Typhlosion(Level 64)

- a. Thunder punch x 2. Having a paralysis really helps

93. Spiritomb(Level 83)

- a. +9 in all stats except for Attack and Spdef
- b. Hypnosis and spam hex's, when in killing range use strong style
- c. This relies on drowsy luck

94. Misdreavus(Level 59)

- a. Power gem, Strong style Power gem

95. Clefairy(Level 61)

- a. Psychic, Strong style Psychic

96. Petilil(Level 76)

- a. +6 in all stats except for spdef and attack
- b. Agile baby doll eyes, then sleep powder, then energy balls
 - i. if the first one gets a defense drop immediantly strong style
 - ii. add a recover if needed, and this relies on good sleep luck
- c. Theoretically possible to pp stall quick attack

97. Skorupi(Level 58)

- a. +6 in all stats
- b. Agile Crunch + Agile Crunch + Strong style crunch

98. Staraptor(Level 57)

- a. +6 in all stats
- b. Aerial Ace, Agile Aerial Ace, Strong style Brave Bird

99. Bidoof(Level 50)

- a. +9 in all stats
- b. Rock smash, rock smash, Strong style rock smash

100. Quilava(Level 64)

- a. +9 in all stats
- b. Wild charge (got lucky full para), Strong style wild charge

101. Luxray(Level 55)

- a. +6 in in all stats
- b. Snarl, Iron Tail(Agile), Iron Tail (Strong) (may need iron tail defense drop)

102. Ponyta(Level 60)

- a. +9 in all stats
- b. Hypnosis, Double Edge, Double Edge(Strong) (needs sleep luck)

103. Crobat(Level 60)

- a. +6 in all stats
- b. Hypnosis, Agile Air slash, Agile Air slash, Air slash, Strong style Cross poison
- c. Requires sleep luck

104. Drifblim(Level 56)

- a. +6 in all stats
- b. Thunderbolt (pray for a para, doesn't have to be full), then strong style

105. Raichu(Level 90)

- a. This is so bullshit +10 in all stats except for special attack
- b. Agile Baby doll eyes, Rock smash, and keep on rock smashing until bro dies
- c. If you can gain more turns from agile rock smash do that

106. Gyarados(Level 59)

- a. +6 in all stats
- b. Bulldoze multiple times, can finish with bulldoze or maybe strong style giga impact

107. Qwilfish(Level 55)

- a. +6 in all stats
- b. Agile Spikes, strong style spikes (relies on passive damage)

108. Overqwil(Level 71)

- a. +9 in all stats
- b. Spikes, spikes, Strong style giga impact (relies on passive damage)

109. Roselia(Level 63)

- a. +9 in HP and Defense, +6 in Speed, Special attack
- b. Sludge bomb then strong style venoshock

- 110. Yanmega(Level 58)**
- a. +6 to all stats
 - b. Agile Hypnosis, Ancient Power, Strong style Ancient power
 - c. This required sleep luck and the 20% chance for omni boost. so very unreliable
 - i. Would have probably required additional grinding for consistency on the second ancient power
- 111. Budew(Level 58)**
- a. Posion jab until poisoned, then Strong style venoshock
- 112. Goomy(Level 55)**
- a. +9 hp, speed, +6 spA, +7 def , +8 spdef
 - b. Agile style Dragon pulse, strong style dragon pulse
- 113. ursaluna(level 63)**
- a. +9 to all stats
 - b. play rough and get lucky with leaf storm misses and attack drops, needs more grinding tbh
- 114. Sligoo(level 56)**
- a. +9 in all stats, special is +4(though could be higher)
 - b. Shelter, then ice beam until frostbitten, then dragon pulse
 - i. if shelter runs out reuse
 - ii. needs a lot of rng to miss attacks, frostbite, and not get bitten myself
- 115. Goodra(level 65)**
- a. +9 in hp, spdef, speed, special attack, +6 in def
 - b. Shelter, ice beam, and ice beam until death
 - i. i got lucky as hell with shelter misses and frostbite so garchomp started using outrage which gave me a damage boost
- 116. Steelix(Level 60)**
- a. Agile stealth rock, then high horsepower
 - b. Alternate between normal stealth rock and high horsepower until opponent is at low HP then finish with Strong style high horsepower
- 117. Rhyhorn(level 45)**
- a. Megahorn twice (needs luck to hit, not get para'd, or the opponent using rock smash too much)
- 118. Onix(Level 50)**
- a. Stealth rock, then attack with either bulldoze or High horsepower (depending on if it gives you more turns). Re-apply stealth rocks if necessary. Finish off with Strong style high horsepower
- 119. Porygon2(Level 59)**
- a. +10 to all stats (probably not necessary)
 - b. Use a combination of charge beam and tri attack. The ideal position is to get it low enough that tri attack and strong style Hyper Beam will kill. Recover as necessary.

- 120. Walrein(Level 62)**
- a. Ice Beam, Ice beam, strong style Blizzard
 - b. My go around had frostbite luck for extra damage / special attack reduction
 - i. maybe more investment would be more consistent
- 121. Growlithe(Level 58)**
- a. Rock slide, Rock slide, Strong style Rock slide
 - b. +6 in HP, Spdef, and Attack and + 9 in speed
 - c. Could probably invest more in attack. I strong styled the second rock slide but I barely missed out. I only got hit with one +2 extrasensory so I lived it.
- 122. Piplup(Level 51)**
- a. +10 in all stats, probably necessary at this level
 - b. So baby doll eyes (really should've had agile on). Then Ice beam (got lucky with frostbite) and another ice beam.
 - i. To be more consistent, first agile style baby doll eyes and finish it off with strong style ice beam
- 123. Basculin(level 61)**
- a. Agile style Aqua jet, then Wave crash, finish with a strong style wave crash
- 124. Gligar(Level 52)**
- a. X-scissor Strong style (pray for a critical hit, feasible since high crit ratio)
- 125. Nosepass(Level 63)**
- a. Earth Power, Strong Style Earth Power
- 126. Bastiodon(Level 50)**
- a. Stealth rock, spam iron head, agile if that gives more turn, finish off with strong style iron head
 - b. +10 all stats, not super necessary for defenses though probably needed for attack
- 127. Shieldon(Level 50)**
- a. +10 all stats, sorta necessary for attack and speed especially at this level
 - b. Bulldoze, then strong style iron head
- 128. Cranidos(Level 65)**
- a. Bulldoze, Earth Power
 - b. +10 all stats, honestly necessary the speed, attack, and bulk is crazy on this guy wtf
- 129. Bergmite(Level 50)**
- a. Agile Blizzard, Strong Style Blizzard
 - b. +6 HP and Defense, and Speed
- 130. Abra(Level 25)**
- a. Teleport until opponent mimics it, then use calm mind and spam shadow ball until bro dies
- 131. Snover(Level 57)**
- a. +9 in HP, Special attack, Spdef, and Speed, only +4 in Defense
 - b. Agile water pulse, then strong style water pulse
 - c. This relies on the opponent using double edge, that's why only +4 in defense

- 132. Avalugg(Level 60)**
a. +9 in HP, +8 in Speed, +6 in attack, +5 in Defense (overdid it sorta)
b. High Horsepower, High Horsepower
- 133. Dartrix(Level 65)**
a. +10 HP, Special Attack, Speed, +9 Defense
b. Agile Air slash, Air slash, Air slash, Strong Air slash.
c. Requires not getting burned, or at least getting burned on the last turn
- 134. Bibarel(Level 53)**
a. Bulldoze, Bulldoze, Strong style Double Edge. Need to avoid para luck
b. +6 all stats
- 135. Lumineon(Level 60)**
a. +9 to special bulk, speed, and +6 to special attack
b. Need frostbite luck and para luck
c. Ice beam then strong style ice beam
d. can only win if the opponent gets paralyzed
- 136. Finneon(Level 55)**
a. +9 in special bulk, speed, and +7 special attack
b. Need frostbite luck and para luck
c. Ice beam, ice beam, then strong style ice beam (first needs frostbite)
d. can only win if the opponent gets paralyzed
- 137. Gible(Level 54)**
a. +10 in all stats
b. Agile style Iron head + strong style Iron Tail (I crit my iron head so idk how necessary it is)
- 138. Tentacruel(Level 51)**
a. Needs Frostbite luck
b. Ice beam(get the frostbite condition only 20%), then strong style hex
- 139. Magmar(Level 52)**
a. Fire Blast, Strong style fire blast (requires Burn luck)
b. +6 in HP, Defense, Special attack, and Speed
- 140. Chansey(Level 51)**
a. spam Softboiled, feel free to use agile style softboiled if it means you can afford more turns. Avoid crits
- 141. Carvivine(Level 52)**
a. Leech Life, strong style Leech Life
- 142. Shinx(Level 51)**
a. Iron Tail, Agile Iron Tail, Strong Style Iron Tail (requires the move to actually hit)
b. +7 Hp, + 9 Attack, Defense, and Speed
- 143. Luxio(Level 56)**
a. Snarl, Iron Tail, Iron Tail (strong style)
b. This requires The first Iron tail to get the defense drop, or the opponent missing its fire fang. If it does miss a fire fang, you can just iron tail again.
c. +9 in physical bulk, speed, and +7 in Attack and Special Attack

- 144. Rapidash(Level 46)**
a. Agile Hypnosis, High Horsepower, High Horsepower(strong style)
b. Needs a lot of luck, from hypnosis and high horsepower hitting, to the opponent getting drowsy / missing hypnosis, can give more grit to be more consistent
- 145. Starly(Level 62)**
a. Air Slash, Agile Air Slash, Strong style Giga impact
b. +9 in all stats except for Defense
- 146. Staravia(Level 63)**
a. +6 HP, Attack, Spdef, and +9 Speed and Special Attack
b. Agile style Air slash then strong style Giga impact
- 147. Rowlet(Level 90)**
a. +10 in ALL STATS except for Attack and defense
b. Air slash then Strong style air slash
c. I can't make this shit up what is this
- 148. Wormadam(Level 51)**
a. +9 in all stats except for Special attack and spdef
b. Iron head, Agile Iron Head, strong style Iron Head
- 149. Vaporeon(Level 66)**
a. +6 in all stat
b. Agile style baby doll eyes + aqua tail, keep on using agile style baby doll eyes if it gives you an extra turn, and may rely on charge beam missing.
c. Tried to use frostbite luck but overall kind of inconsistent
- 150. Flareon(Level 70)**
a. +9 in all stats except for defense and special attack
b. Calm mind, rock smash until defense drop, and giga impact (either agile giga impact or quick attack depending on which gives more turns). Finish with strong style giga impact
c. Even gave it an adamant nature though idk if it mattered
- 151. Happiny(Level 55)**
a. +9 in special attack and +8 speed (though it seems that +6 speed works)
b. Agile Water pulse then Strong style water pulse
- 152. Sneasler(Level 67)**
a. +9 in Physical Bulk, + 10 in Special Attack and Speed
b. Snarl until it stop boosting its own attack, then agile shadow balls (needs to have a defense drop). Finish it off with strong style hyper beam
- 153. Ambipom(Level 77)**
a. Mud bomb, Agile style Double edge, Strong style Double edge (requires opponent to miss due to mud bomb's evasion boost)
- 154. Drapion(Level 66)**
a. +9 in all stats except for defense and special attack
b. Bulldoze 4 times, with the last one being a strong style (relies on at least one bulldoze critting, doesn't matter which. 15% chance so it's not terrible)

- 155. Ninetales(Level 63)**
- a. Agile Extrasensory, and spam extrasensories(usually 4-5) until the last one.
Finish with a strong style dark pulse or a strong style iron tail or something
 - i. If any extrasensory crits, just finish it with that
 - b. +6 in all stats, except HP which is +7 (for more double edge recoil)
- 156. Manaphy(Level 50)**
- a. Ice beam 3 times and win.
 - b. If the opponent Spores on the first turn, use take heart to further reliability
- 157. Snorlax(Level 94)**
- a. Level is really high, probably not necessary
 - b. Agile style giga impact + strong style giga impact
 - c. This relies on the opponent not using bulk up
- 158. Floatzel(Level 61)**
- a. Spam Crunches and hope that Octazooka doesn't cause too many of your moves to miss. Finish with strong style crunch
- 159. Elekid(Level 64)**
- a. +6 in grit except for +9 special attack and speed
 - b. Agile Thunder, Thunder, then strong style thunderbolt
 - i. This required the opponent to not only attack first turn, but to then get fully para'd from one of the thunders.
 - ii. Could use more grinding to not only be more reliable, but to use thunderbolt instead
- 160. Clefable(level 62)**
- a. +6 in Special Attack and Speed
 - b. Psychic x 3 or Psychic and strong style psychic
 - c. This relies on either Psychic getting a defense drop, or the opponent missing hypnosis and air cutters
- 161. Mothim(Level 55)**
- a. +6 in all stats
 - b. Energy ball, Strong style Energy ball
 - c. I got lucky and could energy ball 3 times cuz the opponent didn't attack, saving me a seed.
- 162. Tangrowth(Level 63)**
- a. +10 to all stats except for attack and defense
 - b. Ancient power, strong style ancient power
 - c. relies on a lot of RNG going your way from hypnosis / air slash missing to being able to move from drowsy and getting ancient power attack boosts
- 163. Tangela(Level 43)**
- a. My run was a fluke, needed much more special bulk investment to live 1 gust
 - b. Ancient power twice.

- c. I somehow managed to both get a hypnosis miss and a ancient power ominiboost, so I won. If I invested in more special bulk I may not need the ancient power omniboost, the hypnosis miss is still necessary though

Disclaimer:

From this point on, I used pokemon Scarlet / swsh to grind levels.

They are all level 60-80.

This may not be wholly necessary but it just makes the process go much, much faster.

164. Drifloon(Level 69)

- a. Agile style Hypnosis, Strong style explosion
- b. Had an attack boosting nature though probably not necessary

165. Kricktot(Level 98)

- a. +10 to all stats except defense and special attack
- b. Tackle repeatedly. Absorb is very very bad don't use it

166. Kricktune(Level 70)

- a. +10 to all stats except defense and special attack
- b. Agile swords dance, agile night slash, strong style giga impact

167. Buizel(level 68)

- a. +6 to all stats except defense
- b. Ice punch (needs frostbite), then agile quick attack, quick attack, then finish it off with a strong style move, I think swift would technically be the best option.

168. Wyrdeer(Level 65)

- a. +10 in all stats, though since i have a -spped nature probably less
- b. Hypnosis, agile bulldoze, bulldoze, agile bulldoze, strong style bulldoze
- c. Needs A LOT of luck from hypnosis ditting to the opponent being drowsy

169. Stantler(Level 67)

- a. +6 in all stats except for special stats. (Have adamant nature though idk if that changes damage calcs)
- b. Agile hypnosis + bulldoze (drowsy luck), then bulldoze two more times.

170. Zubat(Level 58)

- a. Air slash repeatedly until low then strong style air slash. Could try using hypnosis but I am so tired of missing

171. Golbat(Level 57)

- a. Had a + special attacking nature thought it didn't seem to matter
- b. Air slash until low then strong style air slash, use agile if it affords more turns

172. Geodude(level 67)

- a. Mud slap, agile rock slide, strong style rock slide
- b. +6 in all stats except for special stats.
- c. This strat relies on evasion luck

173. Graveler(Level 62)

- a. +6 to HP, Attack, and Defense though not necessary I think
- b. Thunder punch until bro dies. I got a crit so I think 3 or so should be needed.

- 174. Pichu(Level 73)**
- a. +10 to all stats
 - b. thunder wave, then spam play rough. it is not worth to use agile style. Finish the opponent off with strong style
 - c. This requires a lot of RNG from thunder wave / play rough hitting to getting attack debuffs, thunder wave paralysis, and hitting through shelter
- 175. Kadabra(Level 60)**
- a. +6 to speed (not necessary it seems)
 - b. Hypnosis, Iron tail, iron tail (requires drowsy luck)
- 176. Chimchar(Level 70)**
- a. agile nasty plot + thunder punch x 2
 - b. This may not only need the opponent to not attack, but for piplup to get fully paralyzed
- 177. Monferno(Level 67)**
- a. Thunder punch, then strong style thunder punch
 - b. Relies on the opponent not attacking turn 1
 - c. +6 all stats
 - d. If you don't wanna use a seed then requires full paralysis
- 178. Buneary(Level 70)**
- a. +10 to all stats except for special defense and attack
 - b. The reason why no special defense investment because leech life is much more devastating than psychic so try to have the AI proc that move instead
 - c. Agile baby doll eyes, shadow ball, agile shadow ball, strong shadow ball
 - d. The specific ordering may be up to how the AI reacts but this is mine.
- 179. Lopunny(level 68)**
- a. +6 in all stats except special stats
 - b. Fire punch (requires it to burn), then drain punch once or twice until the opponent gets low. Finish with strong style giga impact
- 180. Psyduck(Level 70)**
- a. Agile Hypnosis, Agile Tri attack, Strong style Tri attack
 - b. Needs drowsy luck
- 181. Golduck(Level 60)**
- a. +6 speed and HP
 - b. Agile hypnosis, spam psychic until the opponent has low health, finish with a strong style psychic
 - c. Needs drowsy luck and psychic defense drops. can add more grit to special attack and defense to make it more consistent.
- 182. Combee(Level 95)**
- a. +10 all stats except for attack and spdef
 - b. ominous wind agile (needs to get the omniboost), then strong style ominous wind

- i. I'm not sure if strong style ominous wind is better or two ominous winds, try at your own discretion

183. Scyther(Level 67)

- a. +9 for Attack and Speed
- b. Agile Swords Dance, Agile Double Hit, then Strong style Close Combat

184. Kleavor(Level 79)

- a. +10 in all stats except for Special attack
- b. Agile rock smash (get the defense drop) Agile Close combat, Strong close combat
- c. This requires good luck from not missing from shelter.
- d. The reason you need the agile rock smash defense drop is to counteract the shelter defense boost

185. Scizor(Level 70)

- a. Agile Psycho Cut, Strong Style Psycho Cut
- b. Needs one of the psycho cuts to crit, which is a 23% chance.
- c. Relies on the opponent not burning with flame wheel
- d. +9 in HP, Attack, Defense, and +6 in Speed

186. Magikarp(Level 97)

- a. Splash once. You can only survive
- b. +10 in HP and Defense. Had a neutral nature but a + defense nature would probably be better.

187. Heracross(Level 67)

- a. +10 all stats except for special stats
- b. Agile swords dance, Agile Rock smash, rock smash, then strong style close combat
 - i. This requires at least one rock smash to have a defense drop.

188. Shellos(Level 68)

- a. Ice beam, strong style Ice Beam
- b. Need to dodge stun spore full para. The opponent should not be able to attack, or only attack after frostbite

189. Roserade(Level 62)

- a. +9 in HP, Defense, Special attack, and Speed
- b. Sludge bomb, then two venoshocks (first one may be agile)
- c. Sludge bomb needs to trigger poison

190. Barboach(Level 70)

- a. +6 all stats except for attacking stats (though could probably invest in attack)
- b. Zen headbutt spam, use agile zen headbutt if it affords more turns. Finish with a strong zen headbutt

191. Croagunk(Level 70)

- a. +6 speed
- b. Agile thunder punch, strong style thunder punch

192. Ralts(Level 67)

- a. Spam shadow ball, use agile if it gives more turns, finish with a strong
- b. try to avoid hypnosis from the enemy

193. Kirlia(Level 64)

- a. Agile style Hypnosis, Shadow ball, Strong style Shadow ball
- b. Needs Hypnosis luck from your side and the enemies, needs one or two turns of drowsy from your opponent.

194. Phione(Level 54)

- a. Two ice beams
- b. Requires the opponent to either miss one of two hurricanes (44% chance) or to only use one hurricane

195. Yanma(Level 67)

- a. Multiple Ancient powers, path of play is a bit inconsistent because it depends on what the opponent does, when you get your omniboost, etc..
- b. use agile when you get more turns.

196. Stunky(Level 70)

- a. Night slash spam, path of play is also inconsistent but you want to have the opponent rest, then agile and strong style night slash to finish it off

197. Skuntank(Level 64)

- a. Same thing as Stunky. Though it was much more inconsistent. Further leveling and grit may have been needed.
- b. I got two crits and won luckily though

198. Teddiursa(Level 70)

- a. Agile fire punch, rock smash, then strong style double edge
- b. This requires fire punch to burn AND rock smash to drop defense
- c. Needs much more grit to make it consistent but I'm running really low so I can take mg

199. Turtwig(Level 70)

- a. Agile Bulldoze and strong style Earthpower
- b. relies on the opponent not burning with flame wheel
 - i. apparently even if it bulks up it still does enough damage

200. Grotle(Level 65)

- a. Agile Sleep Powder, Bulldoze, strong style bulldoze (requires great sleep luck)
- b. Can make it more consistent with further grit + leveling/

201. Gastly(Level 72)

- a. Hypnosis, then agile venoshock then strong style venoshock, needs one turn of drowsiness

202. Zorua(Level 70)

- a. Nasty plot, Slash, strong style slash
- b. This may require some luck through crits (I got one luckily)

203. Swinub(Level 70)

- a. +6 in HP, Defenses, and speed
- b. Blizzard, strong style blizzard

- c. This requires the opponent to not go for flamethrower OR get frostbitten.

204. Magnezone(Level 60)

- a. +10 to all stats (probably necessary at this level tbh though I wouldn't know)
- b. Agile flash cannon, strong flash cannon (this may require the first flash cannon to have a defense drop. I got that thankfully).

205. Magnetron(Level 65)

- a. +10 to all stats (probably necessary at this level tbh though I wouldn't know)
- b. Thunder, agile thunder, strong style thunder
- c. This does not require paralysis (though it is very likely) but all thunders do have to hit.

206. Duskull(Level 70)

- a. Strong style Shadow ball OHKO

207. Dusclops(Level 68)

- a. + 6 in HP, special defense, +special attack, and speed.
- b. Strong style shadow ball OHKO. Now need to dodge drowsy

208. Prinplup(Level 69)

- a. +9 in physical bulk, +9 in speed, and +6 in special attack
- b. Ice beam, Strong style Ice beam
- c. I got real lucky because I dodged drowsy and the opponent only used one leaf blade. Further grinding may be needed

209. Gabite(Level 70)

- a. +9 all stats except for defense and special attack (completely unnecessary)
- b. Strong style stone edge (hope for a 12.5% crit)

210. Voltorb(Level 70)

- a. Strong style thunder OHKO

211. Tentacool(Level 70)

- a. Agile Ice beam, strong style hex
- b. This requires the first ice beam to trigger frostbite(20%)

212. Remoraid(Level 71)

- a. Ice beam, strong style Ice beam
- b. Requires the first ice beam to trigger frostbite
- c. +10 in speed because this thing is so slow
- d. Also HAS to be night or else the opponent will be way stronger

213. Snorunt(Level 70)

- a. Agile spikes, shadow ball (get the defense drop), strong style shadow ball
- b. +9 in all stats except for speed + 7

214. Cleffa(Level 70)

- a. Agile calm mind, Strong style psychic
- b. needs to dodge a drowsy turn

215. Mismagius(Level 75)

- a. Agile hypnosis, Power gem, strong style power gem

- b. Requires one turn of drowsy from the opponent

216. Chingling(Level 84)

- a. +10 speed
- b. spam agile shadow ball until you get two turns, then use a combo of agile + strong style shadow ball

217. Bronzor(Level 72)

- a. Hypnosis, Bulldoze until you win (need to get really really lucky with hypnosis hitting and the dog being too drowsy)
- b. Can be MUCH MUCH more consistent with investment into defense, HP, and attack (try +6 to all otherwise try +9). I am running out of grit lol
- c. So I needed two turns of drowsiness which is a $0.6*0.5*0.5*0.7 = 10\%$ chance lol

218. Magby(Level 70)

- a. Flamethrower, strong style flamethrower
- b. needs some good luck to not get fully paralyzed too many turn

219. Spheal(Level 63)

- a. Agile Baby doll eyes, ice beam, strong style blizzard
- b. +9 to speed, can probably invest in special attack or something.
- c. Requires the opponent to go baby doll eyes the first turn and get frostbitten on the second.

220. Chatot(Level 66)

- a. Nasty plot, Air slash, Strong style hurricane
- b. This may take a while since the opponent likes to roost. If you get low you should also roost

221. Machop(Level 64)

- a. +9 speed. Had a plus attack nature though it doesn't seem to matter
- b. Bulldoze, strong style bulldoze
- c. needs the opponent to use poison jab and not poison. Much less reliable if it uses bulk up.

222. Machoke(Level 60)

- a. Agile style bulk up, bulldoze, bulldoze
- b. Real easy, the opponent can't crit but that foes for like 99.99% of these challenges

223. Machamp(Level 68)

- a. Fire punch, strong style giga impact
- b. Burn isn't super important as long as you dodge hypnosis. If you do get hit it's near imperative.
- c. Had a +defense nature, don't think it mattered TOO much

224. Hippopotas(Level 70)

- a. +6 Physical bulk (+defense nature), +10 attack, +9 speed
- b. Rock slide then Strong style rock slide

- c. This requires either a critical hit from one of the rock slides or a miss from one of the aqua tails.

225. Vulpix(Level 74)

- a. +9 in all stats except the specials (had a -defense nature probably should change it to a + defense)
- b. Baby doll eyes Agile style + iron tail + iron tail + strong style Iron tail
 - i. This was only possible because rock slide missed twice
- c. OR baby doll eyes Agile + iron tail (defense drop) + strong style Iron tail
- d. I could have given it more levels then it would have been consistent. Baby doll eyes wasn't even the same turn as iron tail.

226. Beautifly(Level 55)

- a. +6 in all stats except for physical stats
- b. Air slash, strong style air slash

227. Murkrow(Level 80)

- a. +6 in special attack
- b. You get a free nasty plot, then choose either dark pulse or agile air slash depending on what free turns you get. Finish with a strong style dark pulse
- c. There is a lot of variability in this fight due to the opponent healing constantly.

228. Honchkrow(Level 76)

- a. +4 in HP, + 6 in special attack and special defense, + 5 in speed
- b. Had a + defense nature though was minimally useful
- c. The goal is to get into the position of
 - i. Calm mind boosted dark pulse + strong style dark pulse
 - ii. Which would basically KO with even the smallest bit of chip
- d. The only way to get two free turns is to have the opponent go for hyper beam
- e. So the strategy is to chip it down and minimize it's damage with snarl and calm mind. And roost when needed. Then after it goes for hyper beam use the combo to knock it out.
- f. No exact path of play can be described due to the volatility of this match

229. Togepi(Level 80)

- a. +6 in HP and special defense, +10 in speed. Had a special defense reducing nature so wasn't the best.
- b. Mystical fire twice
- c. This requires the opponent to only go for one flash cannon

230. Parasect(Level 67)

- a. +10 in HP, Speed, Special Attack, +8 Special defense (only so that opponent only uses zen headbutt instead of draining kiss), +6 Defense
- b. Sludge bomb (requires poison), then strong style venoshock, the opponent will die from poison damage.
- c. This requires sludge bomb to poison and MAYBE a zen headbutt to miss.

- d. More levels are probably needed.
- 231. Unown(Level 80)**
 - a. +10 to all stats (except for physical stats)
 - b. Hidden power + strong style hidden power
- 232. Purugly(Level 65)**
 - a. +9 to all stats except for special stats
 - b. Agile hypnosis, Agile Giga impact, strong giga impact
 - c. This requires at least either one turn of drowsy luck or a turn of iron tail missing.
- 233. Pachirisu(Level 79)**
 - a. +10 to all stats except for special stats
 - b. Agile baby doll eyes, then focus on getting as many hits in as possible with quick attacks and agile style quick attacks. On your last turn hit an iron tail (it would be ideal if you get a defense drop). Keep on doing this for a few turns and when the opponent gets low enough finish with a strong style iron tail / quick attack.
 - c. specific path of play is not possible since the battle is so long.
 - d. Very interesting to have this kind of fight would love it if it didn't need so much grinding.
- 234. Paras(level 52)**
 - a. Sludge bomb(get the poison), strong style venoshock
 - b. Had a -defense + speed nature, probably unoptimal
- 235. Mantyke(Level 73)**
 - a. bulldoze twice
 - b. +6 in HP, Special Defense, and Speed, basically just to survive a charge beam and bulldoze twice in a row
- 236. Mantine(Level 68)**
 - a. +10 attack, +9 speed, +10 special defense
 - b. bulldoze, roost, bulldoze. strong style bulldoze
 - c. This relies on a bit of luck from not getting fully paralyzed, can probably increase a couple of levels or increase bulk to make it more consistent
 - d. My first run was bulldoze + strong style bull
- 237. Mime Jr(Level 83)**
 - a. Legit probably one of the hardest Path of solitudes ever
 - b. +10 all stats except for physical stats. I had to specifically get a Mild Nature
 - c. I somehow won with really really good hypnosis luck. The online guides requires just as much BS but are slightly more consistent (if you can call it that).
 - d. Hypnosis + Dazzling Gleam + Dazzling Gleam + strong style Dazzling Gleam
 - e. This is a $0.6 \times 0.5 \times 0.5 \times 0.5 = 7.5\%$ chance LOL
 - f. This looks pretty bad but like all the guides I could find require poison gas missing which is like 10% anyways
- 238. Glameow(Level 55)**
 - a. Hypnosis + Double Edge + Strong style Double Edge

- b. +9 to speed, Defenses, and HP, could add more grit to attack to make it a bit more consistent
 - c. This required the opponent to be drowsy for 1 turn. Can level past that though.
- 239. Wurmples(Level 82)**
- a. +10 all stats except for Defense and Special Attack
 - b. Agile poison sting (needs to poison), then spam tackles
 - c. I have a Jolly nature which may be necessary though I wouldn't know
- 240. Silcoon(Level 78)**
- a. +10 all stats Except for Special stats
 - b. Adamant nature is very very good for this
 - c. Iron defense + Poison sting (needs to poison) then spam tackles
- 241. Cascoon(Level 78)**
- a. +10 all stats Except for Special stats
 - b. Adamant nature is very very good for this but I made it work with a careful nature.
 - c. Iron defense + Poison sting (needs to poison) then spam tackles
- 242. Burmy(Level 73)**
- a. +10 to all stats except for attack and special defense
 - b. A +defense nature would be good but I had a neutral one
 - c. Struggle bug spam, don't get cute with agile or whatever just spam struggle bug.