Pokemon Conquest: Twin Dragons

Detailed Info Source

FAQ

Q - This effect of a warrior skill/move is inaccurate. Is it bugged?
A - Kind of? The effects themselves work, but their descriptions are inaccurate due to how something in the game internally works regarding how certain items are tied to descriptions. As such, since their descriptions are unable to be shown in game, their proper descriptions are shown here. If a description seems inaccurate, search for it here.

Q- Where can I submit my thoughts about this game, or any bugs I may encounter?
A- We have a survey that serves the purpose of both of these! Feel free to answer these to your heart's content (Do note, however, that the visual glitch on Illusio and Terrera with perfect link sprites, alongside the issue with Floating Rock Lv. 2 where you can clip out of bounds for a turn, are both known issues, so it would be best if you not report anything regarding this). Survey linked here.

Q- How do I properly patch the game?
A- For a thorough guide on how to patch Twin Dragons, you can find it in the Google Drive linked here - `Pokemon Conquest: Twin Dragons - 2.1.3.1`. It will have a README.txt that offers multiple options on how to patch based on which ROM type you have, be it the Rev 1 version or 6094 version.

Q- Where can I find the changelog and balance log for the game?

A- This link here will take you to the changelog, and the link inside that will take you to the balance log! The balance log is for changes that affect game balance, while the changelog is for everything else (at current reading, the Balance Log hasn't quite been separated from the Changelog yet).

Q- How can I join in on competitive tournaments?
A- Join the Twin Dragons Discord Server! Tournaments are going to be held there every so often, and you don't need any sort of game progress to participate- just game prowess and utilization of this document to find out your team, and we'll set it up for you! Rulesets pertaining to tournaments are case-by-case basis (the current Twin Dragons ruleset is listed here but is prone to being updated soon), but if you want to host tournaments with any ROM Hack (or just the normal version) of Conquest yourself, here's a guide on how to do that here as well with a guide by WhatAUsernameIHave!

Evolution Conditions

---

* All Pokemon listed that are final evolutions of Pokemon can devolve via the Devolution Spray item.

Eevee → Vaporeon - Water Stone, Defense 74
Eevee -> Jolteon - Thunder Stone, Speed 71
Eevee -> Flareon - Fire Stone, Attack 71
Eevee -> Espeon - Dawn Stone, Attack 71
Eevee -> Umbreon - Dusk Stone, Defense 74
Eevee -> Leafeon - Leaf Stone, Speed 71
Eevee -> Glaceon - Ice Stone, HP 133

Ralts -> Kirlia - Attack 56
Kirlia -> Gardevoir - HP 190
Kirlia -> Gallade - Dawn Stone, Attack 130
Magikarp -> Gyarados - Attack 27
Pichu -> Pikachu - HP 94
Pikachu -> Raichu - Thunder Stone, Speed 168
Wooper -> Quagsire - HP 212
Igglybuff -> Jigglypuff - HP 169
Jigglypuff -> Wigglytuff - Moon Stone, HP 313
Zubat -> Golbat - Speed 62
Golbat -> Crobat - Speed 138
Starly -> Staravia - Speed 65
Staravia -> Staraptor - Attack 132
Bidoof -> Bibarel - Attack 78
Venipede -> Whirlipede - Defense 55
Whirlipede -> Scolipede - Speed 94
Shinx -> Luxio - Attack 50
Luxio -> Luxray - Attack 149
Litwick -> Lampent - Attack 69
Lampent -> Chandelure - Dusk Stone, Attack 147
Roggenrola -> Boldore - Defense 54
Boldore -> Gigalith - Attack 175
Petilil -> Lilligant - Sun Stone, Attack 98
Mareep -> Flaaffy - Attack 67
Flaaffy -> Ampharos - Shiny Stone, Attack 138
Cottonee -> Whimsicott - Sun Stone, Speed 92
Riolu -> Lucario - Attack 102
Chingling -> Chimecho - Attack 97
Ekans -> Arbok - Attack 92
Pineco -> Forretress - Defense 102
Meowth -> Persian - Speed 128
Spheal -> Sealeo - HP 120
Sealeo -> Walrein - HP 225
Gothita -> Gothorita - Defense 59

Gothorita -> Gothitelle - Defense 131
Sandile -> Krokorok - Attack 68
Krokorok -> Krookodile - Attack 141
Duskull -> Dusclops - Defense 99
Dusclops -> Dusknoir - Defense 215
Munna -> Musharna - Moon Stone, HP 160
Blitzle -> Zebstrika - Speed 109
Dratini -> Dragonair - Attack 55
Dragonair -> Dragonite - Attack 137
Larvitar -> Pupitar - Attack 64
Pupitar -> Tyranitar - Attack 139
Beldum -> Metang - Defense 73
Metang -> Metagross - Attack 125
Gible -> Gabite - Attack 46
Gabite -> Garchomp - Attack 139
Croagunk -> Toxicroak - Attack 88
Deino -> Zweilous - Attack 51
Zweilous -> Hydreigon - Attack 137
Snorunt -> Glalie - Ice Stone, HP 137
Snorunt -> Froslass - Dawn Stone, Speed 71
Minccino -> Cinccino - Shiny Stone, HP 134
Machop -> Machoke - Attack 74
Machoke -> Machamp - Attack 157
Timburr -> Gurdurr - Attack 72
Gurdurr -> Conkeldurr - Attack 161
Cubchoo -> Beartic - Ice Stone, Attack 85
Oshawott -> Dewott - Attack 64
Dewott -> Samurott - Attack 137
Charmander -> Charmeleon - Attack 60
Charmeleon -> Charizard - Attack 112
Gastly -> Haunter - Attack 86
Haunter -> Gengar - Attack 172
Chimchar -> Monferno - Speed 62
Monferno -> Infernape - Speed 134

Snivy -> Servine - Speed 64
Servine -> Serperior - Speed 137
Tepig -> Pignite - Attack 48
Pignite -> Emboar - Attack 145
Sewaddle -> Swadloon - Defense 69
Swadloon -> Leavanny - HP 200
Abra -> Kadabra - Attack 87
Kadabra -> Alakazam - Attack 174
Treecko -> Grovyle - Speed 67
Grovyle -> Sceptile - Speed 151
Piplup -> Prinplup - Attack 61
Prinplup -> Empoleon - Attack 137
Pansage -> Simisage - Leaf Stone, HP 128
Pansear -> Simisear - Fire Stone, HP 128
Panpour -> Simipour - Water Stone, HP 128
Darumaka -> Darmanitan - Attack 111
Axew -> Fraxure - Attack 76
Fraxure -> Haxorus - Attack 172
Joltik -> Galvantula - Speed 92
Aron -> Lairon - Defense 67
Lairon -> Aggron - Defense 151
Drilbur -> Excadrill - Attack 105
Zorua -> Zoroark - Attack 110
Skorupi -> Drapion - Defense 98
Pawniard -> Bisharp - Attack 109
Rhyhorn -> Rhydon - Attack 73
Rhydon -> Rhyperior - Attack 170
Shieldon -> Bastiodon - Defense 149
Scraggy -> Scrafty - Defense 92
Drifloon -> Drifblim - HP 169
Rufflet -> Braviary - Attack 101
Anorith -> Armaldo - Attack 113
Larvesta -> Volcarona - Attack 106
Onix -> Steelix - Metal Coat, Defense 136

Munchlax -> Snorlax - HP 203
Sneasel -> Weavile - Razor Claw, Speed 104
Misdreavus -> Mismagius - Dusk Stone, HP 110
Scyther -> Scizor - Metal Coat, Attack 108

Ability Changes

- Shadow Dash has been changed to the name “Prankster”.
- Black Hole has been changed to the name “Pressure”.
- Confidence now raises Accuracy instead of Defense of nearby allies
- Thrust has been changed to the name “Momentum”.
- High-rise has been changed to the name “Ambush”.
- Climber has been changed to the name “Precision”.
- Mood Maker has been changed to the name “Exhilarate”.
- (This is experimental and may not work.) Deep Sleep also raises the Speed and Defense of the Pokemon.
- Guts now additionally raises Speed when the condition is met.
- Spirit now raises Accuracy instead of Attack.
- Tight Embrace is a new ability that works as a slight downgrade to Pressure, locking opponents to having 1 range if they are adjacent to a Pokemon with this ability.
- Sprint has been renamed to “Lightweight”.

Pokemon Stats

Eevee

Normal Type

Move - Quick Attack

Abilities - Run Up/Vanguard/Celebrate

Base Stats - HP 256 Atk 133 Def 138 Spe 133 Range 5

Can be found in Lv 2+ areas of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, Nixtorm Snowy Garden, Pugilis Farm, Viperia Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, Spectra Cave, Dragnor Ravine, Yaksha Floating Rock, and Valora Park

Vaporeon

Water Type

Move - Hydro Pump

Abilities - Water Absorb/Aqua Boost/Momentum

Base Stats - HP 348 Atk 211 Def 149 Spe 127 Range 4

Can be found in Lv 3 Fontaine Farm

Jolteon

Electric Type

Move - Rising Voltage

Abilities - Prankster/Ambush/Vanguard

Base Stats - HP 228 Atk 214 Def 140 Spe 253 Range 4

Can be found in Lv 3 Violight Floating Rock

Flareon

Fire Type

Move - Heat Wave

Abilities -Flash Fire/Flame Boost/Confidence

Base Stats - HP 246 Atk 272 Def 179 Spe 138 Range 3

Can be found in Lv 3 Ignis Floating Rock

Espeon

Psychic Type

Move - Psybeam

Abilities - Momentum/Instinct/Medic

Base Stats - HP 225 Atk 250 Def 149 Spe 211 Range 4

Can be found in Lv 3 Illusio Snowy Mountain

Umbreon

Dark Type

Move - Foul Play

Abilities - Shackle/Momentum/Spirit

Base Stats - HP 298 Atk 148 Def 241 Spe 148 Range 3

Can be found in Lv 3 Yaksha Floating Rock

Leafeon

Grass Type

Move - Trailblaze

Abilities - Life Force/Celebrate/Dodge

Base Stats - HP 233 Atk 219 Def 193 Spe 190 Range 5

Can be found in Lv 3 Greenleaf Farm

Glaceon

Ice Type

Move - Triple Axel

Abilities - Momentum/Thick Fat/Frostbite

Base Stats - HP 236 Atk 261 Def 206 Spe 132 Range 4

Can be found in Lv 3 Nixtorm Sky Garden

Ralts

Psychic Type

Move - Confusion

Abilities - Instinct/Life Force/Share

Base Stats - HP 246 Atk 141 Def 97 Spe 126 Range 3

Can be found in any level variants of Pugilis Park and Farm, Terrera Park, Avia Snowy Mountain, Illusio Floating Rock and Snowy Mountain, Chrysalia Sky Garden, and Cragspur Park

Kirlia

Psychic Type

Move - Luna Mirror

Abilities - Calming/Life Force/Share

Base Stats - HP 262 Atk 190 Def 134 Spe 149 Range 4

Can be found in Lv 2+ Pugilis Farm and Illusio Floating Rock and Snowy Mountain

Gardevoir

Psychic Type

Move - Psychic Noise

Abilities - Instinct/Life Force/Confidence

Base Stats - HP 256 Atk 265 Def 192 Spe 172 Range 3

Can be found in Lv 3 Illusio Snowy Mountain

Gallade

Psychic/Fighting Type

Move - Close Combat

Abilities - Parry/Conqueror/Justified

Base Stats - HP 256 Atk 265 Def 192 Spe 172 Range 4

Can be found in Lv 3 Pugilis Farm and Illusio Snowy Mountain

Magikarp

Water Type

Move - Splash

Abilities - Gulp/Exhilarate/Aqua Boost

Base Stats - HP 236 Atk 39 Def 125 Spe 260 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, Pugilis Farm, Viperia Park, Avia Sky Garden and Snowy Mountain, Illusio Snowy Mountain, Cragspur Park, Spectra Cave, and Valora Park

Gyarados

Water/Flying Type

Move - Waterfall

Abilities - Intimidate/Frighten/Tenacity

Base Stats - HP 278 Atk 236 Def 166 Spe 155 Range 3

Can be found in Lv 3 Fontaine Farm and Avia Snowy Mountain

Pichu

Electric Type

Move - Nuzzle

Abilities - Static/Exhilarate/Sequence

Base Stats - HP 226 Atk 113 Def 82 Spe 189 Range 4

Can be found in any level variants of Ignis Floating Rock, Violight Sky Garden and Floating Rock, Greenleaf Farm, Pugilis Farm, and Chrysalia Sky Garden

Pikachu

Electric Type

Move - Thunderbolt

Abilities - Static/Celebrate/Limber

Base Stats - HP 243 Atk 142 Def 101 Spe 249 Range 4

Can be found in Lv 2+ Violight Sky Garden and Floating Rock

Raichu

Electric Type

Move - Volt Switch

Abilities - Static/Lightweight/Spirit

Base Stats - HP 268 Atk 216 Def 162 Spe 239 Range 4

Can be found in Lv 3 Floating Rock

Wooper

Water/Ground Type

Move - Bouncy Bubble

Abilities - Unaware/Aqua Boost/Water Absorb

Base Stats - HP 376 Atk 95 Def 129 Spe 60 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, Pugilis Farm, Terrera Farm and Park, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, and Yaksha Floating Rock

Quagsire

Water/Ground Type

Move - Mud Bomb

Abilities - Shackle/Aqua Boost/Water Absorb

Base Stats - HP 355 Atk 207 Def 184 Spe 89 Range 4

Can be found in Lv 3 Fontaine Farm and Terrera Park

Igglybuff

Normal Type

Move - Fake Out

Abilities - Lullaby/Exhilarate/Immunity

Base Stats - HP 412 Atk 93 Def 55 Spe 50 Range 5

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Greenleaf Farm, and Dragnor Ravine

Jigglypuff

Normal Type

Move - Headbutt

Abilities - Lullaby/Exhilarate/Confidence

Base Stats - HP 472 Atk 132 Def 68 Spe 63 Range 5

Can be found in Lv 2+ Aurora Farm and Ravine

Wigglytuff

Normal Type

Move - Boomburst

Abilities - Lullaby/Exhilarate/Simple

Base Stats - HP 474 Atk 176 Def 120 Spe 115 Range 4

Can be found in Lv 3 Aurora Ravine

Zubat

Poison/Flying Type

Move - Pinion Blitz

Abilities - Momentum/Inner Focus/Sponge

Base Stats - HP 243 Atk 121 Def 100 Spe 146 Range 4

Can be found in any level variants of Ignis Floating Rock, Nixtorm Snowy Mountain and Sky Garden, Viperia Cave and Park, Avia Sky Garden and Snowy Mountain, Illusio Snowy Mountain, Cragspur Park, Spectra Cave, Dragnor Sky Garden, Yaksha Floating Rock, and Valora Park

Golbat

Poison/Flying Type

Move - Poison Fang

Abilities - Interference/Inner Focus/Sponge

Base Stats - HP 262 Atk 136 Def 150 Spe 187 Range 5

Can be found in Lv 2+ Viperia Cave and Park and Avia Sky Garden and Snowy Mountain

Crobat

Poison/Flying Type

Move - Cross Poison

Abilities - Prankster/Inner Focus/Sponge

Base Stats - HP 277 Atk 183 Def 163 Spe 262 Range 4

Can be found in Lv 3 Viperia Park and Avia Snowy Mountain

Starly

Normal/Flying Type

Move - Pinion Blitz

Abilities - Momentum/Hero/Celebrate

Base Stats - HP 235 Atk 142 Def 80 Spe 153 Range 4

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Greenleaf Farm, Viperia Park, Avia Sky Garden and Snowy Mountain, Illusio Snowy Mountain, Cragspur Park, Spectra Cave, Dragnor Ravine, and Valora Park

Staravia

Normal/Flying Type

Move - Air Cutter

Abilities - Intimidate/Hero/Celebrate

Base Stats - HP 255 Atk 179 Def 110 Spe 191 Range 5

Can be found in Lv 2+ Aurora Farm and Ravine and Avia Sky Garden and Snowy Mountain

Staraptor

Normal/Flying Type

Move - Brave Bird

Abilities - Justified/Simple/Celebrate

Base Stats - HP 290 Atk 254 Def 129 Spe 212 Range 4

Can be found in Aurora Ravine and Avia Snowy Mountain

Bidoof

Normal Type

Move - Headbutt

Abilities - Simple/Aqua Boost/Unaware

Base Stats - HP 316 Atk 132 Def 118 Spe 94 Range 4

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, and Dragnor Ravine

Bibarel

Normal/Water Type

Move - Dive

Abilities - Simple/Aqua Boost/Unaware

Base Stats - HP 313 Atk 204 Def 146 Spe 172 Range 5

Can be found in Lv 3 Aurora Ravine and Fontaine Farm

Venipede

Bug/Poison Type

Move - Poison Sting

Abilities - Poison Point/Jagged Edge/Herbivore

Base Stats - HP 211 Atk 125 Def 127 Spe 147 Range 4

Can be found in any level variants of Violight Floating Rock, Pugilis Farm, Viperia Cave and Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, Cragspur Park, Spectra Cave, Yaksha Floating Rock

Whirlipede

Bug/Poison Type

Move - Poison Tail

Abilities - Poison Point/Jagged Edge/Run Up

Base Stats - HP 238 Atk 144 Def 229 Spe 124 Range 5

Can be found in Lv 2+ Viperia Cave and Park and Chrysalia Ravine and Sky Garden

Scolipede

Bug/Poison Type

Move - Corrosive Gas

Abilities - Poison Point/Jagged Edge/Shackle

Base Stats - HP 252 Atk 203 Def 179 Spe 251 Range 4

Can be found in Lv 3 Viperia Park and Chrysalia Sky Garden

Shinx

Electric Type

Move - Spark

Abilities - Intimidate/Sequence/Celebrate

Base Stats - HP 269 Atk 115 Def 98 Spe 128 Range 5

Can be found in any level variants of Ignis Floating Rock, Violight Sky Garden and Floating Rock, Greenleaf Farm, Pugilis Farm, and Chrysalia Sky Garden

Luxio

Electric Type

Move - Rising Voltage

Abilities - Intimidate/Sequence/Run Up

Base Stats - HP 267 Atk 203 Def 120 Spe 145 Range 4

Can be found in Lv 2+ Violight Sky Garden and Floating Rock

Luxray

Electric Type

Move - Supercell Slam

Abilities - Intimidate/Sequence/Sniper

Base Stats - HP 309 Atk 223 Def 187 Spe 166 Range 4

Can be found in Lv 3 Violight Floating Rock

Litwick

Ghost/Fire Type

Move - Hex

Abilities - Flame Body/Exhilarate/Warm Blanket

Base Stats - HP 253 Atk 163 Def 139 Spe 55 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, Nixtorm Sky Garden, Pugilis Farm, Viperia Park, Avia Snowy Mountain, Spectra Floating Rock and Cave, Dragnor Ravine, and Valora Park

Lampent

Ghost/Fire Type

Move - Spirit Shackle

Abilities - Flame Body/Flame Boost/Shackle

Base Stats - HP 254 Atk 216 Def 138 Spe 127 Range 4

Can be found in Lv 2+ Ignis Cave and Floating Rock and Spectra Floating Rock and Cave

Chandelure

Ghost/Fire Type

Move - Inferno Parade

Abilities - Flame Body/Flash Fire/Interference

Base Stats - HP 233 Atk 298 Def 187 Spe 167 Range 5

Can be found in Lv 3 Ignis Floating Rock and Spectra Cave; Swarms in Spectra

Roggenrola

Rock Type

Move - Rock Blast

Abilities - Sturdy/Bodyguard/Explode

Base Stats - HP 255 Atk 180 Def 134 Spe 41 Range 4

Can be found in any level variants of Viperia Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Cragspur Cave and Park, and Yaksha Floating Rock

Boldore

Rock Type

Move - Rock Slide

Abilities - Sturdy/Bodyguard/Explode

Base Stats - HP 279 Atk 240 Def 166 Spe 50 Range 3

Can be found in Lv 2+ Cragspur Cave and Park

Gigalith

Rock Type

Move - Stone Edge

Abilities - Sturdy/Bodyguard/Explode

Base Stats - HP 303 Atk 299 Def 223 Spe 60 Range 4

Can be found in Lv 3 Cragspur Park

Petilil

Grass Type

Move - Absorb

Abilities - Exhilarate/Nurse/Overgrow

Base Stats - HP 257 Atk 186 Def 134 Spe 83 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, and Greenleaf Ravine and Farm

Lilligant

Grass Type

Move - Chloroblast

Abilities - Life Force/Tight Embrace/Overgrow

Base Stats - HP 256 Atk 231 Def 159 Spe 189 Range 2

Can be found in Lv 3 Greenleaf Farm

Mareep

Electric Type

Move - Nuzzle

Abilities - Static/Interference/Calming

Base Stats - HP 259 Atk 158 Def 104 Spe 89 Range 5

Can be found in any level variants of Ignis Floating Rock, Violight Sky Garden and Floating Rock, Greenleaf Farm, Pugilis Farm, and Chrysalia Sky Garden

Flaaffy

Electric Type

Move - Thunderbolt

Abilities - Static/Interference/Calming

Base Stats - HP 270 Atk 202 Def 146 Spe 117 Range 4

Can be found in Lv 2+ Violight Sky Garden and Floating Rock

Ampharos

Electric Type

Move - Volt Switch

Abilities - Static/Interference/Confidence

Base Stats - HP 317 Atk 257 Def 185 Spe 126 Range 5

Can be found in Lv 3 Violight Floating Rock

Cottonee

Grass Type

Move - Absorb

Abilities - Sponge/Herbivore/Dodge

Base Stats - HP 241 Atk 100 Def 145 Spe 174 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, and Greenleaf Ravine and Farm

Whimsicott

Grass Type

Move - Tailwind

Abilities - Thick Fat/Momentum/Prankster

Base Stats - HP 243 Atk 168 Def 174 Spe 250 Range 3

Can be found in Lv 3 Greenleaf Farm

Riolu

Fighting Type

Move - Force Palm

Abilities - Inner Focus/Parry/Lightweight

Base Stats - HP 230 Atk 176 Def 103 Spe 151 Range 5

Can be found in any level variants of Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Pugilis Park and Farm, Terrera Park, Chrysalia Sky Garden, and Valora Snowy Mountain and Park

Lucario

Fighting/Steel Type

Move - Aura Sphere

Abilities - Inner Focus/Justified/Lightweight

Base Stats - HP 256 Atk 241 Def 149 Spe 189 Range 4

Can be found in Lv 3 Pugilis Farm and Valora Park

Chingling

Psychic Type

Move - Confusion

Abilities - Levitate/Instinct/Exhilarate

Base Stats - HP 246 Atk 166 Def 131 Spe 117 Range 5

Can be found in any level variants of Terrera Park, Avia Snowy Mountain, Illusio Floating Rock and Snowy Mountain, Chrysalia Sky Garden, and Cragspur Park

Chimecho

Psychic Type

Move - Psychic Noise

Abilities - Levitate/Momentum/Confidence

Base Stats - HP 276 Atk 225 Def 179 Spe 155 Range 5

Can be found in Lv 3 Illusio Floating Rock and Snowy Mountain

Ekans

Poison Type

Move - Poison Sting

Abilities - Intimidate/Shed Skin/Frighten

Base Stats - HP 227 Atk 158 Def 130 Spe 145 Range 3

Can be found in any level variants of Viperia Cave and Park, Avia Snowy Mountain, Cragspur Park, Dragnor Ravine, Yaksha Floating Rock, and Valora Park

Arbok

Poison Type

Move - Sludge Wave

Abilities - Intimidate/Tight Embrace/Frighten

Base Stats - HP 266 Atk 202 Def 177 Spe 190 Range 3

Can be found in LV 3 Viperia Cave and Park

Pineco

Bug Type

Move - Signal Beam

Abilities - Lightweight/Life Force/Explode

Base Stats - HP 272 Atk 175 Def 167 Spe 46 Range 5

Can be found in any level variants of Violight Sky Garden, Pugilis Farm, Terrera Park, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, Yaksha Floating Rock, and Dragnor Sky Garden and Ravine

Forretress

Bug/Steel Type

Move - Gyro Ball

Abilities - Spirit/Pressure/Explode

Base Stats - HP 318 Atk 226 Def 251 Spe 40 Range 4

Can be found in Chrysalia Sky Garden and Valora Park

Meowth

Normal Type

Move - Fury Swipes

Abilities - Run Up/Sniper/Bonanza

Base Stats - HP 229 Atk 114 Def 95 Spe 222 Range 5

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Greenleaf Farm, and Dragnor Ravine

Persian

Normal Type

Move - Fake Out

Abilities - Run Up/Simple/Conqueror

Base Stats - HP 268 Atk 162 Def 144 Spe 261 Range 5

Can be found in Lv 3 Aurora Ravine

Spheal

Ice/Water Type

Move - Powder Snow

Abilities - Deep Sleep/Wave Rider/Thick Fat

Base Stats - HP 291 Atk 133 Def 122 Spe 64 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, Nixtorm Snowy Mountain and Sky Garden, Pugilis Farm, Spectra cave, Dragnor Ravine, and Valora Park

Sealeo

Ice/Water Type

Move - Icy Wind

Abilities - Deep Sleep/Skater/Thick Fat

Base Stats - HP 311 Atk 166 Def 156 Spe 102 Range 3

Can be found in Lv 2+ Fontaine Ravine and Farm and Nixtorm Snowy Mountain and Sky Garden

Walrein

Ice/Water Type

Move - Chilling Water

Abilities - Sponge/Pressure/Thick Fat

Base Stats - HP 346 Atk 204 Def 194 Spe 141 Range 4

Can be found in Lv 3 Fontaine Farm and Nixtorm Sky Garden

Gothita

Psychic Type

Move - Confusion

Abilities - Instinct/Interference/Dodge

Base Stats - HP 230 Atk 132 Def 138 Spe 110 Range 4

Can be found in any level variants of Terrera Park, Avia Snowy Mountain, Illusio Floating Rock and Snowy Mountain, Chrysalia Sky Garden, and Cragspur Park

Gothorita

Psychic Type

Move - Luna Mirror

Abilities - Instinct/Interference/Calming

Base Stats - HP 257 Atk 173 Def 177 Spe 128 Range 4

Can be found in Lv 2+ Illusio Floating Rock and Snowy Mountain

Gothitelle

Psychic Type

Move - Future Sight

Abilities - Instinct/Interference/Daze

Base Stats - HP 281 Atk 219 Def 234 Spe 151 Range 4

Can be found in Lv 3 Illusio Snowy Mountain

Sandile

Ground/Dark Type

Move - Bite

Abilities - Intimidate/Moxie/Celebrate

Base Stats - HP 225 Atk 160 Def 80 Spe 145 Range 4

Level 1 Area Appearances - Terrera, Yaksha

Can be found in any level variants of Fontaine Farm, Pugilis Farm, Viperia Park, Terrera Farm and Park, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, and Yaksha Cave and Floating Rock

Krokorok

Ground/Dark Type

Move - Crunch

Abilities - Intimidate/Moxie/Disgust

Base Stats - HP 261 Atk 192 Def 108 Spe 174 Range 4

Can be found in Lv 2+ Terrera Farm and Park and Yaksha Cave and Floating Rock

Krookodile

Ground/Dark Type

Move - Earthquake

Abilities - Mold Breaker/Pressure/Disgust

Base Stats - HP 304 Atk 242 Def 147 Spe 192 Range 4

Can be found in Lv 3 Terrera Park and Yaksha Floating Rock

Duskull

Ghost Type

Move - Ghastly Gambit

Abilities - Levitate/Lightweight/Sniper

Base Stats - HP 193 Atk 109 Def 238 Spe 70 Range 5

Can be found in any level variants of Nixtorm Sky Garden, Viperia Park, Avia Snowy Mountain, Spectra Floating Rock and Cave, Dragnor Ravine, and Valora Park

Dusclops

Ghost Type

Move - Shadow Sneak

Abilities - Levitate/Shackle/Celebrate

Base Stats - HP 213 Atk 163 Def 297 Spe 62 Range 4

Can be found in Lv 2+ Spectra Floating Rock and Cave

Dusknoir

Ghost Type

Move - Mind's Eye

Abilities - Levitate/Pressure/Interference

Base Stats - HP 229 Atk 234 Def 314 Spe 108 Range 4

Can be found in Lv 3 Spectra Cave

Munna

Psychic Type

Move - Hypnosis

Abilities - Sponge/Levitate/Healer

Base Stats - HP 310 Atk 164 Def 124 Spe 62 Range 3

Can be found in any level variants of Terrera Park, Avia Snowy Mountain, Illusio Floating Rock and Snowy Mountain, Chrysalia Sky Garden, and Cragspur Park

Musharna

Psychic Type

Move - Dream Eater

Abilities - Calming/Healer/Daze

Base Stats - HP 353 Atk 226 Def 191 Spe 65 Range 4

Can be found in Lv 3 Illusio Snowy Mountain

Blitzle

Electric Type

Move - Spark

Abilities - Mold Breaker/Motor Drive/Run Up

Base Stats - HP 239 Atk 150 Def 83 Spe 188 Range 5

Can be found in any level variants of Ignis Floating Rock, Violight Sky Garden and Floating Rock, Greenleaf Farm, Pugilis Farm, and Chrysalia Sky Garden

Zebstrika

Electric Type

Move - Supercell Slam

Abilities - Volt Absorb/Precision/Prankster

Base Stats - HP 274 Atk 174 Def 138 Spe 249 Range 4

Can be found in Lv 3 Violight Floating Rock

Dratini

Dragon Type

Move - Dragon Breath

Abilities - Shed Skin/Instinct/Exhilarate

Base Stats - HP 234 Atk 127 Def 122 Spe 127 Range 4

Can be found in any level variants of Aurora Ravine, Nixtorm Sky Garden, Avia Sky Garden and Snowy Mountain, Spectra Cave, Dragnor Sky Garden and Ravine, and Valora Park

Dragonair

Dragon Type

Move - Breaking Swipe

Abilities - Shed Skin/Instinct/Inner Focus

Base Stats - HP 247 Atk 185 Def 148 Spe 155 Range 5

Can be found in Lv 2+ Avia Snowy Mountain and Dragnor Sky Garden and Ravine

Dragonite

Dragon/Flying Type

Move - Dragon Rush

Abilities - Volt Absorb/Confidence/Aqua Boost

Base Stats - HP 278 Atk 260 Def 190 Spe 157 Range 4

Can be found in Lv 3 Avia Snowy Mountain and Dragnor Ravine

Larvitar

Rock/Ground Type

Move - Rock Tomb

Abilities - Shackle/Guts/Vanguard

Base Stats - HP 240 Atk 151 Def 120 Spe 99 Range 3

Can be found in any level variants of Pugilis Farm, Viperia Park, Terrera Farm and Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Cave and Park, and Yaksha Cave and Floating Rock

Pupitar

Rock/Ground Type

Move - Temper Quake

Abilities - Shed Skin/Jagged Edge/Momentum

Base Stats - HP 272 Atk 188 Def 158 Spe 117 Range 4

Can be found in Lv 2+ Terrera Farm and Park, Cragspur Cave and Park, and Yaksha Floating Rock

Tyranitar

Rock/Dark Type

Move - Head Smash

Abilities - Frighten/Tenacity/Last Bastion

Base Stats - HP 297 Atk 261 Def 206 Spe 121 Range 4

Can be found in Lv 3 Cragspur Park and Yaksha Floating Rock

Beldum

Steel/Psychic Type

Move - Iron Head

Abilities - Clear Body/Bodyguard/Run Up

Base Stats - HP 225 Atk 137 Def 172 Spe 76 Range 4

Can be found in any level variants of Nixtorm Sky Garden, Terrera Park, Avia Snowy Mountain, Illusio Floating Rock and Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, Spectra Cave, Dragnor Ravine, and Valora Snowy Mountain and Park

Metang

Steel/Psychic Type

Move - Steel Spear

Abilities - Clear Body/Bodyguard/Precision

Base Stats - HP 250 Atk 169 Def 201 Spe 115 Range 5

Can be found in Lv 2+ Illusio Floating Rock and Snowy Mountain and Yaksha Snowy Mountain and Park

Metagross

Steel/Psychic Type

Move - Meteor Mash

Abilities - Clear Body/Bodyguard/Sequence

Base Stats - HP 261 Atk 266 Def 218 Spe 140 Range 5

Can be found in Lv 3 Illusio Snowy Mountain and Yaksha Park

Gible

Dragon/Ground Type

Move - Laceration

Abilities - Ambush/Instinct/Conqueror

Base Stats - HP 278 Atk 104 Def 117 Spe 111 Range 4

Can be found in any level variants of Aurora Ravine, Nixtorm Sky Garden, Pugilis Farm, Terrera Farm and Park, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur

Park, Spectra Cave, Dragnor Sky Garden and Ravine, Yaksha Floating Rock, and Valora Park

Gabite

Dragon/Ground Type

Move - Temper Quake

Abilities - Ambush/Parry/Celebrate

Base Stats - HP 249 Atk 188 Def 127 Spe 171 Range 4

Can be found in Lv 2+ Terrera Farm and Park and Dragnor Sky Garden and Ravine

Garchomp

Dragon/Ground Type

Move - Draco Meteor

Abilities - Ambush/Tenacity/Celebrate

Base Stats - HP 293 Atk 238 Def 166 Spe 188 Range 4

Can be found in Lv 3 Terrera Park and Dragnor Ravine

Croagunk

Poison/Fighting Type

Move - Poison Jab

Abilities - Dodge/Vanguard/Disgust

Base Stats - HP 260 Atk 160 Def 107 Spe 133 Range 5

Can be found in any level variants of Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Pugilis Park and Farm, Viperia Cave and Park, Terrera Park, Avia Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, Spectra Cave, and Yaksha Floating Rock

Toxicroak

Poison/Fighting Type

Move - Sludge Wave

Abilities - Dodge/Vanguard/Conqueror

Base Stats - HP 302 Atk 193 Def 148 Spe 192 Range 4

Can be found in Lv 3 Pugilis Farm and Viperia Park

Deino

Dark/Dragon Type

Move - Laceration

Abilities - Pride/Shackle/Tenacity

Base Stats - HP 264 Atk 117 Def 129 Spe 100 Range 4

Can be found in any level variants of Aurora Ravine, Nixtorm Sky Garden, Viperia Park, Terrera Park, Chrysalia Sky Garden, Cragspur Park, Spectra Cave, Dragnor Sky Garden and Ravine, Yaksha Cave and Floating Rock, and Valora Park

Zweilous

Dark/Dragon Type

Move - Breaking Swipe

Abilities - Celebrate/Shackle/Hero

Base Stats - HP 269 Atk 185 Def 153 Spe 128 Range 4

Can be found in Lv 2+ Dragnor Sky Garden and Ravine and Yaksha Cave and Floating Rock

Hydreigon

Dark/Dragon Type

Move - Fiery Wrath

Abilities - Levitate/Conqueror/Nomad

Base Stats - HP 279 Atk 241 Def 175 Spe 190 Range 4

Can be found in Lv 3 Dragnor Sky Garden and Yaksha Floating Rock

Snorunt

Ice Type

Move - Powder Snow

Abilities - Inner Focus/Tight Embrace/Mold Breaker

Base Stats - HP 264 Atk 132 Def 132 Spe 132 Range 5

Can be found in any level variants of Nixtorm Snowy Mountain and Sky Garden, Spectra Floating Rock and Cave, Dragnor Ravine, and Valora Park

Glalie

Ice Type

Move - Icicle Spear

Abilities - Pressure/Frighten/Frostbite

Base Stats - HP 295 Atk 180 Def 180 Spe 180 Range 5

Can be found in Lv 3 Nixtorm Sky Garden

Froslass

Ice/Ghost Type

Move - Blizzard

Abilities - Mountaineer/Stealth/Frostbite

Base Stats - HP 266 Atk 176 Def 154 Spe 239 Range 3

Can be found in Lv 3 Nixtorm Sky Garden and Spectra Cave

Minccino

Normal Type

Move - Tail Slap

Abilities - Exhilarate/Steadfast/Confidence

Base Stats - HP 257 Atk 123 Def 100 Spe 180 Range 5

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Greenleaf Farm, and Dragnor Ravine

Cinccino

Normal Type

Move - Fake Out

Abilities - Dodge/Limber/Confidence

Base Stats - HP 266 Atk 200 Def 128 Spe 241 Range 4

Can be found in Lv 3 Aurora Ravine

Machop

Fighting Type

Move - Brick Break

Abilities - Guts/Momentum/Vanguard

Base Stats - HP 263 Atk 174 Def 94 Spe 79 Range 4

Can be found in any level variants of Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Pugilis Park and Farm, Terrera Park, and Chrysalia Sky Garden

Machoke

Fighting Type

Move - Wake-Up Slap

Abilities - Guts/Momentum/Vanguard

Base Stats - HP 281 Atk 214 Def 141 Spe 99 Range 4

Can be found in Lv 2+ of Pugilis Park and Farm

Machamp

Fighting Type

Move - Submission

Abilities - Guts/Momentum/Moxie

Base Stats - HP 306 Atk 280 Def 178 Spe 121 Range 3

Can be found in Lv 3 of Pugilis Farm

Timburr

Fighting Type

Move - Force Palm

Abilities - Momentum/Guts/Inner Focus

Base Stats - HP 267 Atk 169 Def 97 Spe 77 Range 5

Can be found in any level variants of Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Pugilis Park and Farm, Terrera Park, and Chrysalia Sky Garden

Gurdurr

Fighting Type

Move - Brick Break

Abilities - Momentum/Guts/Inner Focus

Base Stats - HP 286 Atk 220 Def 142 Spe 87 Range 4

Can be found in Lv 2+ of Pugilis Park and Farm

Conkeldurr

Fighting Type

Move - Superpower

Abilities - Momentum/Guts/Inner Focus

Base Stats - HP 328 Atk 291 Def 169 Spe 97 Range 4

Can be found in Lv 3 of Pugilis Farm

Cubchoo

Ice Type

Move - Powder Snow

Abilities - Water Absorb/Confidence/Exhilarate

Base Stats - HP 282 Atk 160 Def 109 Spe 109 Range 5

Can be found in any level variants of Nixtorm Snowy Mountain and Sky Garden, Spectra Cave, Dragnor Ravine, and Valora Park

Beartic

Ice Type

Move - Icicle Crash

Abilities - Water Absorb/THick Fat/Frighten

Base Stats - HP 316 Atk 236 Def 173 Spe 110 Range 5

Can be found in Lv 3 Nixtorm Sky Garden

Oshawott

Water Type

Move - Flip Turn

Abilities - Torrent/Limber/Parry

Base Stats - HP 247 Atk 149 Def 107 Spe 107 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, and Pugilis Farm

Dewott

Water Type

Move - Water Pulse

Abilities - Torrent/Sequence/Parry

Base Stats - HP 280 Atk 185 Def 135 Spe 135 Range 4

Can be found in Lv 2+ Fontaine Ravine and Farm

Samurott

Water Type

Move - Aqua Tail

Abilities - Torrent/Sniper/Conqueror

Base Stats - HP 328 Atk 224 Def 174 Spe 159 Range 4

Can be found in Lv 3 Fontaine Farm; Swarms in Fontaine

Charmander

Fire Type

Move - Ember

Abilities - Blaze/Flame Boost/Vanguard

Base Stats - HP 211 Atk 140 Def 108 Spe 151 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, Pugilis Farm, and Avia Sky Garden and Snowy Mountain

Charmeleon

Fire Type

Move - Fire Fang

Abilities - Blaze/Flame Boost/Vanguard

Base Stats - HP 256 Atk 150 Def 143 Spe 186 Range 4

Can be found in Lv 2+ Ignis Cave and Floating Rock and Avia Snowy Mountain

Charizard

Fire/Flying Type

Move - Heat Wave

Abilities - Blaze/Mold Breaker/Conqueror

Base Stats - HP 273 Atk 229 Def 172 Spe 211 Range 3

Can be found in Lv 3 Ignis Floating Rock and Avia Snowy Mountain

Gastly

Ghost/Poison Type

Move - Destiny Bond

Abilities - Explode/Lightweight/Daze

Base Stats - HP 170 Atk 205 Def 69 Spe 166 Range 2

Can be found in any level variants of Nixtorm Sky Garden, Viperia Cave and Park, Avia Snowy Mountain, Cragspur Park, Spectra Floating Rock and Cave, Dragnor Ravine, Yaksha Floating Rock, and Valora Park

Haunter

Ghost/Poison Type

Move - Sludge Bomb

Abilities - Levitate/Prankster/Daze

Base Stats - HP 200 Atk 235 Def 105 Spe 195 Range 4

Can be found in Lv 2+ Viperia Cave and Park and Spectra Floating Rock and Cave

Gengar

Ghost/Poison Type

Move - Ghastly Gambit

Abilities - Levitate/Pressure/Shackle

Base Stats - HP 238 Atk 272 Def 143 Spe 232 Range 4

Can be found in Lv 3 Viperia Park and Spectra Cave; Swarms in Viperia

Chimchar

Fire Type

Move - Ember

Abilities - Blaze/Mountaineer/Spirit

Base Stats - HP 224 Atk 137 Def 105 Spe 144 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, and Pugilis Park and Farm

Monferno

Fire/Fighting Type

Move - Close Combat

Abilities - Blaze/Precision/Spirit

Base Stats - HP 259 Atk 175 Def 119 Spe 182 Range 4

Can be found in Lv 2+ Ignis Cave and Floating Rock and Pugilis Park and Farm

Infernape

Fire/Fighting Type

Move - Fire Spin

Abilities - Blaze/Precision/Conqueror

Base Stats - HP 275 Atk 224 Def 154 Spe 232 Range 3

Can be found in Lv 3 Ignis Floating Rock and Pugilis Farm

Snivy

Grass Type

Move - Strength Sap

Abilities - Overgrow/Grass Cloak/Instinct

Base Stats - HP 225 Atk 107 Def 129 Spe 149 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, and Greenleaf Ravine and Farm

Servine

Grass Type

Move - Magical Leaf

Abilities - Overgrow/Grass Cloak/Instinct

Base Stats - HP 248 Atk 135 Def 167 Spe 185 Range 4

Can be found in Lv 2+ Greenleaf Ravine and Farm

Serperior

Grass Type

Move - Petal Dance

Abilities - Overgrow/Frighten/Tight Embrace

Base Stats - HP 274 Atk 163 Def 205 Spe 243 Range 4

Can be found in Lv 3 Greenleaf Farm; Swarms in Greenleaf

Tepig

Fire Type

Move - Ember

Abilities - Blaze/Spirit/Celebrate

Base Stats - HP 277 Atk 111 Def 111 Spe 111 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, and Pugilis Park and Farm

Pignite

Fire/Fighting Type

Move - Heat Crash

Abilities - Blaze/Spirit/Celebrate

Base Stats - HP 300 Atk 197 Def 119 Spe 119 Range 4

Can be found in Lv 2+ Ignis Cave and Floating Rock and Pugilis Park and Farm

Emboar

Fire/Fighting Type

Move - Mystical Fire

Abilities - Blaze/Thick Fat/Flame Boost

Base Stats - HP 364 Atk 225 Def 148 Spe 148 Range 3

Can be found in Lv 3 Ignis Floating Rock and Pugilis Farm; Swarms in Pugilis

Sewaddle

Bug/Grass Type

Move - Signal Beam

Abilities - Medic/Swarm/Herbivore

Base Stats - HP 240 Atk 102 Def 162 Spe 106 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Ravine and Farm, Pugilis Farm, Terrera Park, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, and Yaksha Floating Rock

Swadloon

Bug/Grass Type

Move - Strength Sap

Abilities - Grass Cloak/Healer/Shackle

Base Stats - HP 275 Atk 131 Def 218 Spe 111 Range 3

Can be found in Lv 2+ Greenleaf Ravine and Farm and Chrysalia Ravine and Sky Garden

Leavanny

Bug/Grass Type

Move - Skitter Smack

Abilities - Life Force/Swarm/Confidence

Base Stats - HP 307 Atk 171 Def 183 Spe 224 Range 4

Can be found in Lv 3 Greenleaf Farm and Chrysalia Sky Garden

Abra

Psychic Type

Move - Teleport

Abilities - Instinct/Life Force/Share

Base Stats - HP 153 Atk 207 Def 73 Spe 177 Range 5

Can be found in any level variants of Terrera Park, Avia Snowy Mountain, Illusio Floating Rock and Snowy Mountain, Chrysalia Sky Garden and Cragspur Park

Kadabra

Psychic Type

Move - Psybeam

Abilities - Instinct/Life Force/Perception

Base Stats - HP 185 Atk 239 Def 102 Spe 209 Range 3

Can be found in Lv 2+ Illusio Floating Rock and Snowy Mountain

Alakazam

Psychic Type

Move - Extrasensory

Abilities - Instinct/Life Force/Inner Focus

Base Stats - HP 222 Atk 278 Def 137 Spe 248 Range 3

Can be found in Lv 3 Illusio Snowy Mountain

Treecko

Grass Type

Move - Vine Whip

Abilities - Overgrow/Ambush/Guts

Base Stats - HP 205 Atk 146 Def 102 Spe 157 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, and Greenleaf Ravine and Farm

Grovyle

Grass Type

Move - Razor Leaf

Abilities - Overgrow/Ambush/Parry

Base Stats - HP 222 Atk 185 Def 122 Spe 206 Range 4

Can be found in Lv 2+ Greenleaf Ravine and Farm

Sceptile

Grass Type

Move - Leaf Blade

Abilities - Overgrow/Ambush/Lightweight

Base Stats - HP 256 Atk 220 Def 159 Spe 250 Range 4

Can be found in Lv 3 Greenleaf Farm

Piplup

Water Type

Move - Bubble

Abilities - Torrent/Confidence/Pride

Base Stats - HP 244 Atk 143 Def 127 Spe 96 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, Pugilis Farm, and Valora Snowy Mountain and Park

Prinplup

Water Type

Move - Brine

Abilities - Torrent/Confidence/Pride

Base Stats - HP 266 Atk 186 Def 166 Spe 117 Range 4

Can be found in Lv 2+ Fontaine Ravine and Farm and Valora Snowy Mountain and Park

Empoleon

Water/Steel Type

Move - Flip Turn

Abilities - Torrent/Confidence/Lightningrod

Base Stats - HP 304 Atk 246 Def 209 Spe 126 Range 4

Can be found in Lv 3 Fontaine Farm and Valora Park

Pansage

Grass Type

Move - Vine Whip

Abilities - Overgrow/Nurse/Celebrate

Base Stats - HP 245 Atk 134 Def 123 Spe 158 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, and Greenleaf Ravine and Farm

Simisage

Grass Type

Move - Leaf Blade

Abilities - Celebrate/Hero/Instinct

Base Stats - HP 272 Atk 210 Def 137 Spe 216 Range 5

Can be found in Lv 3 Greenleaf Farm

Pansear

Fire Type

Move - Fire Spin

Abilities - Blaze/Exhilarate/Celebrate

Base Stats - HP 245 Atk 134 Def 123 Spe 158 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, and Pugilis Farm

Simisear

Fire Type

Move - Incinerate

Abilities - Simple/Hero/Flame Boost

Base Stats - HP 272 Atk 210 Def 137 Spe 216 Range 5

Can be found in Lv 3 Ignis Floating Rock

Panpour

Water Type

Move - Brine

Abilities - Torrent/Exhilarate/Dodge

Base Stats - HP 245 Atk 134 Def 123 Spe 158 Range 5

Can be found in any level variants of Aurora Ravine, Ignis Floating Rock, Fontaine Ravine and Farm, Greenleaf Farm, and Pugilis Farm

Simipour

Water Type

Move - Scald

Abilities - Simple/Instinct/Aqua Boost

Base Stats - HP 272 Atk 210 Def 137 Spe 216 Range 4

Can be found in Lv 3 Fontaine Farm

Darumaka

Fire Type

Move - Flame Charge

Abilities - Run Up/Unaware/Celebrate

Base Stats - HP 260 Atk 192 Def 99 Spe 109 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, and Pugilis Farm

Darmanitan

Fire Type

Move - Incinerate

Abilities - Blaze/Momentum/Celebrate

Base Stats - HP 292 Atk 261 Def 105 Spe 177 Range 5

Can be found in Lv 3 Ignis Floating Rock

Axew

Dragon Type

Move - Dragon Breath

Abilities - Mold Breaker/Instinct/Frighten

Base Stats - HP 203 Atk 181 Def 106 Spe 120 Range 4

Can be found in any level variants of Aurora Ravine, Nixtorm Sky Garden, Spectra Cave, Dragnor Sky Garden and Ravine, and Valora Park

Fraxure

Dragon Type

Move - Dragon Claw

Abilities - Mold Breaker/Momentum/Frighten

Base Stats - HP 238 Atk 236 Def 124 Spe 137 Range 4

Can be found in Lv 2+ Dragnor Sky Garden and Ravine

Haxorus

Dragon Type

Move - Outrage

Abilities - Mold Breaker/Pride/Tenacity

Base Stats - HP 251 Atk 286 Def 158 Spe 190 Range 4

Can be found in Lv 3 Dragnor Ravine

Joltik

Bug/Electric Type

Move - Electro Ball

Abilities - Compoundeyes/Sequence/Sponge

Base Stats - HP 243 Atk 138 Def 122 Spe 157 Range 4

Can be found in any level variant of Ignis Floating Rock, Violight Sky Garden and Floating Rock, Greenleaf Farm, Pugilis Farm, Terrera Park, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, and Yaksha Floating Rock

Galvantula

Bug/Electric Type

Move - Electroweb

Abilities - Compoundeyes/Sequence/Sponge

Base Stats - HP 263 Atk 209 Def 131 Spe 232 Range 3

Can be found in Lv 3 Violight Floating Rock and Chrysalia Sky Garden

Aron

Steel/Rock Type

Move - Metal Claw

Abilities - Pressure/Solid Rock/Conqueror

Base Stats - HP 226 Atk 157 Def 157 Spe 70 Range 4

Can be found in any level variants of Nixtorm Sky Garden, Viperia Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Cragspur Cave and Park, Spectra Cave, Dragnor Ravine, Yaksha Floating Rock, and Valora Snowy Mountain and Park

Lairon

Steel/Rock Type

Move - Iron Head

Abilities - Vanguard/Solid Rock/Conqueror

Base Stats - HP 243 Atk 196 Def 206 Spe 90 Range 4

Can be found in Lv 2+ Cragspur Cave and Park and Valora Snowy Mountain and Park

Aggron

Steel/Rock Type

Move - Steel Spear

Abilities - Shackle/Solid Rock/Conqueror

Base Stats - HP 268 Atk 241 Def 263 Spe 113 Range 4

Can be found in Lv 3 Cragspur Park and Valora Park

Drilbur

Ground Type

Move - Mud-Slap

Abilities - Precision/Inner Focus/Parry

Base Stats - HP 237 Atk 180 Def 92 Spe 151 Range 4

Can be found in any level variants of Pugilis Farm, Terrera Farm and Park, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, Yaksha Floating Rock, and Valora Snowy Mountain and Park

Excadrill

Ground/Steel Type

Move - Drill Run

Abilities - Lightweight/Precision/Sniper

Base Stats - HP 301 Atk 251 Def 118 Spe 165 Range 4

Can be found in Lv 3 Terrera Park and Valora Park

Zorua

Dark Type

Move - Parting Shot

Abilities - Ambush/Momentum/Disgust

Base Stats - HP 219 Atk 190 Def 97 Spe 154 Range 4

Can be found in any level variants of Viperia Park, Terrera Park, Chrysalia Sky Garden, Cragspur Park, and Yaksha Cave and Floating Rock

Zoroark

Dark Type

Move - Bitter Malice

Abilities - Lightweight/Prankster/Pride

Base Stats - HP 236 Atk 251 Def 128 Spe 220 Range 3

Can be found in Lv 3 Yaksha Floating Rock; Swarms in Yaksha

Skorupi

Poison/Bug Type

Move - Venoshock

Abilities - Battle Armor/Sniper/Shackle

Base Stats - HP 217 Atk 120 Def 169 Spe 154 Range 4

Can be found in any level variants of Violight Floating Rock, Pugilis Farm, Viperia Cave and Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, Cragspur Park, Spectra Cave, and Yaksha Cave and Floating Rock

Drapion

Poison/Dark Type

Move - Corrosive Gas

Abilities - Battle Armor/Sniper/Vanguard

Base Stats - HP 254 Atk 189 Def 193 Spe 199 Range 4

Can be found in Lv 3 Viperia Park and Yaksha Floating Rock

Pawniard

Dark/Steel Type

Move - Assurance

Abilities - Parry/Shackle/Ambush

Base Stats - HP 214 Atk 188 Def 124 Spe 134 Range 4

Can be found in any level variants of Ignis Floating Rock, Nixtorm Sky Garden, Viperia Park, Terrera Park, Avia Snowy Mountain, Chrysalia Sky Garden, Cragspur Park, Spectra Cave, Dragnor Ravine, Yaksha Cave and Floating Rock, and Valora Snowy Mountain and Park

Bisharp

Dark/Steel Type

Move - Brutal Swing

Abilities - Momentum/Shackle/Precision

Base Stats - HP 246 Atk 261 Def 179 Spe 149 Range 4

Can be found in Lv 3 Yaksha Floating Rock and Valora Park

Rhyhorn

Ground/Rock Type

Move - Mud-Slap

Abilities - Unaware/Bodyguard/Flash Fire

Base Stats - HP 262 Atk 170 Def 125 Spe 53 Range 4

Can be found in any level variants of Pugilis Farm, Viperia Park, Terrera Farm and Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Cave and Park, and Yaksha Floating Rock

Rhydon

Ground/Rock Type

Move - Scorching Sand

Abilities - Unaware/Bodyguard/Flash Fire

Base Stats - HP 281 Atk 232 Def 148 Spe 74 Range 4

Can be found in Lv 2+ Terrera Farm and Park and Cragspur Cave and Park

Rhyperior

Ground/Rock Type

Move - Rock Wrecker

Abilities - Unaware/Shield/Solid Rock

Base Stats - HP 334 Atk 281 Def 186 Spe 84 Range 4

Can be found in Lv 3 Terrera Park and Cragspur Park

Shieldon

Rock/Steel Type

Move - Rock Slide

Abilities - Shield/Last Bastion/Solid Rock

Base Stats - HP 210 Atk 110 Def 260 Spe 80 Range 4

Can be found in any level variants of Nixtorm Sky Garden, Viperia Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Cragspur Cave and Park, Spectra Cave, Dragnor Ravine, Yaksha Floating Rock, and Valora Snowy Mountain and Park

Bastiodon

Rock/Steel Type

Move - Metal Sound

Abilities - Shield/Last Bastion/Solid Rock

Base Stats - HP 269 Atk 127 Def 363 Spe 76 Range 4

Can be found in Lv 3 Cragspur Park and Valora Park

Scraggy

Fighting/Dark Type

Move - Assurance

Abilities - Guts/Justified/Disgust

Base Stats - HP 227 Atk 167 Def 157 Spe 109 Range 4

Can be found in any level variants of Ignis Floating Rock, Fontaine Farm, Violight Floating Rock, Pugilis Park and Farm, Viperia Park, Terrera Park, Chrysalia Sky Garden, Cragspur Park, and Yaksha Cave and Floating Rock

Scrafty

Dark/Fighting Type

Move - Hi Jump Kick

Abilities - Tight Embrace/Conqueror/Spirit

Base Stats - HP 257 Atk 198 Def 251 Spe 129 Range 4

Can be found in Lv 3 Pugilis Farm and Yaksha Floating Rock

Drifloon

Ghost/Flying Type

Move - Astonish

Abilities - Dodge/Explode/Flame Boost

Base Stats - HP 298 Atk 128 Def 85 Spe 149 Range 5

Can be found in any level variants of Nixtorm Sky Garden, Viperia Park, Avia Sky Garden and Snowy Mountain, Illusio Snowy Mountain, Cragspur Park, Spectra Floating Rock and Cave, Dragnor Ravine, and Valora Park

Drifblim

Ghost/Flying Type

Move - Sky Drop

Abilities - Dodge/Explode/Tight Embrace

Base Stats - HP 407 Atk 163 Def 102 Spe 163 Range 3

Can be found in Lv 3 Avia Snowy Mountain and Spectra Cave

Rufflet

Normal/Flying Type

Move - Air Cutter

Abilities - Spirit/Pride/Celebrate

Base Stats - HP 254 Atk 174 Def 106 Spe 126 Range 4

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Greenleaf Farm, Viperia Park, Avia Sky Garden and Snowy Mountain, Illusio Snowy Mountain, Spectra Cave, Dragnor Ravine, and Valora Park

Braviary

Normal/Flying Type

Move - Air Slash

Abilities - Confidence/Pride/Hero

Base Stats - HP 294 Atk 238 Def 147 Spe 156 Range 4

Can be found in Lv 3 Aurora Ravine and Avia Snowy Mountain

Anorith

Rock/Bug Type

Move - Fury Cutter

Abilities - Precision/Jagged Edge/Instinct

Base Stats - HP 202 Atk 196 Def 106 Spe 156 Range 4

Can be found in any level variants of Violight Floating Rock, Pugilis Farm, Viperia Park, Terrera Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, Cragspur Cave and Park, and Yaksha Floating Rock

Armaldo

Rock/Bug Type

Move - Spring Sever

Abilities - Precision/Sniper/Parry

Base Stats - HP 273 Atk 268 Def 194 Spe 100 Range 3

Can be found in Lv 3 Chrysalia Sky Garden and Cragspur Park

Larvesta

Bug/Fire Type

Move - Flame Charge

Abilities - Flame Body/Run Up/Sponge

Base Stats - HP 229 Atk 182 Def 119 Spe 130 Range 4

Can be found in any level variants of Aurora Ravine, Ignis Cave and Floating Rock, Fontaine Farm, Violight Floating Rock, Greenleaf Farm, Pugilis Farm, Terrera Park, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, and Yaksha Floating Rock

Volcarona

Bug/Fire Type

Move - Fiery Dance

Abilities - Flame Body/Frighten/Swarm

Base Stats - HP 250 Atk 246 Def 156 Spe 183 Range 4

Can be found in Lv 3 Ignis Floating Rock and Chrysalia Sky Garden

Onix

Rock/Ground Type

Move - Rock Tomb

Abilities - Tight Embrace/Jagged Edge/Frighten

Base Stats - HP 225 Atk 119 Def 261 Spe 180 Range 3

Can be found in any level variants of Pugilis Farm, Viperia Park, Terrera Farm and

Park, Avia Snowy Mountain, Illusio Snowy Mountain, Chrysalia Sky Garden, Cragspur Cave and Park, Yaksha Floating Rock, and Valora Snowy Mountain and Park

Steelix

Steel/Ground Type

Move - Earthquake

Abilities - Tight Embrace/Jagged Edge/Frighten

Base Stats - HP 265 Atk 179 Def 275 Spe 66 Range 4

Can be found in Lv 3 Terrera Park and Valora Park

Beedrill

Bug/Poison Type

Move - Twineedle

Abilities - Vanguard/Mountaineer/Swarm

Base Stats - HP 275 Atk 189 Def 143 Spe 178 Range 5

Can be found in any level variants of Viperia Cave and Park, Chrysalia Ravine and Sky Garden, and Yaksha Floating Rock

Munchlax

Normal Type

Move - Stuff Cheeks

Abilities - Lunchbox/Spirit/Thick Fat

Base Stats - HP 359 Atk 165 Def 122 Spe 14 Range 3

Can be found in any level variants of Aurora Farm and Ravine, Ignis Floating Rock, Fontaine Farm, Greenleaf Farm, and Dragnor Ravine

Snorlax

Normal Type

Move - Body Slam

Abilities - Unaware/Inner Focus/Thick Fat

Base Stats - HP 401 Atk 208 Def 166 Spe 60 Range 3

Can be found in Lv 3 Aurora Ravine

Emolga

Electric/Flying Type

Move - Acrobatics

Abilities - Static/Thick Fat/Celebrate

Base Stats - HP 243 Atk 171 Def 138 Spe 233 Range 4

Can be found in any level variants of Violight Sky Garden and Floating Rock and Avia Sky Garden and Snowy Mountain

Sneasel

Dark/Ice Type

Move - Brutal Swing

Abilities - Dodge/Ambush/Frighten

Base Stats - HP 185 Atk 164 Def 113 Spe 198 Range 5

Can be found in any level variants of Nixtorm Snowy Mountain and Sky Garden, Viperia Park, Terrera Park, Chrysalia Sky Garden, Cragspur Park, Spectra Cave, Dragnor Ravine, Yaksha Cave and Floating Rock, and Valora Park

Weavile

Dark/Ice Type

Move - Triple Axel

Abilities - Dodge/Ambush/Prankster

Base Stats - HP 231 Atk 226 Def 143 Spe 235 Range 3

Can be found in Lv 3 Nixtorm Snowy Mountain and Sky Garden and Yaksha Cave and Floating Rock

Misdreavus

Ghost Type

Move - Astonish

Abilities - Levitate/Frighten/Shackle

Base Stats - HP 209 Atk 158 Def 135 Spe 158 Range 4

Can be found in any level variants of Nixtorm Sky Garden, Viperia Park, Avia Snowy Mountain, Spectra Floating Rock and Cave, Dragnor Ravine, and Valora Park

Mismagius

Ghost Type

Move - Nightmare

Abilities - Levitate/Frighten/Daze

Base Stats - HP 231 Atk 217 Def 170 Spe 217 Range 4

Can be found in Lv 3 Spectra Cave

Audino

Normal Type

Move - Fake Out

Abilities - Lightweight/Healer/Medic

Base Stats - HP 343 Atk 136 Def 192 Spe 114 Range 4

Can be found in any level variants of Aurora Farm and Ravine

Carnivine

Grass Type

Move - Razor Leaf

Abilities - Levitate/Precision/Mold Breaker

Base Stats - HP 286 Atk 227 Def 165 Spe 107 Range 4

Can be found in any level variants of Greenleaf Ravine and Farm

Spiritomb

Ghost/Dark Type

Move - Shadow Sneak

Abilities - Mold Breaker/Frighten/Pressure

Base Stats - HP 238 Atk 212 Def 250 Spe 85 Range 4

Can be found in any level variants of Spectra Floating Rock and Cave and Yaksha Cave and Floating Rock

Scyther

Bug/Flying Type

Move - Fury Cutter

Abilities - Swarm/Sniper/Ambush

Base Stats - HP 230 Atk 206 Def 152 Spe 197 Range 4

Can be found in any level variants of Violight Floating Rock, Pugilis Farm, Viperia Park, Terrera Park, Avia Sky Garden and Snowy Mountain, Illusio Snowy Mountain, Chrysalia Ravine and Sky Garden, Cragspur Park, Spectra Cave, Yaksha Floating Rock, and Valora Snowy Mountain and Park

Scizor

Bug/Steel Type

Move - X-Scissor

Abilities - Justified/Sniper/Precision

Base Stats - HP 235 Atk 249 Def 174 Spe 127 Range 4

Can be found in Lv 3 Chrysalia Ravine and Valora Park; Swarms in Chrysalia

Lapras

Water/Ice Type

Move - Icicle Spear

Abilities - Shell Armor/Calming/Water Absorb

Base Stats - HP 342 Atk 161 Def 166 Spe 116 Range 4

Can be found in any level variants of Fontaine Ravine and Farm and Nixtorm Snowy Mountain and Sky Garden

Terrakion

Rock/Fighting Type

Move - Mighty Cleave

Abilities - Justified/Hero/Run Up

Base Stats - HP 315 Atk 283 Def 199 Spe 238 Range 4

Appears in Cragspur when Keiji has 70% Link with Bastiodon; Swarms in Cragspur

Articuno

Ice/Flying Type

Move - Ice Burn

Abilities - Frostbite/Momentum/Mold Breaker

Base Stats - HP 337 Atk 227 Def 267 Spe 204 Range 4

Appears in Nixtorm once you have Mitsuhide in a story after his story has been beaten and all battle facilities in Nixtorm are Level 3; Swarms in Nixtorm

Registeel

Steel Type

Move - Flash Cannon

Abilities - Clear Body/Battle Armor/Motor Drive

Base Stats - HP 335 Atk 192 Def 378 Spe 130 Range 4

Appears in Valora after getting Rank 2 unlocked for Ieyasu, Ina and Tadakatsu and in your army, all facilities in Valora at Level 3, and having 15 Warlords (not warriors, warlords) with Perfect Links linked in your army. Then, advance a month with the Unifier Crystal on Ieyasu, then advance a month again; Swarms in Valora

Groudon

Ground Type

Move - Earth Power

Abilities - Hot Blooded/Flame Body/Flash Fire

Base Stats - HP 310 Atk 305 Def 235 Spe 185 Range 3

Appears in Terrera once you have Shingen in a story after his story has been beaten and all battle facilities in Terrera are Level 3; Swarms in Terrera

Dialga

Dragon/Steel Type

Move - Roar of Time

Abilities - Tenacity/Intimidate/Last Bastion

Base Stats - HP 313 Atk 308 Def 227 Spe 187 Range 4

Appears in Dragnor after getting Rank 2 unlocked for Ieyasu, Ina and Tadakatsu and in your army and all facilities in Dragnor at Level 3 and then advance a month. Then, equip the Warriors Crystal onto Tadakatsu then advance another month; Swarms in Dragnor

Mewtwo

Psychic Type

Move - Psystrike

Abilities - Pressure/Life Force/Instinct

Base Stats - HP 307 Atk 299 Def 176 Spe 253 Range 3

Appears in Illusio once you have Kenshin in a story after his story has been beaten and all battle facilities in Illusio are Level 3; Swarms in Illusio

Reshiram

Dragon/Fire Type

Move - Blue Flare

Abilities - Turboblaze/Sequence/Unaware

Base Stats - HP 313 Atk 308 Def 227 Spe 187 Range 4

Appears in Hideyoshi's story after using the following password when the function unlocks after beating 5 kingdoms in The Legend Of Ransei - **2rz3XFEKxR**; Swarms in Ignis

Zekrom

Dragon/Electric Type

Move - Bolt Strike

Abilities - Teravolt/Flame Boost/Simple

Base Stats - HP 313 Atk 308 Def 227 Spe 187 Range 4

Appears in Violight after getting Rank 2 unlocked for Nobunaga, Ranmaru and Mitsuhide and in your army and all facilities in Violight at Level 3 and then advance a month. Then, equip the Conqueror Crystal onto Nobunaga then advance another month; Swarms in Violight

Arceus

Normal Type

Move - Judgment

Abilities - Spirit/Levitate/Omnipotent

Base Stats - HP 333 Atk 234 Def 234 Spe 234 Range 3

Appears in Aurora in Two Heroes story if Hero/Heroine has 80% link with Eevee or any of its evolutions; Swarms in Aurora

Rayquaza

Dragon/Flying Type

Move - Dragon Ascent

Abilities - Exhilarate/Conqueror/Nomad

Base Stats - HP 328 Atk 313 Def 192 Spe 202 Range 3

Appears in Dragnor when all other legendaries in the game have been acquired and registered in the gallery; Swarms in Avia

---

Moves & Details

Move - Splash

Type - Water Power - 19 Accuracy - 70
Range - DiamondAdjacent
Effect 1 - Hits 2 times
Effect 2 - 12% Chance to flinch target
Rank 5 Effect 1 - Hits 2 to 3 times
Rank 5 Effect 2 - 15% Chance to flinch target
Movement - Move user two squares forward
Description - The user just flops and splashes around to no effect at all… or does it?

Move - Bouncy Bubble

Type - Water Power - 20 Accuracy - 90
Range - Chevron
Effect 1 - Heals 120% of damage dealt
Effect 2 - 5% chance to Flinch target
Rank 5 Effect 1 - Heals 120% of damage dealt
Rank 5 Effect 2 - 10% chance to Flinch target
Movement - Moves user 1 space forward
Description - The user bounces forward, emitting harmful bubbles around it. The user heals all the damage they deal and more. May Flinch the target.

Move - Stuff Cheeks

Type - Normal Power - 20 Accuracy - 101
Range - Unused_7
Effect 1 - Inflicts 12 HP of damage
Effect 2 - Heals 83% of damage dealt

Rank 5 Effect 1 - Inflicts 18 HP of damage
Rank 5 Effect 2 - Heals 83% of damage dealt
Movement - N/A
Description - The user bites away in a frenzy in the space around it, healing based on the damage dealt.

Move - Pinion Blitz

Type - Flying Power - 15 Accuracy - 90
Range - Ahead1Tile
Effect 1 - High critical hit chance
Effect 2 - 30% chance to lower target Defense
Rank 5 Effect 1 - Hits 2-3 times
Rank 5 Effect 2 - 40% chance to lower target Defense
Movement - Knocks target 1 space backward
Description - The target is slammed with the user's wings repeatedly, leaving their Defense weakened.

Move - Fury Swipes

Type - Normal Power - 11 Accuracy - 90
Range - Ahead1Tile
Effect 1 - Hits 2 to 5 times
Effect 2 - High critical hit chance
Rank 5 Effect 1 - Hits 4 to 5 times
Rank 5 Effect 2 - High critical hit chance
Movement - N/A
Description - The target is raked with sharp claws or scythes two to five times in quick succession.

Move - Quick Attack

Type - Normal Power - 23 Accuracy - 100
Range - Ahead1Tile
Effect 1 - Never Misses
Effect 2 - 60% chance to lower target Defense
Rank 5 Effect 1 - Never Misses

Rank 5 Effect 2 - 90% chance to lower target Defense
Movement - N/A
Description - The user lunges at the target at a speed that makes it almost invisible, possibly lowering their Defense.

Move - Headbutt

Type - Normal Power - 33 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 30% chance to flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to flinch target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user sticks out its head and attacks by charging straight into the target. It may also make the target flinch.

Move - Tail Slap

Type - Normal Power - 12 Accuracy - 85
Range - Row
Effect 1 - Hits 2 to 3 times
Effect 2 - 100% chance to raise user Speed
Rank 5 Effect 1 - Hits 2 to 5 times
Rank 5 Effect 2 - 100% chance to raise user Speed
Movement - N/A
Description - The user attacks by striking the target with its hard tail. It hits the Pokémon two to five times in a row.

Move - Body Slam

Type - Normal Power - 41 Accuracy - 95
Range - Ring2Ahead
Effect 1 - 25% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 33% chance to Paralyze target
Rank 5 Effect 2 - N/A

Movement - Move forward 2 squares
Description - The user drops onto the target with its full body weight. It may also leave the target with paralysis.

Move - Head Smash

Type - Rock Power - 60 Accuracy - 90
Range - Row2Ahead
Effect 1 - 100% chance to lower user Defense
Effect 2 - N/A
Rank 5 Effect 1 - 75% chance to lower user Defense
Rank 5 Effect 2 - N/A
Movement - Moves user 1 square forward
Description - The user slams its head into the target with such force that it lowers its own Defense.

Move - Fake Out

Type - Normal Power - 20 Accuracy - 85
Range - Ahead1Tile
Effect 1 - 100% chance to Flinch target
Effect 2 - Defense and range is lowered
Rank 5 Effect 1 - 100% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user claps to startle the target, always causing it to flinch. Users Defense and Range stat is lowered.

Move - Boomburst

Type - Normal Power - 33 Accuracy - 95
Range - DiamondAdjacent
Effect 1 - Doubles power if target is Asleep
Effect 2 - 40% chance to raise user Attack
Rank 5 Effect 1 - Doubles power if target is Asleep
Rank 5 Effect 2 - 53% chance to raise user Attack
Movement - N/A

Description - The user sings at an ear piercing volume to inflict damage. May raise user Attack. Doubles power against sleeping opponents.

Move - Judgment

Type - Normal Power - 50 Accuracy - 95
Range - RingAdjacent
Effect 1 - N/A
Effect 2 - N/A
Rank 5 Effect 1 - N/A
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user releases countless shots of light.

Move - Ember

Type - Fire Power - 23 Accuracy - 95
Range - Ahead2Tiles
Effect 1 - 20% chance to Burn target
Effect 2 - N/A
Rank 5 Effect 1 - 27% chance to Burn target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The target is attacked with small flames. It may also leave the target with a burn.

Move - Fire Fang

Type - Fire Power - 33 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 15% chance to Flinch target
Effect 2 - 15% chance to Burn target
Rank 5 Effect 1 - 20% chance to Flinch target
Rank 5 Effect 2 - 20% chance to Burn target
Movement - N/A

Description - The user bites with flame-cloaked fangs. It may also make the target flinch or leave it burned.

Move - Flame Charge

Type - Fire Power - 27 Accuracy - 95
Range - Ahead2Tiles
Effect 1 - 10% chance to Burn target
Effect 2 - 100% chance to raise user Speed
Rank 5 Effect 1 - 13% chance to Burn target
Rank 5 Effect 2 - 100% chance to raise user Speed
Movement - Move forward 1 square
Description - The user cloaks itself in fire and charges at the target. It may also leave the target with a burn. Increases user Speed.

Move - Fiery Wrath

Type - Dark Power - 54 Accuracy - 80
Range - Unused_6
Effect 1 - 20% chance to lower target Defense
Effect 2 - 10% chance to Flinch target
Rank 5 Effect 1 - 27% chance to lower target Defense
Rank 5 Effect 2 - 13% chance to Flinch target
Movement - N/A
Description - The user attacks furiously with dark, corruptive strength. May flinch or lower Defense. Middle of the attack range causes the most damage.

Move - Heat Crash

Type - Fire Power - 32 Accuracy - 95
Range - Ahead2Tiles
Effect 1 - 100% Chance to lower target Range
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Range
Rank 5 Effect 2 - N/A

Movement - Move forward 1 square
Description - The user slams its target with its flame-covered body. Lowers target Range.

Move - Fire Spin

Type - Fire Power - 11 Accuracy - 85
Range - Diamond2Ahead
Effect 1 - Hits 2 to 5 times
Effect 2 - 8% chance to Burn target
Rank 5 Effect 1 - Hits 4 to 5 times
Rank 5 Effect 2 - 8% chance to Burn target
Movement - N/A
Description - The target becomes trapped within a fierce vortex of fire that hits them four to five times.

Move - Heat Wave

Type - Fire Power - 39 Accuracy - 90
Range - TwoRows2Ahead
Effect 1 - 10% chance to Burn target
Effect 2 - N/A
Rank 5 Effect 1 - 13% chance to Burn target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The target is scorched with an intense wave of heat. It may also leave the target with a burn.

Move - Fiery Dance

Type - Fire Power - 45 Accuracy - 90
Range - Diamond2Ahead
Effect 1 - 50% chance to raise user Attack
Effect 2 - N/A
Rank 5 Effect 1 - 67% chance to raise user Attack
Rank 5 Effect 2 - N/A
Movement - Moves 2 squares forward

Description - Cloaked in flames, the user dances and flaps its wings. It may also raise the user's Attack.

Move - Draco Meteor

Type - Dragon Power - 58 Accuracy - 85
Range - Plus
Effect 1 - 100% chance to lower user Attack and Defense
Effect 2 - 10% chance to Flinch target
Rank 5 Effect 1 - 75% chance to lower user Attack and Defense
Rank 5 Effect 2 - 15% chance to Flinch target
Movement - N/A
Description - Comets are summoned down from the sky onto the target. Lowers the user's Attack and Defense, and can flinch targets.

Move - Blue Flare

Type - Fire Power - 50 Accuracy - 85
Range - Diamond2Ahead
Effect 1 - 25% chance to Burn target
Effect 2 - N/A
Rank 5 Effect 1 - 33% chance to Burn target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user attacks by engulfing the target in an intense, yet beautiful, blue flame. It may leave the target with a burn.

Move - Incinerate

Type - Fire Power - 38 Accuracy - 85
Range - Column3Tiles
Effect 1 - Destroys consumable items
Effect 2 - 40% chance to Burn target
Rank 5 Effect 1 - Destroys consumable items
Rank 5 Effect 2 - 53% chance to Burn target
Movement - N/A

Description - The user attacks the target with fire. If the target is holding an item, the item becomes burnt up and unusable.

Move - Bubble

Type - Water Power - 23 Accuracy - 95
Range - Column2Tiles
Effect 1 - 100% chance to lower target Speed
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Speed
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A spray of countless bubbles is jetted at the target. It also lowers the target's Speed.

Move - Mind's Eye

Type - Ghost Power - 39 Accuracy - 90
Range - Unused_5
Effect 1 - 50% chance to lower target Range
Effect 2 - 50% chance to lower target Defense
Rank 5 Effect 1 - 67% chance to lower target Range
Rank 5 Effect 2 - 67% chance to lower target Defense
Movement - Knocks target back 1 space
Description - With an ethereal force, the user strikes targets in the shape of an eye, lowering their Range and Defense.

Move - Scald

Type - Water Power - 42 Accuracy - 95
Range - Unused_3
Effect 1 - 30% chance to Burn target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Burn target
Rank 5 Effect 2 - N/A
Movement - N/A

Description - A spray of hot steam is forcefully ejected at the target. It may burn the target.

Move - Brine

Type - Water Power - 26 Accuracy - 95
Range - Column2Tiles
Effect 1 - Doubles power if the opponent is under 1/2 HP
Effect 2 - N/A
Rank 5 Effect 1 - Doubles power if the opponent is under 1/2 HP
Rank 5 Effect 2 - N/A
Movement - N/A
Description - If the target's HP is down to about half, this attack will hit with double the power.

Move - Water Pulse

Type - Water Power - 37 Accuracy - 95
Range - Column2Tiles
Effect 1 - 35% chance to Confuse target
Effect 2 - N/A
Rank 5 Effect 1 - 48% chance to Confuse target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A pulse of water is ejected at the target, confusing them.

Move - Waterfall

Type - Water Power - 41 Accuracy - 90
Range - Unused_6
Effect 1 - 20% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 27% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - Moves 2 squares forward

Description - The user charges at the foes rapidly at an awesome speed, which may make the opposing Pokemon flinch.

Move - Hydro Pump

Type - Water Power - 50 Accuracy - 90
Range - Column3Tiles
Effect 1 - N/A
Effect 2 - N/A
Rank 5 Effect 1 - N/A
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The target is blasted by a huge volume of water launched under great pressure.

Move - Luna Mirror

Type - Psychic Power - 24 Accuracy - 90
Range - Row
Effect 1 - Double Power if target Damaged
Effect 2 - Uses Target Attack Stat
Rank 5 Effect 1 - Double Power if target Damaged
Rank 5 Effect 2 - Uses Target Attack Stat
Movement - N/A
Description - Creates a crescent-shaped mirror and bounces attacks back at targets, using their Attack and dealing more damage when the target took a hit this turn.

Move - Electro Ball

Type - Electric Power - 25 Accuracy - 80
Range - Ahead2Tiles
Effect 1 - Stronger the faster the user is than the target
Effect 2 - 100% chance to raise user Speed
Rank 5 Effect 1 - Stronger the faster the user is than the target
Rank 5 Effect 2 - 100% chance to raise user Speed
Movement - N/A

Description - The user hurls an electric orb at the target. The faster the user is than the target, the greater the damage.

Move - Spark

Type - Electric Power - 26 Accuracy - 95
Range - Ahead2Tiles
Effect 1 - 25% chance to Paralyze target
Effect 2 - 10% chance to lower target Speed
Rank 5 Effect 1 - 33% chance to Paralyze target
Rank 5 Effect 2 - 13% chance to lower target Speed
Movement - Moves 1 square forward
Description - Charge the target while shrouded in electricity, with a potential to inflict paralysis and lower Speed.

Move - Electroweb

Type - Electric Power - 36 Accuracy - 65
Range - Unused_4
Effect 1 - 15% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 20% chance to Paralyze target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A web laced with electricity is shot at the target. It may paralyze the target.

Move - Thunderbolt

Type - Electric Power - 36 Accuracy - 95
Range - Row2Ahead
Effect 1 - 10% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 13% chance to Paralyze target
Rank 5 Effect 2 - N/A
Movement - N/A

Description - A strong electric blast is loosed at the target. It may also leave the target with paralysis.

Move - Volt Switch

Type - Electric Power - 45 Accuracy - 95
Range - Ahead2Tiles
Effect 1 - Swaps places with Pokemon behind it
Effect 2 - 100% chance to lower target Speed
Rank 5 Effect 1 - Swaps places with Pokemon behind it
Rank 5 Effect 2 - 100% chance to lower target Speed
Movement - Moves 1 square backward
Description - After making its attack, the user will switch places with another Pokémon. Lowers target Speed.

Move - Supercell Slam

Type - Electric Power - 61 Accuracy - 90
Range - Ring2Ahead
Effect 1 - 50% chance to lower target Speed
Effect 2 - Damages User If Misses
Rank 5 Effect 1 - 67% chance to lower target Speed
Rank 5 Effect 2 - Damages User If Misses
Movement - Moves user two squares forward
Description - Recklessly pounces onto the target(s). Chance to paralyze target Pokemon. Damages user if misses.

Move - Acrobatics

Type - Flying Power - 9 Accuracy - 85
Range - Cross2Ahead
Effect 1 - Hits 2 to 5 times
Effect 2 - Doubles power if target under 50% HP
Rank 5 Effect 1 - Hits 4 to 5 times
Rank 5 Effect 2 - Doubles power if target under 50% HP
Movement - N/A

Description - Attacks the opponents at a blinding speed. Damage doubles to targets at half health and hits two to five times.

Move - Bolt Strike

Type - Electric Power - 51 Accuracy - 85
Range - Row
Effect 1 - 20% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 27% chance to Paralyze target
Rank 5 Effect 2 - N/A
Movement - Knocks target 1 square backwards
Description - The user charges at its target, surrounding itself with a great amount of electricity. It may leave the target with paralysis.

Move - Absorb

Type - Grass Power - 25 Accuracy - 95
Range - Ahead1Tile
Effect 1 - Heals 70% of damage dealt
Effect 2 - N/A
Rank 5 Effect 1 - Heals 90% of damage dealt
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A nutrient-draining attack. The user's HP is restored by half the damage taken by the target.

Move - Vine Whip

Type - Grass Power - 24 Accuracy - 95
Range - Row
Effect 1 - 20% chance to lower target’s Defense
Effect 2 - N/A
Rank 5 Effect 1 - 30% chance to lower target’s Defense
Rank 5 Effect 2 - N/A
Movement - N/A

Description - The enemy is struck with slender, whiplike vines to inflict damage.

Move - Laceration

Type - Dragon Power - 11 Accuracy - 90
Range - TwoLittleUnusedDots
Effect 1 - Doubles in power with consecutive hits
Effect 2 - High Critical Hit Chance
Rank 5 Effect 1 - Doubles in power with consecutive hits
Rank 5 Effect 2 - High Critical Hit Chance
Movement - N/A
Description - The user cuts the target deeply. Move strengthens on repetitive usage. It has a high critical-hit ratio.

Move - Leaf Blade

Type - Grass Power - 43 Accuracy - 95
Range - Row
Effect 1 - High critical hit chance
Effect 2 - N/A
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A sharp-edged leaf is launched to slash at the target. It has a high critical-hit ratio.

Move - Razor Leaf

Type - Grass Power - 36 Accuracy - 85
Range - TShape
Effect 1 - 35% chance to lower target Defense
Effect 2 - Heals 25% of damage dealt
Rank 5 Effect 1 - 50% chance to lower target Defense
Rank 5 Effect 2 - Heals 33% of damage dealt
Movement - N/A
Description - The target is slashed with hundreds of flying leaves.

This has a large chance to lower the opposing Pokemon's Defense. The user heals a portion of the dealt damage.

Move - Petal Dance

Type - Grass Power - 21 Accuracy - 100
Range - Unused_8
Effect 1 - Hits 2 to 3 times
Effect 2 - 50% chance to Confuse target
Rank 5 Effect 1 - Hits 2 to 3 times
Rank 5 Effect 2 - 25% chance to Confuse target
Movement - N/A
Description - Cherry blossoms are scattered two to three times to attack the target. Hits the user. Likely to confuse targets.

Move - Magical Leaf

Type - Grass Power - 34 Accuracy - 100
Range - Column3Tiles
Effect 1 - Never misses
Effect 2 - N/A
Rank 5 Effect 1 - Never misses
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A storm of sharp, elegant leaves are sent flying ahead. This move will never miss.

Move - Powder Snow

Type - Ice Power - 25 Accuracy - 95
Range - Column2Tiles
Effect 1 - 10% chance to Freeze target
Effect 2 - 30% chance to lower target Speed
Rank 5 Effect 1 - 13% chance to Freeze target
Rank 5 Effect 2 - 40% chance to lower target Speed
Movement - N/A

Description - Create a small blizzard that may also freeze or lower the speed of the target.

Move - Icy Wind

Type - Ice Power - 31 Accuracy - 95
Range - TwoLittleUnusedDots
Effect 1 - 100% chance to lower target Range
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Range
Rank 5 Effect 2 - N/A
Movement - N/A
Description - Blow an icy gale toward the target. Reduces the target's Range.

Move - Icicle Spear

Type - Ice Power - 10 Accuracy - 85
Range - Column3Tiles
Effect 1 - 3% chance to Freeze target
Effect 2 - Hits 2 to 5 times
Rank 5 Effect 1 - 5% chance to Freeze target
Rank 5 Effect 2 - Hits 4 to 5 times
Movement - N/A
Description - The target is pelted repeatedly with icicles that propel the target. May freeze the target solid.

Move - Chilling Water

Type - Water Power - 10 Accuracy - 85
Range - Chevron
Effect 1 - 100% chance to lower target Attack
Effect 2 - Double power on consecutive hits
Rank 5 Effect 1 - 100% chance to lower target Attack
Rank 5 Effect 2 - Double power on consecutive hits
Movement - Moves user 1 space forward

Description - The user surfs into the targets, lowering their Attack. Power increases on consecutive hits.

Move - Icicle Crash

Type - Ice Power - 45 Accuracy - 90
Range - Ahead2Tiles
Effect 1 - 30% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user attacks by harshly dropping an icicle onto the target. It may also make the target flinch.

Move - Blizzard

Type - Ice Power - 43 Accuracy - 80
Range - Unused_6
Effect 1 - 15% chance to Freeze target
Effect 2 - N/A
Rank 5 Effect 1 - 20% chance to Freeze target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - A howling blizzard is summoned to strike the opposing team. It may also freeze them solid.

Move - Parting Shot

Type - Dark Power - 23 Accuracy - 95
Range - Column3Tiles
Effect 1 - 100% Chance to lower target Attack
Effect 2 - Switch if the target is at destination
Rank 5 Effect 1 - 100% Chance to lower target Attack
Rank 5 Effect 2 - Switch if the target is at destination
Movement - N/A

Description - The user mischievously weakens the targets' Attack stats in front of it and dashes backwards to safety.

Move - Force Palm

Type - Fighting Power - 25 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 30% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Paralyze target
Rank 5 Effect 2 - N/A
Movement - Moves target 1 square forward
Description - The target is attacked with a shock wave. It may also leave the target with paralysis.

Move - Wake-Up Slap

Type - Fighting Power - 32 Accuracy - 95
Range - Ahead1Tile
Effect 1 - Doubles damage if target is Asleep
Effect 2 - Wakes target if target is Asleep
Rank 5 Effect 1 - Doubles damage if target is Asleep
Rank 5 Effect 2 - Wakes target if target is Asleep
Movement - N/A
Description - This attack inflicts great damage on a sleeping target. It also wakes the target up, however.

Move - Hi Jump Kick

Type - Fighting Power - 72 Accuracy - 95
Range - Ahead2Tiles
Effect 1 - Damages user if move misses
Effect 2 - N/A
Rank 5 Effect 1 - Damages user if move misses
Rank 5 Effect 2 - N/A
Movement - Moves 1 square forward

Description - The target is attacked with a knee kick from a jump. If it misses, the user is hurt instead.

Move - Aura Sphere

Type - Fighting Power - 47 Accuracy - 100
Range - Ahead2Tiles
Effect 1 - Never misses
Effect 2 - Stronger the faster the user is than the target
Rank 5 Effect 1 - Never misses
Rank 5 Effect 2 - Stronger the faster the user is than the target
Movement - Moves target 1 square backward
Description - The user looses a blast of aura power from deep within its body at the target. This move is certain to hit. Stronger the faster the user is than the target.

Move - Submission

Type - Fighting Power - 46 Accuracy - 85
Range - RingAdjacent
Effect 1 - High critical hit chance
Effect 2 - 100% chance to lower user Defense
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - N/A
Movement - Moves target(s) 1 square backward
Description - The user delivers a double chop with its forearms crossed. Critical hits land more easily.

Move - Superpower

Type - Fighting Power - 60 Accuracy - 85
Range - Ahead1Tile
Effect 1 - 85% chance to lower user Attack
Effect 2 - 85% chance to lower user Defense
Rank 5 Effect 1 - 70% chance to lower user Attack and Defense
Rank 5 Effect 2 - N/A
Movement - Moves target 1 square forward

Description - An attack with tremendous force. The user's Attack and/or Defense may decrease as a result.

Move - Mighty Cleave

Type - Rock Power - 49 Accuracy - 95
Range - TwoLittleUnusedDots
Effect 1 - Ignores targets stat changes
Effect 2 - 30% chance to lower target's Defense
Rank 5 Effect 1 - Ignores targets stat changes
Rank 5 Effect 2 - 40% chance to lower target's Defense
Movement - N/A
Description - The user attacks by slicing with its long horns. The target's stat changes don't affect this attack's damage.

Move - Poison Sting

Type - Poison Power - 21 Accuracy - 85
Range - Column2Tiles
Effect 1 - 20% chance to Poison target
Effect 2 - 20% chance to Badly Poison target
Rank 5 Effect 1 - 27% chance to Poison target
Rank 5 Effect 2 - 27% chance to Badly Poison target
Movement - N/A
Description - Sting the enemy with a poisoned needle. May poison the target.

Move - Poison Tail

Type - Poison Power - 35 Accuracy - 95
Range - Row
Effect 1 - 30% chance to Poison target
Effect 2 - High critical hit chance
Rank 5 Effect 1 - 40% chance to Poison target
Rank 5 Effect 2 - High critical hit chance
Movement - N/A

Description - An attack with a high critical-hit ratio. This tail attack may also poison the target.

Move - Poison Fang

Type - Poison Power - 37 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 50% chance to Badly Poison target
Effect 2 - 20% chance to lower target Defense
Rank 5 Effect 1 - 67% chance to Badly Poison target
Rank 5 Effect 2 - 27% chance to lower target Defense
Movement - N/A
Description - The user bites the enemy with toxic fangs. It may also leave the target badly poisoned or lower their Defense.

Move - Cross Poison

Type - Poison Power - 46 Accuracy - 95
Range - Cross
Effect 1 - Ignore Stat Modifiers
Effect 2 - High critical hit chance
Rank 5 Effect 1 - Ignore Stat Modifiers
Rank 5 Effect 2 - High critical hit chance
Movement - N/A
Description - A slashing attack with a poisonous blade that may also leave the target poisoned. Critical hits land more easily and stat modifiers are ignored.

Move - Sludge Bomb

Type - Poison Power - 40 Accuracy - 95
Range - Cross2Ahead
Effect 1 - 20% chance to Poison target
Effect 2 - 15% chance to Badly Poison target
Rank 5 Effect 1 - 27% chance to Poison target
Rank 5 Effect 2 - 20% chance to Badly Poison target
Movement - N/A

Description - Unsanitary sludge is hurled at the target. It may also poison the target.

Move - Poison Jab

Type - Poison Power - 30 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 25% chance to Poison target
Effect 2 - 10% chance to Badly Poison target
Rank 5 Effect 1 - 33% chance to Poison target
Rank 5 Effect 2 - 13% chance to Badly Poison target
Movement - N/A
Description - The target is stabbed with a tentacle or arm steeped in poison. It may also poison the target.

Move - Venoshock

Type - Poison Power - 22 Accuracy - 95
Range - Row2Ahead
Effect 1 - Doubles power if target is Statused
Effect 2 - 50% chance to badly Poison target
Rank 5 Effect 1 - Doubles power if target is Statused
Rank 5 Effect 2 - 50% chance to badly Poison target
Movement - N/A
Description - The user drenches the target in a special poisonous liquid. Its power is doubled if the target is statused.

Move - Mud-Slap

Type - Ground Power - 30 Accuracy - 95
Range - Column2Tiles
Effect 1 - 100% chance to lower target Accuracy
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Accuracy
Rank 5 Effect 2 - N/A
Movement - N/A

Description - The user slaps dirt at the target, dealing damage and lowering the opponent's accuracy.

Move - Earthquake

Type - Ground Power - 40 Accuracy - 85
Range - RingAdjacent
Effect 1 - 35% chance to lower target Range
Effect 2 - 10% chance to Flinch targets
Rank 5 Effect 1 - 50% chance to lower target Range
Rank 5 Effect 2 - 10% chance to Flinch targets
Movement - N/A
Description - The user stomps down on the ground and creates an earthquake, hitting many Pokemon in the vicinity. May lower target range or flinch targets.

Move - Mud Bomb

Type - Ground Power - 47 Accuracy - 90
Range - Cross2Ahead
Effect 1 - 30% chance to lower target Accuracy
Effect 2 - 20% chance to lower target Defense
Rank 5 Effect 1 - 40% chance to lower target Accuracy
Rank 5 Effect 2 - 27% chance to lower target Defense
Movement - N/A
Description - The user throws a blob of mud at the target, which may lower accuracy or Defense.

Move - Dive

Type - Water Power - 43 Accuracy - 80
Range - Ahead2Tiles
Effect 1 - Vanishes and hits target the next turn
Effect 2 - Stronger the faster the user is than the target
Rank 5 Effect 1 - Vanishes and hits target the next turn
Rank 5 Effect 2 - Stronger the faster the user is than the target
Movement - N/A

Description - The attacker vanishes underwater in the first turn then pops up in the next turn to attack. The move is stronger the faster the user is than the target.

Move - Drill Run

Type - Ground Power - 51 Accuracy - 70
Range - Ahead2Tiles
Effect 1 - High critical hit chance
Effect 2 - N/A
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - N/A
Movement - Moves1 square forward
Description - The user crashes into its target while rotating its body like a drill. Critical hits land more easily.

Move - Earth Power

Type - Ground Power - 41 Accuracy - 95
Range - Unused_4
Effect 1 - 15% chance to lower target Defense
Effect 2 - N/A
Rank 5 Effect 1 - 20% chance to lower target Defense
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user makes the ground under the target erupt with power. It may also lower the target's Defense.

Move - Air Slash

Type - Flying Power - 40 Accuracy - 95
Range - Column2Tiles2Ahead
Effect 1 - 30% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - N/A

Description - The user flaps their wings fast enough that it could even cut air. The target may flinch.

Move - Sky Drop

Type - Flying Power - 35 Accuracy - 75
Range - Ahead1Tile
Effect 1 - 60% chance to Flinch target
Effect 2 - Vanishes with target and hits next turn
Rank 5 Effect 1 - 80% chance to Flinch target
Rank 5 Effect 2 - Vanishes with target and hits next turn
Movement - N/A
Description - The user takes the target into the sky then drops them during the next turn. The target cannot attack while in the sky. May flinch the target.

Move - Brave Bird

Type - Flying Power - 60 Accuracy - 80
Range - Chevron
Effect 1 - Damages user if misses
Effect 2 - N/A
Rank 5 Effect 1 - N/A
Rank 5 Effect 2 - N/A
Movement - Moves 1 square forward
Description - The user rises, and charges from above, eviscerating anything in its wake. The user takes recoil damage if it misses.

Move - Confusion

Type - Psychic Power - 25 Accuracy - 90
Range - Unused_6
Effect 1 - 40% chance to Confuse target
Effect 2 - Switch Target with Pokemon behind it
Rank 5 Effect 1 - 53% chance to Confuse target
Rank 5 Effect 2 - Switch Target with Pokemon behind it

Movement - N/A
Description - The target is hit by a weak telekinetic force. It may also leave the target confused.

Move - Teleport

Type - Psychic Power - 1 Accuracy - 85
Range - RingAdjacent
Effect 1 - User teleports to a random space
Effect 2 - 100% chance to Confuse target
Rank 5 Effect 1 - User teleports to a random space
Rank 5 Effect 2 - 100% chance to Confuse target
Movement - Knocks target 1 Square back
Description -Teleports the user to another square. Hitting the opponent with this move may cause confusion.

Move - Psybeam

Type - Psychic Power - 40 Accuracy - 95
Range - Column3Tiles
Effect 1 - 25% chance to Confuse target
Effect 2 - N/A
Rank 5 Effect 1 - 33% chance to Confuse target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - Emit a beam of mysterious light in the enemy's direction. It may leave the target confused.

Move - Hypnosis

Type - Psychic Power - 1 Accuracy - 75
Range - Column2Tiles2Ahead
Effect 1 - 100% chance to Sleep target
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to Sleep target
Rank 5 Effect 2 - N/A
Movement - N/A

Description - The user employs hypnotic suggestion to make the target fall into a deep sleep.

Move - Dream Eater

Type - Psychic Power - 35 Accuracy - 80
Range - Ahead1Tile
Effect 1 - Doubles power if target is Asleep
Effect 2 - Heals 60% damage dealt
Rank 5 Effect 1 - Doubles power if target is Asleep
Rank 5 Effect 2 - Heals 80% damage dealt
Movement - N/A
Description - The user eats the dreams of a target. The damage is doubled if the target is asleep. It absorbs half the damage caused to heal the user's HP.

Move - Strength Sap

Type - Grass Power - 29 Accuracy - 85
Range - Unused_7
Effect 1 - Heals 60% of damage dealt
Effect 2 - Uses the target's Attack stat
Rank 5 Effect 1 - Heals 80% of damage dealt
Rank 5 Effect 2 - Uses the target's Attack stat
Movement - N/A
Description - The user saps the energy out of the targets surrounding them, healing the user, and damaging based on the target's Attack stats.

Move - Close Combat

Type - Fighting Power - 13 Accuracy - 90
Range - Ahead1Tile
Effect 1 - High critical hit chance
Effect 2 - Hits 2 to 5 times
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - Hits 4 to 5 times

Movement - Knocks target 1 square backward
Description - The user tears at the target repeatedly to no end. It knocks the target back and has a high critical-hit ratio.

Move - Extrasensory

Type - Psychic Power - 57 Accuracy - 85
Range - Ahead3Tiles
Effect 1 - 20% chance to lower target Defense
Effect 2 - N/A
Rank 5 Effect 1 - 27% chance to lower target Defense
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user launches a strong psychokinetic attack, lowering their enemy's Defense.

Move - Future Sight

Type - Psychic Power - 95 Accuracy - 95
Range - TwoRows2Ahead
Effect 1 - Hits start of 2 turns after move is used
Effect 2 - 40% chance to Confuse target
Rank 5 Effect 1 - Hits start of 2 turns after move is used
Rank 5 Effect 2 - 53% chance to Confuse target
Movement - N/A
Description - A hunk of psychic energy attacks the target 2 turns after this move is used. May confuse the target.

Move - Psystrike

Type - Psychic Power - 43 Accuracy - 90
Range - Unused_4
Effect 1 - 15% chance to Confuse target
Effect 2 - N/A
Rank 5 Effect 1 - 20% chance to Confuse target
Rank 5 Effect 2 - N/A
Movement - N/A

Description - The user materializes an odd psychic wave to attack the target. This attack does physical damage. May confuse the target.

Move - Signal Beam

Type - Bug Power - 30 Accuracy - 80
Range - Ahead1Tile
Effect 1 - 25% chance to Confuse target
Effect 2 - Heals user by 30% of damage dealt
Rank 5 Effect 1 - 25% chance to Confuse target
Rank 5 Effect 2 - Heals user by 40% of damage dealt
Movement - N/A
Description - The user bites the target. If the target is holding an item, the user eats it and gains its effect. Heals user.

Move - Fury Cutter

Type - Bug Power - 12 Accuracy - 90
Range - Row
Effect 1 - Doubles power with consecutive uses
Effect 2 - N/A
Rank 5 Effect 1 - Doubles power with consecutive uses
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The target is slashed with scythes or claws. Its power increases if it hits in succession.

Move - X-Scissor

Type - Bug Power - 40 Accuracy - 95
Range - Cross2Ahead
Effect 1 - High critical hit chance
Effect 2 - 25% chance to lower Defense
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - 33% chance to lower Defense
Movement - Moves 1 square ahead
Description - The user slashes at the target by crossing its scythes

or claws as if they were a pair of scissors, possibly lowering their Defense.

Move - Twinneedle

Type - Bug Power - 15 Accuracy - 95
Range - Column2Tiles
Effect 1 - Hits 2 to 3 times
Effect 2 - 20% chance to Poison target
Rank 5 Effect 1 - Hits 2 to 5 times
Rank 5 Effect 2 - 27% chance to Poison target
Movement - N/A
Description - The enemy is stabbed twice by a pair of stingers. It may also poison the target.

Move - Rock Blast

Type - Rock Power - 11 Accuracy - 90
Range - Ahead2Tiles
Effect 1 - Hits 2 to 5 times
Effect 2 - Double power if target under half health
Rank 5 Effect 1 - Hits 4 to 5 times
Rank 5 Effect 2 - Double power if target under half health
Movement - N/A
Description - The target is attacked with rocks thrown multiple times in a row. Damage doubles if the target has low HP.

Move - Rock Tomb

Type - Rock Power - 30 Accuracy - 90
Range - Diamond2Ahead
Effect 1 - 100% chance to lower target Range
Effect 2 - 100% chance to lower target Speed
Rank 5 Effect 1 - 100% chance to lower target Range
Rank 5 Effect 2 - 100% chance to lower target Speed
Movement - N/A

Description - Bombard the enemy with rocks. It reduces the target's Range and Speed.

Move - Rock Slide

Type - Rock Power - 34 Accuracy - 90
Range - Column3Tiles
Effect 1 - 30% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - Send large rocks crashing into the enemy. It may also cause the target to flinch.

Move - Stone Edge

Type - Rock Power - 51 Accuracy - 90
Range - Diamond2Ahead
Effect 1 - High critical hit chance
Effect 2 - N/A
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user stabs the target with a sharpened stone. It has a high critical-hit ratio.

Move - Rock Wrecker

Type - Rock Power - 28 Accuracy - 90
Range - Cross2Ahead
Effect 1 - 30% chance to lower target Defense
Effect 2 - Doubles power if target is under 1/2 HP
Rank 5 Effect 1 - 40% chance to lower target Defense
Rank 5 Effect 2 - Doubles power if target is under 1/2 HP
Movement - N/A
Description - The user manifests a boulder and launches it at the

enemy to attack. The opposing Pokemon's Defense may be lowered. This attacks strength doubles if the opponent is at half health or less.

Move - Destiny Bond

Type - Ghost Power - 75 Accuracy - 125
Range - Dai
Effect 1 - Inflicts 75 Damage
Effect 2 - Hits 5 Times
Rank 5 Effect 1 - Inflicts 95 Damage
Rank 5 Effect 2 - Hits 5 Times
Movement - N/A
Description - Curses the opponent to bring them to the underworld. Faints the user and does immensely powerful damage to the target.

Move - Astonish

Type - Ghost Power - 26 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 40% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 53% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - Moves target 1 square forward
Description - The user attacks the target while shouting in a startling fashion. It may also make the target flinch.

Move - Hex

Type - Ghost Power - 30 Accuracy - 95
Range - Row2Ahead
Effect 1 - Doubles power if target is Statused
Effect 2 - 20% chance to lower target Speed
Rank 5 Effect 1 - Doubles power if target is Statused
Rank 5 Effect 2 - 27% chance to lower target Speed
Movement - N/A

Description - This relentless attack does massive damage to a target affected by status problems, and may lower Speed.

Move - Shadow Sneak

Type - Ghost Power - 36 Accuracy - 100
Range - Unused_2
Effect 1 - Never Misses
Effect 2 - 30% chance to lower target Speed
Rank 5 Effect 1 - Never Misses
Rank 5 Effect 2 - 40% chance to lower target Speed
Movement - Moves 2 squares forward
Description - The user extends its shadow and attacks the enemy from a long distance. May lower target's Speed.

Move - Sludge Wave

Type - Poison Power - 18 Accuracy - 90
Range - TwoRows
Effect 1 - Hits 2 Times
Effect 2 - 20% chance to Badly Poison target
Rank 5 Effect 1 - Hits 2-3 Times
Rank 5 Effect 2 - 27% chance to Badly Poison target
Movement - Moves target 1 square forward
Description - Multiple waves of poison are hurled towards the targets, pushing them backwards, with a likely chance to badly Poison them.

Move - Dragon Breath

Type - Dragon Power - 25 Accuracy - 95
Range - Column2Tiles
Effect 1 - 30% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Paralyze target
Rank 5 Effect 2 - N/A
Movement - N/A

Description - This attack hits the target with a shock wave of pure rage. This attack may paralyze the target.

Move - Dragon Claw

Type - Dragon Power - 39 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 80% chance to lower target Defense
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Defense
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user slashes the target with huge, sharp claws. Lowers target Defense.

Move - Tailwind

Type - Flying Power - 15 Accuracy - 100
Range - Row2Ahead
Effect 1 - Inflicts 15 damage to target
Effect 2 - 30% chance to lower target Range
Rank 5 Effect 1 - Inflicts 30 damage to target
Rank 5 Effect 2 - 40% chance to lower target Range
Movement - Moves target 2 squares backward
Description - The user blows a strong wind, pushing targets forward. May lower target Range.

Move - Dragon Ascent

Type - Flying Power - 67 Accuracy - 85
Range - Ahead3Tiles
Effect 1 - Lowers user Defense
Effect 2 - Lowers target Defense
Rank 5 Effect 1 - Lowers user Defense
Rank 5 Effect 2 - Lowers target Defense
Movement - Moves 2 spaces forward
Description - The target is attacked with a shock wave generated from

the user flying high in the air and crashing down, lowering Defense of user and target.

Move - Dragon Rush

Type - Dragon Power - 54 Accuracy - 85
Range - Diamond2Ahead
Effect 1 - 20% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 27% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - Moves 2 squares forward
Description - The user tackles the target while exhibiting overwhelming menace. It may also make the target flinch.

Move - Roar of Time

Type - Dragon Power - 46 Accuracy - 85
Range - TwoRows
Effect 1 - 75% chance to lower target Range
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Range
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user blasts the enemy with power that distorts even time. The opposing pokemon are very likely to have their Range lowered.

Move - Outrage

Type - Dragon Power - 21 Accuracy - 95
Range - DiamondAdjacent
Effect 1 - Hits 2 to 3 times
Effect 2 -N/A
Rank 5 Effect 1 - Hits 2 to 5 times
Rank 5 Effect 2 - N/A

Movement - N/A
Description - The user rampages and attacks two to three times.

Move - Nightmare

Type - Ghost Power - 26 Accuracy - 90
Range - RingAdjacent
Effect 1 - Double power if target Statused
Effect 2 - 20% chance to make target Asleep
Rank 5 Effect 1 - Double power if target Statused
Rank 5 Effect 2 - 20% chance to make target Asleep
Movement - N/A
Description - The user invades the minds of surrounding Pokemon. Increased damage to statused Pokemon, and may cause targets to fall Asleep.

Move - Assurance

Type - Dark Power - 24 Accuracy - 95
Range - Ahead1Tile
Effect 1 - Doubles power if the target was already damaged that turn
Effect 2 - N/A
Rank 5 Effect 1 - Doubles power if the target was already damaged that turn
Rank 5 Effect 2 - N/A
Movement - N/A
Description - If the target has already taken some damage in the same turn, this attack's power is doubled.

Move - Bite

Type - Dark Power - 27 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 25% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 33% chance to Flinch target
Rank 5 Effect 2 - N/A

Movement - N/A
Description - The target is bitten with viciously sharp fangs. It may make the target flinch.

Move - Foul Play

Type - Dark Power - 37 Accuracy - 100
Range - Row
Effect 1 - Uses target's Attack stat
Effect 2 - 100% chance to lower target Defense
Rank 5 Effect 1 - Uses target's Attack stat
Rank 5 Effect 2 - 100% chance to lower target Defense
Movement - N/A
Description - The user turns the target's power against it. The higher the target's Attack stat, the greater the damage. Lowers target Defense.

Move - Brutal Swing

Type - Dark Power - 5 Accuracy - 65
Range - Unused_7
Effect 1 - Double power with consecutive hits
Effect 2 - Double power if target under half HP
Rank 5 Effect 1 - Double power with consecutive hits
Rank 5 Effect 2 - Double power if target under half HP
Movement - Moves user 1 square forward
Description - Lunges forward with a slash with periodically increasing power. Damage increases when the target is under half HP.

Move - Crunch

Type - Dark Power - 38 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 40% chance to lower target Defense
Effect 2 - N/A
Rank 5 Effect 1 - 53% chance to lower target Defense
Rank 5 Effect 2 - N/A

Movement - N/A
Description - The user crunches up the target with sharp fangs. It may also lower the target's Defense stat.

Move - Psychic Noise

Type - Psychic Power - 46 Accuracy - 90
Range - RingAdjacent
Effect 1 - 100% chance to lower target Attack
Effect 2 - 100% chance to lower target Speed
Rank 5 Effect 1 - 100% chance to lower target Attack
Rank 5 Effect 2 - 100% chance to lower target Speed
Movement - Knocks target 2 squares backwards
Description - The user lets loose a high pitch sound that lowers the Speed and Attack stats of the target.

Move - Metal Claw

Type - Steel Power - 28 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 50% chance to raise user’s Attack
Effect 2 - N/A
Rank 5 Effect 1 - 67% chance to raise user’s Attack
Rank 5 Effect 2 - N/A
Movement - N/A
Description - Scratch the enemy with steel claws. It may also increase the user's Attack.

Move - Iron Head

Type - Steel Power - 40 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 30% chance to Flinch target
Effect 2 - N/A
Rank 5 Effect 1 - 40% chance to Flinch target
Rank 5 Effect 2 - N/A
Movement - Moves target 1 square backward

Description - Strike the enemy with a hard head. It may also cause the target to flinch.

Move - Metal Sound

Type - Steel Power - 41 Accuracy - 120
Range - TShape
Effect 1 - 100% chance to lower target Defense
Effect 2 - Double power if target Asleep
Rank 5 Effect 1 - 100% chance to lower target Defense
Rank 5 Effect 2 - Double power if target Asleep
Movement - N/A
Description - Lets out a large screech that lowers the Defense of those targeted. Doubles damage on sleeping targets.

Move - Meteor Mash

Type - Steel Power - 55 Accuracy - 100
Range - Ahead1Tile
Effect 1 - 30% chance to raise user's Attack
Effect 2 - 30% chance to lower target's Defense
Rank 5 Effect 1 - 40% chance to raise user's Attack
Rank 5 Effect 2 - 40% chance to lower target's Defense
Movement - Moves target 1 square backward
Description - The target is hit with a hard punch fired like a meteor. It may also raise the user's Attack or lower target's Defense.

Move - Gyro Ball

Type - Steel Power - 41 Accuracy - 85
Range - Row2Ahead
Effect 1 - Stronger the slower the user is than the target
Effect 2 - 100% chance to lower user Speed
Rank 5 Effect 1 - Stronger the slower the user is than the target
Rank 5 Effect 2 - 100% chance to lower user Speed
Movement - Moves 1 square forward

Description - The user tackles the target with a high-speed spin. The slower the user, the greater the damage.

Move - Temper Quake

Type - Ground Power - 32 Accuracy - 90
Range - Ahead1Tile
Effect 1 - Double damage if target damaged this turn
Effect 2 - N/A
Rank 5 Effect 1 - Double damage if target damaged this turn
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user angrily strikes. If the target has already taken some damage in the same turn, this attack's power is doubled.

Move - Flash Cannon

Type - Steel Power - 48 Accuracy - 100
Range - Unused_4
Effect 1 - 20% chance to lower target Defense
Effect 2 - 20% chance to lower target Speed
Rank 5 Effect 1 - 27% chance to lower target Defense
Rank 5 Effect 2 - 20% chance to lower target Speed
Movement - N/A
Description - The user gathers all its light energy and releases it at once. It may also lower the target's Defense or Speed.

Move - Spring Sever

Type - Bug Power - 52 Accuracy - 95
Range - Ahead3Tile
Effect 1 - High critical hit ratio
Effect 2 - N/A
Rank 5 Effect 1 - High critical hit ratio
Rank 5 Effect 2 - Destroys target's consumable item
Movement - N/A

Description - Unleash a powerful kick to knock the enemy off their feet.

The rest of the moves are out of msg range, so they do not have a description in game, as they pull from different lines of text.

Move - Mystical Fire

Type - Fire Power - 42 Accuracy - 90
Range - Cross
Effect 1 - 40% chance to lower target Attack
Effect 2 - N/A
Rank 5 Effect 1 - 53% chance to lower target Attack
Rank 5 Effect 2 - N/A
Movement - Moves 2 squares forward
Description - The user leaves flames in its wake, likely to lower the target's Attack.

Move - Corrosive Gas

Type - Poison Power - 47 Accuracy - 90
Range - RingAdjacent
Effect 1 - Destroys target's consumable items
Effect 2 - 35% chance to Badly Poison target
Rank 5 Effect 1 - Destroys target's consumable items
Rank 5 Effect 2 - 47% chance to Badly Poison target
Movement - N/A
Description - Poison emitted from the user's mouth that can erode items of those who are hit.

Move - Air Cutter

Type - Flying Power - 30 Accuracy - 90
Range - Row2Ahead
Effect 1 - High critical hit chance
Effect 2 - Switch Target with Pokemon behind it
Rank 5 Effect 1 - High critical hit chance

Rank 5 Effect 2 - Switch Target with Pokemon behind it
Movement - Knocks targets 1 square backward
Description - A move that can leave a deep cut in the ozone layer. This move has a high chance to land a critical hit.

Move - Scorching Sand

Type - Ground Power - 38 Accuracy - 95
Range - Row2Ahead
Effect 1 - 25% chance to Burn target
Effect 2 - 15% chance to Flinch target
Rank 5 Effect 1 - 33% chance to Burn target
Rank 5 Effect 2 - 20% chance to Flinch target
Movement - N/A
Description - The user launches extremely hot sand at the opponents. This may cause them to burn or flinch.

Move - Triple Axel

Type - Ice Power - 19 Accuracy - 90
Range - Row
Effect 1 - Hits 2 to 3 times
Effect 2 - High critical hit chance
Rank 5 Effect 1 - Hits 2 to 5 times
Rank 5 Effect 2 - High critical hit chance
Movement - Moves target 1 square backward
Description - The user repeatedly hits the opponent with their hands, forelegs, etc. This move has a high chance to land a critical hit.

Move - Skitter Smack

Type - Bug Power - 45 Accuracy - 95
Range - TwoLittleUnusedDots
Effect 1 - 70% chance to lower target Attack
Effect 2 - 10% chance to lower target Defense
Rank 5 Effect 1 - 93% chance to lower target Attack
Rank 5 Effect 2 - 13% chance to lower target Defense

Movement - N/A
Description - An agile wide slash that leaves the opponent weak. May lower Defense or Attack.

Move - Breaking Swipe

Type - Dragon Power - 36 Accuracy - 90
Range - Unused_7
Effect 1 - 50% chance to lower target Attack
Effect 2 - Switch places with Pokemon behind user
Rank 5 Effect 1 - 67% chance to lower target Attack
Rank 5 Effect 2 - Switch places with Pokemon behind user
Movement - Moves user 1 square backward
Description - A quick tail strike that catches the targets off-guard. Likely lowers the Attack of targets.

Move -Trailblaze

Type - Grass Power - 48 Accuracy - 80
Range - Ahead2Tiles
Effect 1 - 100% chance to raise user Speed
Effect 2 -N/A
Rank 5 Effect 1 - 100% chance to raise user Speed
Rank 5 Effect 2 - Effect 2 -N/A
Movement - Moves user one square forward
Description - The user speeds at the opponent. Landing this attack will grant the user a raised Speed stat.

Move - Flip Turn

Type - Water Power - 27 Accuracy - 95
Range - Column2Tiles
Effect 1 - Switch places with Pokemon behind user
Effect 2 - 100% chance to lower target Defense
Rank 5 Effect 1 - Switch places with Pokemon behind user
Rank 5 Effect 2 - 100% chance to lower target Defense
Movement - see effect 1

Description - The user quickly launches their body at the opponent before retreating. Lowers target Defense.

Move - Steel Spear

Type - Steel Power - 42 Accuracy - 95
Range - Column2Tiles
Effect 1 - 40% chance to lower target Defense
Effect 2 - 40% chance to lower target Attack
Rank 5 Effect 1 - 53% chance to lower target Defense
Rank 5 Effect 2 - 53% chance to lower target Attack
Movement - Moves target 1 square backward
Description - The user launches a sharp part of its body towards the opponent, knocking them back. If it were to hit a vital spot, it could lower the Attack or Defense of the target.

Move - Brick Break

Type - Fighting Power - 32 Accuracy - 95
Range - Ahead1Tile
Effect 1 - 40% chance to lower target Defense
Effect 2 - N/A
Rank 5 Effect 1 - 53% chance to lower target Defense
Rank 5 Effect 2 - N/A
Movement - N/A
Description - Slam the opponent with the force of a brick. May lower Defense.

Move - Spirit Shackle

Type - Ghost Power - 38 Accuracy - 95
Range - Unused_3
Effect 1 - 75% chance to lower target Range
Effect 2 - N/A
Rank 5 Effect 1 - 100% chance to lower target Range
Rank 5 Effect 2 - N/A
Movement - N/A

Description - An arrow is launched at the feet of the target and encapsulates them with a spectral mist. This may leave the target with less Range.

Move - Ice Burn

Type - Ice Power - 51 Accuracy - 90
Range - Row2Ahead
Effect 1 - 15% chance to Burn target
Effect 2 - 10% chance to Freeze target
Rank 5 Effect 1 - 20% chance to Burn target
Rank 5 Effect 2 - 13% chance to Freeze target
Movement - N/A
Description - A freezing chill similar to dry ice that could burn or freeze those in its way.

Move - Nuzzle

Type - Electric Power - 9 Accuracy - 80
Range - Ahead1Tile
Effect 1 - 60% chance to Paralyze target
Effect 2 - N/A
Rank 5 Effect 1 - 80% chance to Paralyze target
Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user cuddles up close to the target and shocks them after leaving them vulnerable, likely paralyzing them.

Move - Bitter Malice

Type - Dark Power - 29 Accuracy - 85
Range - RingAdjacent
Effect 1 - 6% chance to Freeze target
Effect 2 - Doubles power if target is Statused
Rank 5 Effect 1 - 8% chance to Freeze target
Rank 5 Effect 2 - Doubles power if target is Statused
Movement - N/A

Description - The user emits dark energy, reminiscent of a revengeful soul abandoned by a cold heart. It can freeze the target while also dealing extra damage if the target is already statused.

Move - Rising Voltage

Type - Electric Power - 32 Accuracy - 85
Range - Diamond2Ahead
Effect 1 - 15% chance to Paralyze target
Effect 2 - Doubles power if target is Statused
Rank 5 Effect 1 - 20% chance to Paralyze target
Rank 5 Effect 2 - Doubles power if target is Statused
Movement - Moves 2 squares forward
Description - The user pounces forward whilst releasing its stored electricity. This may paralyze opponents, and does extra damage to those already statused.

Move - Inferno Parade

Type - Ghost Power - 29 Accuracy - 85
Range - Row2Ahead
Effect 1 - 15% chance to Burn target
Effect 2 - Doubles power if target is Statused
Rank 5 Effect 1 - 20% chance to Burn target
Rank 5 Effect 2 - Doubles power if target is Statused
Movement - N/A
Description - The user launches three souls towards the opponent, which can possibly curse them with a burn. It will deal extra damage if the target is already statused.

Move - Aqua Tail

Type - Water Power - 48 Accuracy - 90
Range - Row
Effect 1 - High critical hit chance
Effect 2 - N/A
Rank 5 Effect 1 - High critical hit chance

Rank 5 Effect 2 - N/A
Movement - N/A
Description - The user swings its tail at the targets. The move is likely for a critical hit to land.

Move - Ghastly Gambit

Type - Ghost Power - 77 Accuracy - 65
Range - Ahead1Tile
Effect 1 - High critical hit chance
Effect 2 - Ignore target's stat modifiers
Rank 5 Effect 1 - High critical hit chance
Rank 5 Effect 2 - Ignore target's stat modifiers
Movement - N/A
Description - A gambit that determined the fate of many, reaching from beyond. Its measly accuracy is made up for with the ignorance of stat modifiers and a high critical hit rate.

Move - Chloroblast

Type - Grass Power - 62 Accuracy - 90
Range - Unused_8
Effect 1 - 50% chance to lower target Attack
Effect 2 - 100% chance to lower target Range
Rank 5 Effect 1 - 67% chance to lower target Attack
Rank 5 Effect 2 - 67% chance to lower target Range
Movement - N/A
Description - The user emits a ray of light so strong that it also hits itself. Hit targets may have lowered Attack and/or Range.

Move Ranges

In all diagrams, assume the Pokemon is facing to the right. These move ranges are those that have been created from scratch. Blue is where the Pokemon is, Orange is where the move hits, Red means if the move could hit there, it wouldn't show on the top screen, and Pink shows that the move hits there, just that it doesn't show on the preview on the top screen, and of course, Gray means it doesn't hit there. If it has Blue highlight and Orange text, it means the user hits itself in the attack.

Range Name -TwoLittleUnusedDots

Range-

Range Name -Chevron

Range-

Range Name - Dai

Range-

Range Name - Unused_1 (currently unused!)

Range-

Range Name - Unused_2

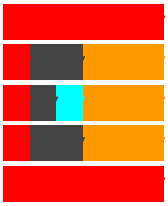
Range-

Range Name - Unused_3

Range-

Range Name - Unused_4

Range-



Range Name - Unused_5

Range-

Range Name - Unused_6

Range-

Range Name -Unused_7

Range-

Range Name - Unused_8

Range-

Warrior Skills

(Duration means Turn Count, Tension means Energy)

Name - Adrenaline

Duration - 1 Target - Self

Effect 1 - Raise Attack (2)

Effect 2 - Lower Defense (1)

Effect 3 -

Name - Fortify

Duration - 4 Target - Self

Effect 1 - Raise Defense (1)

Effect 2 - Block Crits

Effect 3 -

Name - Top Speed

Duration - 1 Target - Self
Effect 1 - Raise Range (2)
Effect 2 - Lower Defense (1)
Effect 3 -

Name - Rally

Duration - 2 Target - Self and Adjacent Allies
Effect 1 - Raise Attack (1)
Effect 2 -
Effect 3 -

Name - Bustle

Duration - 2 Target - Self and Adjacent Allies
Effect 1 - Raise Range (1)
Effect 2 -
Effect 3 -

Name - Sweet Song

Duration - 1 Target - Self and All Allies
Effect 1 - Restore HP (50)
Effect 2 - Raise Speed (1)
Effect 3 - Lower Defense (1)

Name - Mighty Blow

Duration - 1 Target - Self
Effect 1 - Raise Attack (3)
Effect 2 - Lower Defense (2)
Effect 3 -

Name - Brotherhood

Duration - 3 Target - Self and Adjacent Allies
Effect 1 - Raise Defense (1)
Effect 2 -

Effect 3 -

Name - Eagle Eye

Duration - 1 Target - Self

Effect 1 - Raise Accuracy (2)

Effect 2 - Raise Crit Chance (1)

Effect 3 -

Name - Crack Shot

Duration - 1 Target - Self

Effect 1 - Raise Accuracy (5)

Effect 2 -

Effect 3 -

Name - Marksman

Duration - 3 Target - Self

Effect 1 - Raise Accuracy (3)

Effect 2 - Raise Crit Chance (4)

Effect 3 - Lower Defense (2)

Name - High Jump

Duration - 1 Target - Self

Effect 1 - Climb Higher

Effect 2 - Raise Range (2)

Effect 3 - Lower Defense (3) (v1.2.0+ 1)

Name - Added Bonus

Duration - 3 Target - Self and Adjacent Allies

Effect 1 - Increase Status Chance (35)

Effect 2 - Lower Defense (1)

Effect 3 -

Name - Impact

Duration - 3 Target - Self and Adjacent Allies
Effect 1 - Chance to Flinch Opponent (40)
Effect 2 - Increase Status Chance (15)
Effect 3 - Lower Defense (2)

Name - Quick Strike
Duration - 2 Target - Self
Effect 1 - Raise Range (1)
Effect 2 - Chance to Flinch Opponent (50)
Effect 3 -

Name - Empathy
Duration - N/A Target - Self and Adjacent Allies
Effect 1 - Restore HP (80)
Effect 2 -
Effect 3 -

Name - Deep Breath
Duration - 2 Target - Self
Effect 1 - Restore HP (120)
Effect 2 - Lower Defense (1)
Effect 3 -

Name - Convalesce
Duration - 3 Target - Self and Adjacent Allies
Effect 1 - Restore HP Over Time (60)
Effect 2 - Lower Defense (2)
Effect 3 -

Name - Salve
Duration - 2 Target - Self and Adjacent Allies
Effect 1 - Cure Status
Effect 2 - Restore HP Over Time (30)

Effect 3 - Lower Defense (1)

Name - Detox

Duration - 2 Target - Self and All Allies

Effect 1 - Cure Status

Effect 2 - Block Status

Effect 3 - Lower Defense (1)

Name - Shout

Duration - 2 Target - Self and All Allies

Effect 1 - Cure Status

Effect 2 - Block Crits

Effect 3 - Lower Defense (1)

Name - First Aid

Duration - 5 Target - Self and Adjacent Allies

Effect 1 - Restore HP Over Time (25)

Effect 2 - Restore HP (50)

Effect 3 - Lower Defense (1)

Name - Greed

Duration - 2 Target - Self

Effect 1 - Two Chests

Effect 2 - Lower Defense (1)

Effect 3 - Raise Attack (1)

Name - Courage

Duration - 1 Target - Self

Effect 1 - Raise Attack (2)

Effect 2 - Raise Range (1)

Effect 3 - Lower Defense (3)

Name - Motivate

Duration - 1 Target - Self
Effect 1 - Raise Attack (2)
Effect 2 - Additional Move
Effect 3 - Lower HP to 1

Name - Desire

Duration - 1 Target - Self
Effect 1 - Raise Attack (1)
Effect 2 - Raise Crit Chance (1)
Effect 3 - Lower Defense (1)

Name - Ambition

Duration - 1 Target - Self
Effect 1 - Additional Move
Effect 2 - Chance to Flinch Opponent (45)
Effect 3 -

Name - Soft Light

Duration - N/A Target - Self and All Allies
Effect 1 - Restore HP (100)
Effect 2 - Cure Status
Effect 3 -

Name - Grand Dream

Duration - 2 Target - Self
Effect 1 - Raise Attack (1)
Effect 2 - Increase Tension
Effect 3 - Two Chests

Name - Great Uniter

Duration - 2 Target - Self
Effect 1 - Increase Tension
Effect 2 - Increase Attack (1)

Effect 3 - Additional Move

Name - Rebellion

Duration - 1 Target - Self and Adjacent Allies
Effect 1 - Raise Crit Chance (4)
Effect 2 - Guarantee Hit
Effect 3 -

Name - Thunderclap

Duration - 2 Target - Self and All Allies
Effect 1 - Raise Attack (1)
Effect 2 - Raise Range (1)
Effect 3 - Raise Speed (1)

Name - Strategist

Duration - 3 Target - Self and All Allies
Effect 1 - Raise Speed (2)
Effect 2 - Block Crits
Effect 3 -

Name - Cold Eyes

Duration - 2 Target - Self
Effect 1 - Raise Speed (2)
Effect 2 - Guarantee Hit
Effect 3 - Increase Status Chance (15)

Name - Guts and Glory

Duration - 1 Target - Self and Adjacent Allies
Effect 1 - Raise Attack (3)
Effect 2 - Increase Tension
Effect 3 - Lower Defense (1)

Name - Nene Ninpo

Duration - 1 Target - Self and Adjacent Allies
Effect 1 - Dodge
Effect 2 - Raise Attack (2)
Effect 3 -

Name - Furin Kazan
Duration - 3 Target - Self and All Allies
Effect 1 - Raise Attack (1)
Effect 2 - Raise Defense (2)
Effect 3 -

Name - One-Eyed Dragon
Duration - 3 Target - Self and Adjacent Allies
Effect 1 - Raise Range (3)
Effect 2 -
Effect 3 -

Name - Inspiration
Duration - 3 Target - Self and All Allies
Effect 1 - Raise Attack (2)
Effect 2 - Raise Range (1)
Effect 3 -

Name - Grace
Duration - 3 Target - Self and Adjacent Allies
Effect 1 - Restore HP (60)
Effect 2 - Guarantee Hit
Effect 3 -

Name - Father Figure
Duration - 2 Target - Self and All Allies
Effect 1 - Increase Tension (2)
Effect 2 - Block Crits

Effect 3 - Restores HP Over Time (30)

Name - Viper's Bite

Duration - 2 Target - Self

Effect 1 - Weaken Opponent Attack if Male (100)

Effect 2 - Raise Crit Chance (1)

Effect 3 -

Name - Mayhem

Duration - 3 Target - Self

Effect 1 - Raise Attack (2)

Effect 2 - Guarantee Hit

Effect 3 -

Name - Resolution

Duration - 3 Target - Self

Effect 1 - Raise Defense (3)

Effect 2 -

Effect 3 -

Name - Lazybones

Duration - 3 Target - Self and All Allies

Effect 1 - Block Crits

Effect 2 - Block Status

Effect 3 - Increase Status Chance (20)

Name - Extinguish

Duration - 2 Target - All Opponents

Effect 1 - Cancel Warrior Skill

Effect 2 - Lower Defense (2)

Effect 3 -

Name - Typhoon

Duration - 1 Target - Self and All Allies
Effect 1 - Raise Attack (1)
Effect 2 - Raise Range (1)
Effect 3 - Increase Crit Chance (2)

Name - Bewilder

Duration - 1 Target - Self and All Allies
Effect 1 - Confuse Opponent (60)
Effect 2 - Raise Defense (1)
Effect 3 - Guarantee Hit

Name - Ninjutsu

Duration - 3 Target - Self
Effect 1 - Raise Range (1)
Effect 2 - Raise Crit Chance (4)
Effect 3 - Climb Higher

Name - Trickster

Duration - 2 Target - Self
Effect 1 - Raise Speed (2)
Effect 2 - Raise Crit Chance (4)
Effect 3 - Climb Higher

Name - Willpower

Duration - 1 Target - Self
Effect 1 - Raise Crit Chance (3)
Effect 2 - Additional Move
Effect 3 -

Name - Cupid

Duration - 2 Target - Self
Effect 1 - Raise Attack (1)
Effect 2 - Guarantee Hit

Effect 3 -

Name - Love & Honor

Duration - 1 Target - Self and Adjacent Allies

Effect 1 - Raise Attack (2)

Effect 2 - Restore HP (80)

Effect 3 -

Name - Compassion

Duration - 1 Target - Self and Adjacent Allies

Effect 1 - Raise Defense (2)

Effect 2 - Restore HP (60)

Effect 3 -

Name - Warrior Woman

Duration - 1 Target - Self

Effect 1 - Raise Speed (2)

Effect 2 - Chance to Flinch Opponent (80)

Effect 3 -

Name - Kabuki Dance

Duration - 3 Target - Self and All Allies

Effect 1 - Raise Attack (1)

Effect 2 - Increase Tension

Effect 3 -

Name - Faith

Duration - 1 Target - Self and All Allies

Effect 1 - Raise Accuracy (2)

Effect 2 - Additional Move

Effect 3 - Raise Range (1)

Name - Unrivaled

Duration - 4 Target - Self
Effect 1 - Raise Attack (1)
Effect 2 - Raise Defense (1)
Effect 3 -

Name - Elegance

Duration - 4 Target - Self
Effect 1 - Raise Range (1)
Effect 2 - Guarantee Hit
Effect 3 - Raise Speed (1)

Name - Carefree

Duration - 4 Target - Self
Effect 1 - Raise Attack (1)
Effect 2 - Chance to Flinch Opponent (35)
Effect 3 -

Name - Cunning

Duration - 2 Target - Self and All Allies
Effect 1 - Raise Crit Chance (5)
Effect 2 - Dodge
Effect 3 - Lower HP to 1

Name - Belief

Duration - 5 Target - Self
Effect 1 - Raise Defense (6)
Effect 2 - Lower HP to 1
Effect 3 - Restore HP Over Time (35)

Name - Sacrifice

Duration - 2 Target - Self and All Allies
Effect 1 - Raise Attack (2)
Effect 2 - Lower HP to 1

Effect 3 - Restore HP (39)

Name - Conquest

Duration - 1 Target - All Allies

Effect 1 - Raise Attack (4)

Effect 2 - Can't Move

Effect 3 - Blocks Crits

Name - Grand Serenity

Duration - 1 Target - All Allies

Effect 1 -Additional Move

Effect 2 - Can't Move

Effect 3 - Raise Crit Rate (4)

Warrior

There are Pokemon on each warrior that are 100% perfect links and a 99% link evolutionary line, and both are listed.

Name - Player M/F

Type Specialties - Normal

Type Weaknesses - Fighting

Warrior Skill - Courage

Power - 68 Wisdom - 64 Charisma - 68

Perfect Links - N/A

99% Link - Hydreigon Line

Rank Up Requirements - story

Name - Player M/F 2

Type Specialties - Normal

Type Weaknesses - Fighting
Warrior Skill - Motivate
Power - 85 Wisdom - 80 Charisma - 85
Perfect Links - Eevee
99% Link - Hydreigon Line
Rank Up Requirements - 80% link with Eeveelutions/Arceus in Two Heroes

Name - Player M/F 3

Type Specialties - Normal/Dragon
Type Weaknesses - Fighting
Warrior Skill - Grand Serenity
Power - 94 male 93 female Wisdom - 88 Charisma - 93 male 94 female
Perfect Links - Eevee Line, Arceus
99% Link - Hydreigon Line

Name - Nobunaga

Type Specialties - Dragon/Dark
Type Weaknesses - Ice/Fighting
Warrior Skill - Ambition
Power - 65 Wisdom - 68 Charisma - 67
Perfect Links - Hydreigon Line
Rank Up Requirements - Hydreigon/Zekrom 60%
99% Link - Eevee

Name - Nobunaga 2

Type Specialties - Dragon/Dark
Type Weaknesses - Ice/Fighting
Warrior Skill - Conquest
Power - 82 Wisdom - 85 Charisma - 83
Perfect Links - Hydreigon Line, Zekrom, Rayquaza
99% Link - Eevee Line

Name - Oichi

Type Specialties - Normal/Dragon

Type Weaknesses - Fighting

Warrior Skill - Sweet Song

Power - 46 Wisdom - 69 Charisma - 85

Perfect Links - Jigglypuff

Rank Up Requirements - Garchomp/Wigglytuff 70%

Name - Oichi 2

Type Specialties - Normal/Dragon

Type Weaknesses - Fighting

Warrior Skill - Soft Light

Power - 60 Wisdom - 90 Charisma - 100

Perfect Links - Wigglytuff, Garchomp

Name - Hideyoshi

Type Specialties - Fire/Fighting

Type Weaknesses - Water

Warrior Skill - Desire

Power - 63 Wisdom - 62 Charisma - 75

Perfect Links - Infernape

Rank Up Requirements - Infernape/Reshiram 50%

Name - Hideyoshi 2

Type Specialties - Fire/Fighting

Type Weaknesses - Water

Warrior Skill - Grand Dream

Power - 79 Wisdom - 78 Charisma - 93

Perfect Links - Infernape

Rank Up Requirements - Reshiram 80%

Name - Hideyoshi 3

Type Specialties - Fire/Fighting

Type Weaknesses - Water
Warrior Skill - Great Uniter
Power - 89 Wisdom - 86 Charisma - 100
Perfect Links - Infernape, Reshiram

Name - Motochika

Type Specialties - Water
Type Weaknesses - Grass
Warrior Skill - Rally
Power - 68 Wisdom - 66 Charisma - 66
Perfect Links - Samurott
Rank Up Requirements - Gyarados/Samurott 70%

Name - Motochika 2

Type Specialties - Water
Type Weaknesses - Grass
Warrior Skill - Rebellion
Power - 86 Wisdom - 82 Charisma - 82
Perfect Links - Samurott, Gyarados

Name - Ginchiyo

Type Specialties - Electric
Type Weaknesses - Ground
Warrior Skill - Bustle
Power - 69 Wisdom - 64 Charisma - 67
Perfect Links - Luxray
Rank Up Requirements - Galvantula/Luxray 70%

Name - Ginchiyo 2

Type Specialties - Electric
Type Weaknesses - Ground
Warrior Skill - Thunderclap

Power - 86 Wisdom - 80 Charisma - 84
Perfect Links - Luxray, Galvantula

Name - Motonari

Type Specialties - Grass
Type Weaknesses - Poison
Warrior Skill - Brotherhood
Power - 56 Wisdom - 74 Charisma - 70
Perfect Links - Serperior
Rank Up Requirements - Whimsicott/Serperior 70%

Name - Motonari 2

Type Specialties - Grass
Type Weaknesses - Poison
Warrior Skill - Strategist
Power - 70 Wisdom - 93 Charisma - 87
Perfect Links - Serperior, Whimsicott

Name - Mitsuhide

Type Specialties - Ice/Flying
Type Weaknesses - Steel/Rock
Warrior Skill - Crack Shot
Power - 64 Wisdom - 68 Charisma - 68
Perfect Links - Lapras
Rank Up Requirements - Lapras/Articuno 70%

Name - Mitsuhide 2

Type Specialties - Ice/Flying
Type Weaknesses - Steel/Rock
Warrior Skill - Cold Eyes
Power - 80 Wisdom - 85 Charisma - 85
Perfect Links - Lapras, Articuno

Name - Yoshihiro

Type Specialties - Fighting

Type Weaknesses - Flying

Warrior Skill - Mighty Blow

Power - 84 Wisdom - 59 Charisma - 57

Perfect Links - Conkeldurr

Rank Up Requirements - Machamp/Conkeldurr 70%

Name - Yoshihiro 2

Type Specialties - Fighting

Type Weaknesses - Flying

Warrior Skill - Guts and Glory

Power - 100 Wisdom - 76 Charisma - 74

Perfect Links - Conkeldurr, Machamp

Name - Nene

Type Specialties - Poison

Type Weaknesses - Psychic

Warrior Skill - Rally

Power - 60 Wisdom - 71 Charisma - 69

Perfect Links - Crobat

Rank Up Requirements - Scolipede/Crobat 70%

Name - Nene 2

Type Specialties - Poison

Type Weaknesses - Psychic

Warrior Skill - Nene Ninpo

Power - 75 Wisdom - 89 Charisma - 86

Perfect Links - Crobat, Scolipede

Name - Shingen

Type Specialties - Ground

Type Weaknesses - Ice

Warrior Skill - Rally
Power - 62 Wisdom - 73 Charisma - 65
Perfect Links - Rhyperior
Rank Up Requirements - Rhyperior/Groudon 70%

Name - Shingen 2
Type Specialties - Ground
Type Weaknesses - Ice
Warrior Skill - Furin Kazan
Power - 78 Wisdom - 91 Charisma - 81
Perfect Links - Rhyperior, Groudon

Name - Masamune
Type Specialties - Flying
Type Weaknesses - Rock
Warrior Skill - Bustle
Power - 69 Wisdom - 66 Charisma - 65
Perfect Links - Braviary
Rank Up Requirements - Emolga/Braviary 70%

Name - Masamune 2
Type Specialties - Flying
Type Weaknesses - Rock
Warrior Skill - One-Eyed Dragon
Power - 86 Wisdom - 83 Charisma - 81
Perfect Links - Emolga, Braviary

Name - Kenshin
Type Specialties - Psychic/Fighting
Type Weaknesses - Ghost
Warrior Skill - Bustle
Power - 76 Wisdom - 56 Charisma - 68

Perfect Links - Gallade
Rank Up Requirements - Gallade/Mewtwo 70%

Name - Kenshin 2

Type Specialties - Psychic/Fighting
Type Weaknesses - Ghost
Warrior Skill - Inspiration
Power - 95 Wisdom - 70 Charisma - 85
Perfect Links - Gallade, Mewtwo

Name - Yoshimoto

Type Specialties - Bug/Steel
Type Weaknesses - Ice/Ghost
Warrior Skill - Deep Breath
Power - 60 Wisdom - 67 Charisma - 73
Perfect Links - Forretress
Rank Up Requirements - Leavanny/Forretress 70%

Name - Yoshimoto 2

Type Specialties - Bug/Steel
Type Weaknesses - Ice/Ghost
Warrior Skill - Grace
Power - 75 Wisdom - 84 Charisma - 91
Perfect Links - Forretress, Leavanny

Name - Ujiyasu

Type Specialties - Rock
Type Weaknesses - Water
Warrior Skill - Brotherhood
Power - 66 Wisdom - 64 Charisma - 70
Perfect Links - Gigalith
Rank Up Requirements - Tyranitar/Gigalith 70%

Name - Ujiyasu 2
Type Specialties - Rock
Type Weaknesses - Water
Warrior Skill - Father Figure
Power - 82 Wisdom - 80 Charisma - 88
Perfect Links - Gigalith, Tyranitar

Name - No
Type Specialties - Ghost/Dragon
Type Weaknesses - Ice/Dark
Warrior Skill - Added Bonus
Power - 45 Wisdom - 70 Charisma - 85
Perfect Links - Mismagius
Rank Up Requirements - Drifblim/Mismagius 70%

Name - No 2
Type Specialties - Ghost/Dragon
Type Weaknesses - Ice/Dark
Warrior Skill - Viper's Bite
Power - 59 Wisdom - 91 Charisma - 100
Perfect Links - Mismagius, Drifblim

Name - Kotaro
Type Specialties - Dark/Poison
Type Weaknesses - Ground
Warrior Skill - Quick Strike
Power - 77 Wisdom - 74 Charisma - 49
Perfect Links - Zoroark
Rank Up Requirements - Drapion/Zoroark 70%

Name - Kotaro 2
Type Specialties - Dark/Poison
Type Weaknesses - Ground

Warrior Skill - Mayhem
Power - 96 Wisdom - 93 Charisma - 61
Perfect Links - Zoroark, Drapion

Name - Ieyasu
Type Specialties - Steel/Rock
Type Weaknesses - Fire/Grass
Warrior Skill - Brotherhood
Power - 64 Wisdom - 67 Charisma - 69
Perfect Links - Aggron
Rank Up Requirements - Aggron/Registeel 70%

Name - Ieyasu 2
Type Specialties - Steel/Rock
Type Weaknesses - Fire/Grass
Warrior Skill - Resolution
Power - 80 Wisdom - 84 Charisma - 86
Perfect Links - Aggron, Registeel

Name - Hanbei
Type Specialties - Electric/Fire
Type Weaknesses - Ground/Rock
Warrior Skill - Added Bonus
Power - 37 Wisdom - 92 Charisma - 71
Perfect Links - Raichu
Rank Up Requirements - Raichu/Ampharos 70%

Name - Hanbei 2
Type Specialties - Electric/Fire
Type Weaknesses - Ground/Rock
Warrior Skill - Lazybones
Power - 51 Wisdom - 100 Charisma - 99
Perfect Links - Raichu, Ampharos

Name - Kanbei

Type Specialties - Ghost

Type Weaknesses - Ground/Water

Warrior Skill - Impact

Power - 57 Wisdom - 85 Charisma - 58

Perfect Links - Chandelure

Rank Up Requirements - Spiritomb/Chandelure 70%

Name - Kanbei 2

Type Specialties - Ghost

Type Weaknesses - Dark

Warrior Skill - Extinguish

Power - 74 Wisdom - 100 Charisma - 76

Perfect Links - Chandelure, Spiritomb

Name - Muneshige

Type Specialties - Flying/Normal

Type Weaknesses - Rock/Fighting

Warrior Skill - Marksman

Power - 75 Wisdom - 60 Charisma - 65

Perfect Links - Staraptor

Rank Up Requirements - Snorlax/Staraptor 70%

Name - Muneshige 2

Type Specialties - Flying/Normal

Type Weaknesses - Rock/Fighting

Warrior Skill - Typhoon

Power - 94 Wisdom - 75 Charisma - 81

Perfect Links - Staraptor, Snorlax

Name - Gracia

Type Specialties - Psychic/Ice

Type Weaknesses - Bug/Fire
Warrior Skill - Added Bonus
Power - 46 Wisdom - 69 Charisma - 85
Perfect Links - Gothitelle
Rank Up Requirements - Weavile/Gothitelle 70%

Name - Gracia 2

Type Specialties - Psychic/Ice
Type Weaknesses - Bug/Fire
Warrior Skill - Bewilder
Power - 60 Wisdom - 90 Charisma - 100
Perfect Links - Gothitelle, Weavile

Name - Hanzo

Type Specialties - Ghost/Poison
Type Weaknesses - Ground/Psychic
Warrior Skill - Marksman
Power - 77 Wisdom - 68 Charisma - 55
Perfect Links - Gengar
Rank Up Requirements - Arbok/Gengar 70%

Name - Hanzo 2

Type Specialties - Ghost/Poison
Type Weaknesses - Ground/Psychic
Warrior Skill - Ninjutsu
Power - 96 Wisdom - 85 Charisma - 69
Perfect Links - Gengar, Arbok

Name - Kunoichi

Type Specialties - Dark/Ice
Type Weaknesses - Bug/Fire
Warrior Skill - Convalesce
Power - 62 Wisdom - 65 Charisma - 73

Perfect Links - Weavile
Rank Up Requirements - Krookodile/Weavile 70%

Name - Kunoichi 2

Type Specialties - Dark/Ice
Type Weaknesses - Bug/Fire
Warrior Skill - Trickster
Power - 78 Wisdom - 81 Charisma - 91
Perfect Links - Weavile, Krookodile

Name - Yukimura

Type Specialties - Fire/Flying
Type Weaknesses - Ground/Rock
Warrior Skill - Mighty Blow
Power - 71 Wisdom - 64 Charisma - 65
Perfect Links - Charizard
Rank Up Requirements - Simisear/Charizard 70%

Name - Yukimura 2

Type Specialties - Fire/Flying
Type Weaknesses - Ground/Rock
Warrior Skill - Willpower
Power - 89 Wisdom - 80 Charisma - 81
Perfect Links - Charizard, Simisear

Name - Magoichi

Type Specialties - Grass/Flying
Type Weaknesses - Rock/Fighting
Warrior Skill - Crack Shot
Power - 73 Wisdom - 65 Charisma - 62
Perfect Links - Sceptile
Rank Up Requirements - Simisage/Sceptile 70%

Name - Magoichi 2

Type Specialties - Grass/Flying

Type Weaknesses - Rock/Fighting

Warrior Skill - Cupid

Power - 91 Wisdom - 81 Charisma - 78

Perfect Links - Sceptile, Simisage

Name - Kanetsugu

Type Specialties - Psychic

Type Weaknesses - Ghost

Warrior Skill - Rally

Power - 56 Wisdom - 76 Charisma - 68

Perfect Links - Alakazam

Rank Up Requirements - Chimecho/Alakazam 70%

Name - Kanetsugu 2

Type Specialties - Psychic

Type Weaknesses - Ghost

Warrior Skill - Love & Honor

Power - 70 Wisdom - 95 Charisma - 85

Perfect Links - Alakazam, Chimecho

Name - Aya

Type Specialties - Ice/Ghost

Type Weaknesses - Fighting/Rock

Warrior Skill - Sweet Song

Power - 42 Wisdom - 77 Charisma - 81

Perfect Links - Froslass

Rank Up Requirements - Dusknoir/Froslass 70%

Name - Aya 2

Type Specialties - Ice/Ghost

Type Weaknesses - Fighting/Rock

Warrior Skill - Compassion
Power - 53 Wisdom - 97 Charisma - 100
Perfect Links - Froslass, Dusknoir

Name - Kai
Type Specialties - Fire
Type Weaknesses - Water
Warrior Skill - Quick Strike
Power - 71 Wisdom - 61 Charisma - 68
Perfect Links - Darmanitan
Rank Up Requirements - Emboar/Darmanitan 70%

Name - Kai 2
Type Specialties - Fire/Rock
Type Weaknesses - Water/Grass
Warrior Skill - Warrior Woman
Power - 89 Wisdom - 76 Charisma - 85
Perfect Links - Darmanitan, Emboar

Name - Okuni
Type Specialties - Bug/Fire
Type Weaknesses - Water/Ground
Warrior Skill - Convalesce
Power - 63 Wisdom - 61 Charisma - 76
Perfect Links - Volcarona
Rank Up Requirements - Armaldo/Volcarona 70%

Name - Okuni 2
Type Specialties - Bug/Fire
Type Weaknesses - Water/Ground
Warrior Skill - Kabuki Dance
Power - 79 Wisdom - 76 Charisma - 95
Perfect Links - Volcarona, Armaldo

Name - Ranmaru

Type Specialties - Fighting/Steel

Type Weaknesses - Ghost

Warrior Skill - Empathy

Power - 67 Wisdom - 70 Charisma - 63

Perfect Links - Lucario

Rank Up Requirements - Bisharp/Lucario 70%

Name - Ranmaru 2

Type Specialties - Fighting/Steel

Type Weaknesses - Ghost

Warrior Skill - Faith

Power - 83 Wisdom - 88 Charisma - 79

Perfect Links - Lucario, Bisharp

Name - Tadakatsu

Type Specialties - Steel/Dragon

Type Weaknesses - Ice

Warrior Skill - Impact

Power - 77 Wisdom - 56 Charisma - 67

Perfect Links - Metagross

Rank Up Requirements - Metagross/Dialga 70%

Name - Tadakatsu 2

Type Specialties - Steel/Dragon

Type Weaknesses - Ice

Warrior Skill - Unrivaled

Power - 96 Wisdom - 70 Charisma - 84

Perfect Links - Metagross, Dialga

Name - Ina

Type Specialties - Water/Steel

Type Weaknesses - Grass/Fire
Warrior Skill - Crack Shot
Power - 78 Wisdom - 55 Charisma - 67
Perfect Links - Empoleon
Rank Up Requirements - Simipour/Empoleon 70%

Name - Ina 2

Type Specialties - Water/Steel
Type Weaknesses - Grass/Fire
Warrior Skill - Elegance
Power - 98 Wisdom - 68 Charisma - 84
Perfect Links - Empoleon, Simipour

Name - Keiji

Type Specialties - Rock/Fighting
Type Weaknesses - Grass/Flying
Warrior Skill - Mighty Blow
Power - 90 Wisdom - 39 Charisma - 71
Perfect Links - Bastiodon
Rank Up Requirements - Bastiodon/Terrakion 70%

Name - Keiji 2

Type Specialties - Rock/Fighting
Type Weaknesses - Grass/Flying
Warrior Skill - Carefree
Power - 100 Wisdom - 53 Charisma - 97
Perfect Links - Bastiodon, Terrakion

Name - Mitsunari

Type Specialties - Steel/Dark
Type Weaknesses - Fire/Electric
Warrior Skill - Marksman
Power - 45 Wisdom - 84 Charisma - 71

Perfect Links - Bisharp
Rank Up Requirements - Empoleon/Bisharp 70%

Name - Mitsunari 2

Type Specialties - Steel/Dark
Type Weaknesses - Fire/Electric
Warrior Skill - Cunning
Power - 58 Wisdom - 100 Charisma - 92
Perfect Links - Bisharp, Empoleon

Name - Kiyomasa

Type Specialties - Dragon/Ground
Type Weaknesses - Ice/Grass
Warrior Skill - Empathy
Power - 77 Wisdom - 60 Charisma - 63
Perfect Links - Haxorus
Rank Up Requirements - Quagsire/Haxorus 70%

Name - Kiyomasa 2

Type Specialties - Dragon/Ground
Type Weaknesses - Ice/Grass
Warrior Skill - Belief
Power - 96 Wisdom - 75 Charisma - 79
Perfect Links - Haxorus, Quagsire

Name - Masanori

Type Specialties - Ground/Dark
Type Weaknesses - Grass/Psychic
Warrior Skill - Impact
Power - 93 Wisdom - 40 Charisma - 67
Perfect Links - Krookodile
Rank Up Requirements - Excadrill/Krookodile 70%

Name - Masanori 2

Type Specialties - Ground/Dark

Type Weaknesses - Grass/Psychic

Warrior Skill - Sacrifice

Power - 100 Wisdom - 56 Charisma - 94

Perfect Links - Krookodile, Excadrill

Name - Tsunehisa

Type Specialties - Normal

Type Weaknesses - Fighting

Warrior Skill - Salve

Power - 49 Wisdom - 90 Charisma - 86

Perfect Links - Persian Line

99% Link - Cinccino Line

Name - Naoie

Type Specialties - Dark

Type Weaknesses - Bug

Warrior Skill - Quick Strike

Power - 64 Wisdom - 88 Charisma - 73

Perfect Links - Hydreigon Line

99% Link - Spiritomb

Name - Harutaka

Type Specialties - Ground/Normal

Type Weaknesses - Ice/Fighting

Warrior Skill - Mighty Blow

Power - 85 Wisdom - 72 Charisma - 68

Perfect Links - Garchomp Line

99% Link - Quagsire Line

Name - Takanobu

Type Specialties - Fighting/Normal

Type Weaknesses - Dragon/Bug
Warrior Skill - Shout
Power - 86 Wisdom - 58 Charisma - 81
Perfect Links - Snorlax Line
99% Link - Audino

Name - Naoshige

Type Specialties - Normal
Type Weaknesses - Fighting
Warrior Skill - Brotherhood
Power - 76 Wisdom - 76 Charisma - 73
Perfect Links - Braviary Line
99% Link - Persian Line

Name - Ujisato

Type Specialties - Grass/Normal
Type Weaknesses - Poison/Fighting
Warrior Skill - Detox
Power - 70 Wisdom - 77 Charisma - 78
Perfect Links - Serperior Line
99% Link - Snorlax Line

Name - Chacha

Type Specialties - Normal
Type Weaknesses - Fighting
Warrior Skill - Salve
Power - 42 Wisdom - 86 Charisma - 97
Perfect Links - Cinccino Line
99% Link - Audino

Name - Go

Type Specialties - Water/Normal
Type Weaknesses - Grass/Fighting

Warrior Skill - Fortify
Power - 47 Wisdom - 78 Charisma - 100
Perfect Links - Empoleon Line
99% Link - Walrein Line

Name - Hatsu

Type Specialties - Normal
Type Weaknesses - Fighting
Warrior Skill - Detox
Power - 46 Wisdom - 79 Charisma - 100
Perfect Links - Wigglytuff Line
99% Link - Bibarel Line

Name - Kazumasu

Type Specialties - Water/Dragon
Type Weaknesses - Grass/Psychic
Warrior Skill - Marksman
Power - 79 Wisdom - 81 Charisma - 65
Perfect Links - Haxorus Line
99% Link - Gyarados Line

Name - Nagahide

Type Specialties - Dragon/Ice
Type Weaknesses - Fighting
Warrior Skill - Empathy
Power - 78 Wisdom - 76 Charisma - 71
Perfect Links - Dragonite Line
99% Link - Beartic Line

Name - Yoshitaka

Type Specialties - Water/Grass
Type Weaknesses - Flying/Poison
Warrior Skill - Rally

Power - 88 Wisdom - 65 Charisma - 72
Perfect Links - Simipour Line
99% Link - Lilligant Line

Name - Urakusai
Type Specialties - Grass/Dragon
Type Weaknesses - Poison/Ice
Warrior Skill - Eagle Eye
Power - 73 Wisdom - 52 Charisma - 100
Perfect Links - Lilligant Line
99% Link - Whimsicott Line

Name - Narimasa
Type Specialties - Psychic/Dragon
Type Weaknesses - Dark/Bug
Warrior Skill - Bustle
Power - 100 Wisdom - 42 Charisma - 83
Perfect Links - Garchomp Line
99% Link - Chimecho Line

Name - Tomonori
Type Specialties - Steel/Dragon
Type Weaknesses - Ice/Normal
Warrior Skill - Impact
Power - 100 Wisdom - 25 Charisma - 100
Perfect Links - Haxorus Line
99% Link - Forretress Line

Name - Murashige
Type Specialties - Grass/Dragon
Type Weaknesses - Poison/Ice
Warrior Skill - Top Speed

Power - 85 Wisdom - 51 Charisma - 89
Perfect Links - Sceptile Line
99% Link - Carnivine

Name - Masahide
Type Specialties - Dragon/Normal
Type Weaknesses - Ice/Fighting
Warrior Skill - Shout
Power - 35 Wisdom - 100 Charisma - 90
Perfect Links - Garchomp Line
99% Link - Persian Line

Name - Nagayoshi
Type Specialties - Fighting/Ice
Type Weaknesses - Psychic/Fire
Warrior Skill - Adrenaline
Power - 96 Wisdom - 38 Charisma - 91
Perfect Links - Lucario Line
99% Link - Glalie/Froslass Line

Name - Kitsuno
Type Specialties - Dragon/Grass
Type Weaknesses - Ice
Warrior Skill - Sweet Song
Power - 59 Wisdom - 79 Charisma - 87
Perfect Links - Dragonite Line
99% Link - Simisage Line

Name - Gotoku
Type Specialties - Dragon/Fire
Type Weaknesses - Rock/Ground
Warrior Skill - Crack Shot

Power - 60 Wisdom - 76 Charisma - 89
Perfect Links - Hydreigon Line
99% Link - Simisear Line

Name - Hidenaga
Type Specialties - Fire/Normal
Type Weaknesses - Water/Fighting
Warrior Skill - Convalesce
Power - 68 Wisdom - 79 Charisma - 78
Perfect Links - Volcarona Line
99% Link - Cinccino Line

Name - Koroku
Type Specialties - Fighting/Fire
Type Weaknesses - Water/Ground
Warrior Skill - Mighty Blow
Power - 78 Wisdom - 76 Charisma - 71
Perfect Links - Conkeldurr Line
99% Link - Infernape Line

Name - Takatora (tactics, tactics, tactics)
Type Specialties - Flying/Fire
Type Weaknesses - Rock/Ground
Warrior Skill - Added Bonus
Power - 69 Wisdom - 85 Charisma - 71
Perfect Links - Chandelure Line
99% Link - Emolga

Name - Yoshitsugu
Type Specialties - Psychic/Fire
Type Weaknesses - Dark/Water
Warrior Skill - Empathy

Power - 73 Wisdom - 87 Charisma - 65
Perfect Links - Gardevoir/Gallade Line
99% Link - Eevee, Flareon

Name - Yukinaga
Type Specialties - Normal/Fire
Type Weaknesses - Ground/Rock
Warrior Skill - Deep Breath
Power - 40 Wisdom - 94 Charisma - 91
Perfect Links - Audino
99% Link - Simisear Line

Name - Rikyu
Type Specialties - Grass/Fire
Type Weaknesses - Poison/Water
Warrior Skill - Detox
Power - 73 Wisdom - 71 Charisma - 81
Perfect Links - Simisage Line
99% Link - Charizard Line

Name - Hideyori
Type Specialties - Fire/Ice
Type Weaknesses - Water/Fighting
Warrior Skill - Salve
Power - 54 Wisdom - 71 Charisma - 100
Perfect Links - Infernape Line
99% Link - Beartic Line

Name - Asahi
Type Specialties - Ground/Fire
Type Weaknesses - Ice/Grass
Warrior Skill - Salve

Power - 52 Wisdom - 73 Charisma - 100
Perfect Links - Excadrill Line
99% Link - Krookodile Line

Name - Kazutoyo
Type Specialties - Fire/Poison
Type Weaknesses - Water/Psychic
Warrior Skill - Deep Breath
Power - 67 Wisdom - 71 Charisma - 87
Perfect Links - Emboar Line
99% Link - Scolipede Line

Name - Nagayasu
Type Specialties - Fire/Electric
Type Weaknesses - Rock/Ground
Warrior Skill - Adrenaline
Power - 80 Wisdom - 71 Charisma - 74
Perfect Links - Darmanitan Line
99% Link - Raichu Line

Name - Harunaga
Type Specialties - Fire/Rock
Type Weaknesses - Water
Warrior Skill - Crack Shot
Power - 31 Wisdom - 94 Charisma - 100
Perfect Links - Darmanitan Line
99% Link - Gigalith Line

Name - Hideaki
Type Specialties - Bug/Grass
Type Weaknesses - Fire/Ice
Warrior Skill - Fortify

Power - 75 Wisdom - 75 Charisma - 75
Perfect Links - Scolipede Line
99% Link - Leavanny line

Name - Naka
Type Specialties - Ground/Fire
Type Weaknesses - Ice/Grass
Warrior Skill - First Aid
Power - 79 Wisdom - 69 Charisma - 77
Perfect Links - Excadrill Line
99% Link - Darmanitan Line

Name - Tatsuko
Type Specialties - Fire/Steel
Type Weaknesses - Water/Fighting
Warrior Skill - Eagle Eye
Power - 72 Wisdom - 81 Charisma - 72
Perfect Links - Emboar Line
99% Link - Steelix Line

Name - Maa
Type Specialties - Ghost/Fire
Type Weaknesses - Ground/Water
Warrior Skill - Added Bonus
Power - 71 Wisdom - 91 Charisma - 63
Perfect Links - Chandelure Line
99% Link - Drifblim Line

Name - Chiyo
Type Specialties - Normal
Type Weaknesses - Fighting
Warrior Skill - Sweet Song

Power - 41 Wisdom - 92 Charisma - 92
Perfect Links - Wigglytuff Line
99% Link - Snorlax Line

Name - Hatsume
Type Specialties - Steel/Fire
Type Weaknesses - Ground/Fighting
Warrior Skill - Top Speed
Power - 73 Wisdom - 65 Charisma - 87
Perfect Links - Bisharp Line
99% Link - Metagross Line

Name - Nobuchika
Type Specialties - Water
Type Weaknesses - Grass
Warrior Skill - Crack Shot
Power - 83 Wisdom - 69 Charisma - 73
Perfect Links - Gyarados Line
99% Link - Simipour Line

Name - Chikayasu
Type Specialties - Water
Type Weaknesses - Grass
Warrior Skill - Brotherhood
Power - 74 Wisdom - 79 Charisma - 72
Perfect Links - Samurott Line
99% Link - Gyarados Line

Name - Morichika
Type Specialties - Water
Type Weaknesses - Grass
Warrior Skill - Eagle Eye

Power - 89 Wisdom - 40 Charisma - 96
Perfect Links - Samurott Line
99% Link - Quagsire Line

Name - Chikamasa
Type Specialties - Water
Type Weaknesses - Grass
Warrior Skill - Shout
Power - 100 Wisdom - 31 Charisma - 94
Perfect Links - Quagsire Line
99% Link - Bibarel Line

Name - Norishige
Type Specialties - Electric/Water
Type Weaknesses - Grass/Ground
Warrior Skill - Bustle
Power - 100 Wisdom - 58 Charisma - 67
Perfect Links - Ampharos Line
99% Link - Walrein Line

Name - Takayori
Type Specialties - Electric/Water
Type Weaknesses - Grass/Ground
Warrior Skill - Fortify
Power - 58 Wisdom - 94 Charisma - 73
Perfect Links - Simipour Line
99% Link - Zebstrika Line

Name - Tadasumi
Type Specialties - Electric/Water
Type Weaknesses - Grass/Ground
Warrior Skill - Deep Breath

Power - 45 Wisdom - 100 Charisma - 80
Perfect Links - Zebstrika Line
99% Link - Luxray Line

Name - Dosetsu
Type Specialties - Electric
Type Weaknesses - Ground
Warrior Skill - Marksman
Power - 77 Wisdom - 78 Charisma - 70
Perfect Links - Luxray Line
99% Link - Ampharos Line

Name - Shoun
Type Specialties - Electric
Type Weaknesses - Ground
Warrior Skill - Rally
Power - 89 Wisdom - 70 Charisma - 66
Perfect Links - Ampharos Line
99% Link - Eevee, Jolteon

Name - Sorin
Type Specialties - Flying/Electric
Type Weaknesses - Rock/Ice
Warrior Skill - Rally
Power - 68 Wisdom - 76 Charisma - 81
Perfect Links - Raichu Line
99% Link - Emolga

Name - Sekiso
Type Specialties - Electric/Water
Type Weaknesses - Ground/Grass
Warrior Skill - Deep Breath

Power - 42 Wisdom - 96 Charisma - 87
Perfect Links - Galvantula Line
99% Link - Eevee, Vaporeon

Name - Akizane
Type Specialties - Electric
Type Weaknesses - Ground
Warrior Skill - Fortify
Power - 82 Wisdom - 57 Charisma - 86
Perfect Links - Raichu Line
99% Link - Galvantula Line

Name - Takatane
Type Specialties - Electric/Normal
Type Weaknesses - Ground/Fighting
Warrior Skill - Top Speed
Power - 88 Wisdom - 67 Charisma - 70
Perfect Links - Luxray Line
99% Link - Wigglytuff Line

Name - Kiyo
Type Specialties - Electric/Bug
Type Weaknesses - Ground/Fire
Warrior Skill - First Aid
Power - 67 Wisdom - 58 Charisma - 100
Perfect Links - Zebstrika Line
99% Link - Beedrill

Name - Motoharu
Type Specialties - Dragon/Grass
Type Weaknesses - Ice/Poison
Warrior Skill - Mighty Blow

Power - 85 Wisdom - 66 Charisma - 74
Perfect Links - Haxorus Line
99% Link - Lilligant Line

Name - Takakage
Type Specialties - Grass
Type Weaknesses - Poison
Warrior Skill - Adrenaline
Power - 64 Wisdom - 83 Charisma - 78
Perfect Links - Sceptile Line
99% Link - Whimsicott Line

Name - Terumoto
Type Specialties - Grass
Type Weaknesses - Poison
Warrior Skill - Fortify
Power - 76 Wisdom - 49 Charisma - 100
Perfect Links - Lilligant Line
99% Link - Serperior Line

Name - Takeyoshi
Type Specialties - Water/Grass
Type Weaknesses - Electric/Poison
Warrior Skill - Eagle Eye
Power - 87 Wisdom - 71 Charisma - 67
Perfect Links - Gyarados Line
99% Link - Simisage Line

Name - Ekei
Type Specialties - Grass
Type Weaknesses - Poison
Warrior Skill - Convalesce

Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Carnivine
99% Link - Eevee, Leafeon

Name - Takamoto
Type Specialties - Grass
Type Weaknesses - Poison
Warrior Skill - Brotherhood
Power - 71 Wisdom - 72 Charisma - 82
Perfect Links - Serperior Line
99% Link - Carnivine

Name - Sadatoshi
Type Specialties - Grass/Water
Type Weaknesses - Poison/Electric
Warrior Skill - Eagle Eye
Power - 55 Wisdom - 92 Charisma - 78
Perfect Links - Whimsicott Line
99% Link - Samurott Line

Name - Hidemitsu
Type Specialties - Ice
Type Weaknesses - Normal
Warrior Skill - Shout
Power - 90 Wisdom - 51 Charisma - 84
Perfect Links - Lapras
99% Link - Glalie/Froslass Line

Name - Toshimitsu
Type Specialties - Ice
Type Weaknesses - Normal
Warrior Skill - Impact

Power - 75 Wisdom - 75 Charisma - 75
Perfect Links - Weavile Line
99% Link - Lapras

Name - Shigemoto
Type Specialties - Ice
Type Weaknesses - Normal
Warrior Skill - Empathy
Power - 84 Wisdom - 51 Charisma - 90
Perfect Links - Beartic Line
99% Link - Weavile Line

Name - Mitsutada
Type Specialties - Ice
Type Weaknesses - Normal
Warrior Skill - Salve
Power - 90 Wisdom - 55 Charisma - 80
Perfect Links - Walrein Line
99% Link - Eevee, Glaceon

Name - Yukimasa
Type Specialties - Ice/Normal
Type Weaknesses - Fire/Fighting
Warrior Skill - First Aid
Power - 73 Wisdom - 76 Charisma - 76
Perfect Links - Walrein Line
99% Link - Cinccino Line

Name - Tadaoki
Type Specialties - Psychic/Electric
Type Weaknesses - Bug/Ground
Warrior Skill - Mighty Blow

Power - 76 Wisdom - 72 Charisma - 77
Perfect Links - Gothitelle Line
99% Link - Ampharos Line

Name - Fujitaka
Type Specialties - Dark/Ice
Type Weaknesses - Fighting/Fire
Warrior Skill - Fortify
Power - 67 Wisdom - 81 Charisma - 77
Perfect Links - Lapras
99% Link - Eevee, Umbreon

Name - Hiroko
Type Specialties - Ice/Electric
Type Weaknesses - Fire/Ground
Warrior Skill - Detox
Power - 51 Wisdom - 85 Charisma - 89
Perfect Links - Glalie/Froslass Line
99% Link - Luxray Line

Name - Tadamoto
Type Specialties - Fighting/Electric
Type Weaknesses - Flying/Ground
Warrior Skill - Fortify
Power - 90 Wisdom - 65 Charisma - 70
Perfect Links - Toxicroak Line
99% Link - Eevee, Jolteon

Name - Tadatsune
Type Specialties - Fighting/Grass
Type Weaknesses - Flying
Warrior Skill - Top Speed

Power - 83 Wisdom - 63 Charisma - 79
Perfect Links - Machamp Line
99% Link - Whimsicott Line

Name - Takahisa
Type Specialties - Fighting/Ice
Type Weaknesses - Flying/Fire
Warrior Skill - Impact
Power - 62 Wisdom - 83 Charisma - 80
Perfect Links - Conkeldurr Line
99% Link - Glalie/Froslass Line

Name - Hisaaki
Type Specialties - Fighting/Bug
Type Weaknesses - Flying
Warrior Skill - High Jump
Power - 80 Wisdom - 78 Charisma - 67
Perfect Links - Scrafty Line
99% Link - Scolipede Line

Name - Masatoshi
Type Specialties - Fighting/Rock
Type Weaknesses - Ground/Flying
Warrior Skill - Bustle
Power - 90 Wisdom - 61 Charisma - 74
Perfect Links - Machamp Line
99% Link - Bastiodon Line

Name - Kanemori
Type Specialties - Fighting/Poison
Type Weaknesses - Flying/Psychic
Warrior Skill - Brotherhood

Power - 48 Wisdom - 87 Charisma - 90
Perfect Links - Toxicroak Line
99% Link - Arbok Line

Name - Tokitaka
Type Specialties - Grass/Fighting
Type Weaknesses - Flying/Psychic
Warrior Skill - Greed
Power - 69 Wisdom - 80 Charisma - 76
Perfect Links - Conkeldurr Line
99% Link - Simisage Line

Name - Sandayu
Type Specialties - Poison/Steel
Type Weaknesses - Psychic/Fighting
Warrior Skill - Bustle
Power - 93 Wisdom - 95 Charisma - 37
Perfect Links - Crobat Line
99% Link - Bisharp Line

Name - Morikiyo
Type Specialties - Poison/Psychic
Type Weaknesses - Ground/Bug
Warrior Skill - Bustle
Power - 87 Wisdom - 60 Charisma - 78
Perfect Links - Toxicroak Line
99% Link - Alakazam Line

Name - Kashinkoji
Type Specialties - Poison
Type Weaknesses - Psychic
Warrior Skill - Eagle Eye

Power - 58 Wisdom - 94 Charisma - 73
Perfect Links - Gengar Line
99% Link - Drapion Line

Name - Yasunaga
Type Specialties - Poison/Dragon
Type Weaknesses - Psychic/Ice
Warrior Skill - Crack Shot
Power - 87 Wisdom - 67 Charisma - 71
Perfect Links - Scolipede Line
99% Link - Hydreigon Line

Name - Seikuro
Type Specialties - Poison/Grass
Type Weaknesses - Psychic/Ice
Warrior Skill - High Jump
Power - 94 Wisdom - 63 Charisma - 68
Perfect Links - Drapion Line
99% Link - Eevee, Leafeon

Name - Katsuyori
Type Specialties - Rock/Psychic
Type Weaknesses - Grass/Bug
Warrior Skill - Mighty Blow
Power - 85 Wisdom - 58 Charisma - 82
Perfect Links - Tyranitar Line
99% Link - Eevee, Espeon

Name - Haruyuki
Type Specialties - Flying/Poison
Type Weaknesses - Ice/Psychic
Warrior Skill - Quick Strike

Power - 47 Wisdom - 100 Charisma - 78
Perfect Links - Braviary Line
99% Link - Arbok Line

Name - Masakage
Type Specialties - Fire/Flying
Type Weaknesses - Water/Ice
Warrior Skill - Deep Breath
Power - 89 Wisdom - 66 Charisma - 70
Perfect Links - Charizard Line
99% Link - Dragonite Line

Name - Masatoyo
Type Specialties - Ground/Dragon
Type Weaknesses - Ice
Warrior Skill - Brotherhood
Power - 73 Wisdom - 79 Charisma - 73
Perfect Links - Rhyperior Line
99% Link - Garchomp Line

Name - Nobufusa
Type Specialties - Ground/Dark
Type Weaknesses - Ice/Fighting
Warrior Skill - Deep Breath
Power - 90 Wisdom - 56 Charisma - 79
Perfect Links - Steelix Line
99% Link - Krookodile Line

Name - Masayuki
Type Specialties - Fire/Rock
Type Weaknesses - Grass/Ice
Warrior Skill - Convalesce

Power - 69 Wisdom - 87 Charisma - 69
Perfect Links - Volcarona Line
99% Link - Gigalith Line

Name - Yukitaka
Type Specialties - Steel/Ground
Type Weaknesses - Grass/Ice
Warrior Skill - Impact
Power - 59 Wisdom - 95 Charisma - 71
Perfect Links - Krookodile Line
99% Link - Steelix Line

Name - Ume
Type Specialties - Ground/Water
Type Weaknesses - Ice/Fighting
Warrior Skill - High Jump
Power - 55 Wisdom - 85 Charisma - 85
Perfect Links - Excadrill Line
99% Link - Empoleon Line

Name - Chiyome
Type Specialties - Dark/Psychic
Type Weaknesses - Bug
Warrior Skill - Crack Shot
Power - 69 Wisdom - 77 Charisma - 79
Perfect Links - Spiritomb
99% Link - Alakazam Line

Name - Kei
Type Specialties - Psychic/Ground
Type Weaknesses - Bug/Water
Warrior Skill - Adrenaline

Power - 80 Wisdom - 59 Charisma - 86
Perfect Links - Excadrill Line
99% Link - Eevee, Espeon

Name - Kagetsuna
Type Specialties - Flying
Type Weaknesses - Rock/Ice
Warrior Skill - Fortify
Power - 68 Wisdom - 87 Charisma - 70
Perfect Links - Dragonite Line
99% Link - Gyarados Line

Name - Shigezane
Type Specialties - Bug/Grass
Type Weaknesses - Flying/Fire
Warrior Skill - Bustle
Power - 94 Wisdom - 58 Charisma - 73
Perfect Links - Scizor Line
99% Link - Carnivine

Name - Tsunamoto
Type Specialties - Ice/Flying
Type Weaknesses - Fighting/Rock
Warrior Skill - Adrenaline
Power - 76 Wisdom - 80 Charisma - 69
Perfect Links - Glalie/Froslass Line
99% Link - Eevee, Glaceon

Name - Tsunenaga
Type Specialties - Flying/Water
Type Weaknesses - Rock/Electric
Warrior Skill - High Jump

Power - 73 Wisdom - 67 Charisma - 85
Perfect Links - Emolga
99% Link - Eevee, Vaporeon

Name - Munetoki
Type Specialties - Ice/Flying
Type Weaknesses - Rock/Electric
Warrior Skill - Deep Breath
Power - 91 Wisdom - 63 Charisma - 71
Perfect Links - Braviary Line
99% Link - Walrein Line

Name - Munezane
Type Specialties - Flying/Fire
Type Weaknesses - Rock
Warrior Skill - Eagle Eye
Power - 84 Wisdom - 66 Charisma - 75
Perfect Links - Staraptor Line
99% Link - Emboar Line

Name - Yoshi
Type Specialties - Flying/Water
Type Weaknesses - Rock/Electric
Warrior Skill - Detox
Power - 54 Wisdom - 100 Charisma - 71
Perfect Links - Crobat Line
99% Link - Samurott Line

Name - Iroha
Type Specialties - Flying/Water
Type Weaknesses - Rock/Electric
Warrior Skill - Added Bonus

Power - 78 Wisdom - 80 Charisma - 67
Perfect Links - Emolga
99% Link - Simipour Line

Name - Kagekatsu
Type Specialties - Psychic/Grass
Type Weaknesses - Ghost/Flying
Warrior Skill - Marksman
Power - 85 Wisdom - 74 Charisma - 66
Perfect Links - Gardevoir/Gallade Line
99% Link - Sceptile Line

Name - Yoshikiyo
Type Specialties - Ice/Normal
Type Weaknesses - Fighting
Warrior Skill - Rally
Power - 83 Wisdom - 67 Charisma - 75
Perfect Links - Beartic Line
99% Link - Persian Line

Name - Tomonobu
Type Specialties - Psychic
Type Weaknesses - Ghost
Warrior Skill - Shout
Power - 76 Wisdom - 79 Charisma - 70
Perfect Links - Gardevoir/Gallade Line
99% Link - Chimecho Line

Name - Kageie
Type Specialties - Rock/Fire
Type Weaknesses - Water/Ground
Warrior Skill - Mighty Blow

Power - 100 Wisdom - 25 Charisma - 100
Perfect Links - Tyranitar Line
99% Link - Chandelure Line

Name - Takahiro
Type Specialties - Grass/Psychic
Type Weaknesses - Bug/Dark
Warrior Skill - Greed
Power - 96 Wisdom - 54 Charisma - 75
Perfect Links - Alakazam Line
99% Link - Lilligant Line

Name - Sadamitsu
Type Specialties - Psychic/Rock
Type Weaknesses - Ghost/Water
Warrior Skill - Salve
Power - 56 Wisdom - 94 Charisma - 75
Perfect Links - Musharna Line
99% Link - Tyranitar Line

Name - Yataro
Type Specialties - Grass/Ice
Type Weaknesses - Fire/Fighting
Warrior Skill - Impact
Power - 100 Wisdom - 25 Charisma - 100
Perfect Links - Sceptile Line
99% Link - Beartic Line

Name - Saneyori
Type Specialties - Psychic/Fire
Type Weaknesses - Ghost/Water
Warrior Skill - Detox

Power - 48 Wisdom - 99 Charisma - 78
Perfect Links - Chimecho Line
99% Link - Darmanitan Line

Name - Hana
Type Specialties - Psychic/Ghost
Type Weaknesses - Dark
Warrior Skill - First Aid
Power - 89 Wisdom - 72 Charisma - 64
Perfect Links - Musharna Line
99% Link - Mismagius Line

Name - Sen
Type Specialties - Psychic/Normal
Type Weaknesses - Ghost/Fighting
Warrior Skill - Brotherhood
Power - 45 Wisdom - 100 Charisma - 80
Perfect Links - Chimecho Line
99% Link - Persian Line

Name - Ujichika
Type Specialties - Bug/Fighting
Type Weaknesses - Dark/Psychic
Warrior Skill - First Aid
Power - 70 Wisdom - 86 Charisma - 69
Perfect Links - Leavanny Line
99% Link - Machamp Line

Name - Ujizane
Type Specialties - Bug/Fire
Type Weaknesses - Dark/Water
Warrior Skill - Added Bonus

Power - 54 Wisdom - 71 Charisma - 100
Perfect Links - Forretress Line
99% Link - Simisear Line

Name - Sessai
Type Specialties - Normal/Bug
Type Weaknesses - Flying
Warrior Skill - Quick Strike
Power - 51 Wisdom - 95 Charisma - 79
Perfect Links - Volcarona Line
99% Link - Cinccino Line

Name - Masatsuna
Type Specialties - Bug/Rock
Type Weaknesses - Dark/Water
Warrior Skill - Rally
Power - 63 Wisdom - 74 Charisma - 88
Perfect Links - Beedrill
99% Link - Rhyperior Line

Name - Yasutomo
Type Specialties - Bug/Fighting
Type Weaknesses - Flying
Warrior Skill - Mighty Blow
Power - 85 Wisdom - 69 Charisma - 71
Perfect Links - Galvantula Line
99% Link - Scrafty Line

Name - Ujihiro
Type Specialties - Bug/Grass
Type Weaknesses - Fire/Flying
Warrior Skill - Greed

Power - 30 Wisdom - 100 Charisma - 95
Perfect Links - Leavanny Line
99% Link - Serperior Line

Name - Motozane
Type Specialties - Bug/Psychic
Type Weaknesses - Dark
Warrior Skill - Top Speed
Power - 66 Wisdom - 76 Charisma - 83
Perfect Links - Galvantula Line
99% Link - Gothitelle Line

Name - Sena
Type Specialties - Bug/Normal
Type Weaknesses - Dark/Fighting
Warrior Skill - Eagle Eye
Power - 63 Wisdom - 97 Charisma - 65
Perfect Links - Beedrill
99% Link - Bibarel Line

Name - Soun
Type Specialties - Rock/Electric
Type Weaknesses - Water/Ground
Warrior Skill - Quick Strike
Power - 63 Wisdom - 85 Charisma - 77
Perfect Links - Tyranitar Line
99% Link - Galvantula Line

Name - Tsunashige
Type Specialties - Fighting/Rock
Type Weaknesses - Flying/Water
Warrior Skill - Marksman

Power - 82 Wisdom - 73 Charisma - 70
Perfect Links - Gigalith Line
99% Link - Infernape Line

Name - Gen'an
Type Specialties - Rock/Dark
Type Weaknesses - Water/Fighting
Warrior Skill - First Aid
Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Steelix Line
99% Link - Eevee, Umbreon

Name - Ujimasa
Type Specialties - Rock/Steel
Type Weaknesses - Grass/Ground
Warrior Skill - Adrenaline
Power - 64 Wisdom - 80 Charisma - 81
Perfect Links - Armaldo Line
99% Link - Aggron Line

Name - Ujiteru
Type Specialties - Rock/Fighting
Type Weaknesses - Water/Psychic
Warrior Skill - Shout
Power - 75 Wisdom - 71 Charisma - 79
Perfect Links - Bastiodon Line
99% Link - Toxicroak Line

Name - Ujikuni
Type Specialties - Rock/Water
Type Weaknesses - Grass/Ground
Warrior Skill - Brotherhood

Power - 82 Wisdom - 66 Charisma - 77
Perfect Links - Armaldo Line
99% Link - Quagsire Line

Name - Ujinao
Type Specialties - Rock/Dark
Type Weaknesses - Water/Fighting
Warrior Skill - Greed
Power - 68 Wisdom - 57 Charisma - 100
Perfect Links - Armaldo Line
99% Link - Zoroark Line

Name - Shizuka
Type Specialties - Rock/Ghost
Type Weaknesses - Water/Dark
Warrior Skill - Rally
Power - 85 Wisdom - 55 Charisma - 85
Perfect Links - Rhyperior Line
99% Link - Dusknoir Line

Name - Madoka
Type Specialties - Rock/Ground
Type Weaknesses - Water/Grass
Warrior Skill - Empathy
Power - 77 Wisdom - 66 Charisma - 82
Perfect Links - Gigalith Line
99% Link - Rhyperior Line

Name - Dosan
Type Specialties - Poison/Normal
Type Weaknesses - Psychic/Ground
Warrior Skill - Quick Strike

Power - 66 Wisdom - 85 Charisma - 74
Perfect Links - Arbok Line
99% Link - Audino

Name - Yoshitatsu
Type Specialties - Poison/Dragon
Type Weaknesses - Psychic/Ice
Warrior Skill - Greed
Power - 87 Wisdom - 75 Charisma - 63
Perfect Links - Gengar Line
99% Link - Haxorus Line

Name - Ittetsu
Type Specialties - Dark/Ghost
Type Weaknesses - Dragon
Warrior Skill - Rally
Power - 74 Wisdom - 77 Charisma - 74
Perfect Links - Dusknoir Line
99% Link - Zoroark Line

Name - Bokuzen
Type Specialties - Ghost
Type Weaknesses - Bug
Warrior Skill - Added Bonus
Power - 77 Wisdom - 64 Charisma - 84
Perfect Links - Gengar Line
99% Link - Drifblim Line

Name - Morinari
Type Specialties - Ghost/Psychic
Type Weaknesses - Bug
Warrior Skill - Bustle

Power - 56 Wisdom - 87 Charisma - 82
Perfect Links - Dusknoir Line
99% Link - Metagross Line

Name - Omi
Type Specialties - Poison/Normal
Type Weaknesses - Psychic/Ground
Warrior Skill - Salve
Power - 32 Wisdom - 95 Charisma - 98
Perfect Links - Beedrill
99% Link - Snorlax Line

Name - Asa
Type Specialties - Poison/Ghost
Type Weaknesses - Psychic/Ground
Warrior Skill - Sweet Song
Power - 73 Wisdom - 88 Charisma - 64
Perfect Links - Drifblim Line
99% Link - Toxicroak Line

Name - Shimoyama
Type Specialties - Dark/Bug
Type Weaknesses - Fighting/Fire
Warrior Skill - Shout
Power - 87 Wisdom - 90 Charisma - 48
Perfect Links - Scrafty Line
99% Link - Leavanny Line

Name - Genba
Type Specialties - Steel/Dark
Type Weaknesses - Psychic/Bug
Warrior Skill - Top Speed

Power - 88 Wisdom - 84 Charisma - 53
Perfect Links - Scrafty Line
99% Link - Bisharp Line

Name - Danzo
Type Specialties - Bug/Dark
Type Weaknesses - Fighting/Fire
Warrior Skill - Crack Shot
Power - 82 Wisdom - 93 Charisma - 50
Perfect Links - Spiritomb
99% Link - Armaldo Line

Name - Yazaemon
Type Specialties - Poison/Ghost
Type Weaknesses - Psychic/Dark
Warrior Skill - Eagle Eye
Power - 84 Wisdom - 81 Charisma - 60
Perfect Links - Arbok Line
99% Link - Dusknoir Line

Name - Isuke
Type Specialties - Ground/Dragon
Type Weaknesses - Bug/Ice
Warrior Skill - Top Speed
Power - 80 Wisdom - 75 Charisma - 70
Perfect Links - Krookodile Line
99% Link - Haxorus Line

Name - Tadatsugu
Type Specialties - Fire/Rock
Type Weaknesses - Water/Ground
Warrior Skill - Empathy

Power - 75 Wisdom - 77 Charisma - 73
Perfect Links - Aggron Line
99% Link - Volcarona Line

Name - Naomasa
Type Specialties - Fire/Steel
Type Weaknesses - Normal/Poison
Warrior Skill - Convalesce
Power - 87 Wisdom - 71 Charisma - 67
Perfect Links - Emboar Line
99% Link - Charizard Line

Name - Yasumasa
Type Specialties - Dragon/Steel
Type Weaknesses - Ice/Ghost
Warrior Skill - Marksman
Power - 92 Wisdom - 56 Charisma - 77
Perfect Links - Dragonite Line
99% Link - Scizor Line

Name - Masanobu
Type Specialties - Electric/Fire
Type Weaknesses - Ground/Water
Warrior Skill - Salve
Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Chandelure Line
99% Link - Zebstrika Line

Name - Hidetada
Type Specialties - Steel/Electric
Type Weaknesses - Fire/Ice
Warrior Skill - Salve

Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Bisharp Line
99% Link - Emolga

Name - Kazumasa
Type Specialties - Steel/Poison
Type Weaknesses - Poison/Fire
Warrior Skill - Greed
Power - 57 Wisdom - 87 Charisma - 81
Perfect Links - Bastiodon Line
99% Link - Drapion Line

Name - Choan
Type Specialties - Normal/Bug
Type Weaknesses - Fire/Electric
Warrior Skill - Added Bonus
Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Bibarel Line
99% Link - Scizor Line

Name - Tenkai
Type Specialties - Ghost/Fighting
Type Weaknesses - Psychic/Dark
Warrior Skill - Detox
Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Mismagius Line
99% Link - Machamp Line

Name - Munenori
Type Specialties - Bug/Steel
Type Weaknesses - Normal/Ghost
Warrior Skill - Impact

Power - 86 Wisdom - 76 Charisma - 63
Perfect Links - Scizor Line
99% Link - Excadrill Line

Name - Kame
Type Specialties - Steel/Ice
Type Weaknesses - Fire/Electric
Warrior Skill - Crack Shot
Power - 73 Wisdom - 86 Charisma - 66
Perfect Links - Forretress Line
99% Link - Lapras

Name - Toku
Type Specialties - Steel/Bug
Type Weaknesses - Fire
Warrior Skill - Added Bonus
Power - 61 Wisdom - 95 Charisma - 69
Perfect Links - Aggron Line
99% Link - Leavanny Line

Name - Saizo
Type Specialties - Ghost/Poison
Type Weaknesses - Ground/Psychic
Warrior Skill - Detox
Power - 81 Wisdom - 76 Charisma - 68
Perfect Links - Gengar Line
99% Link - Drapion Line

Name - Sasuke
Type Specialties - Psychic/Fire
Type Weaknesses - Rock/Dark
Warrior Skill - Bustle

Power - 82 Wisdom - 73 Charisma - 70
Perfect Links - Infernape Line
99% Link - Musharna Line

Name - Katsu
Type Specialties - Steel/Ice
Type Weaknesses - Fire
Warrior Skill - Quick Strike
Power - 69 Wisdom - 62 Charisma - 94
Perfect Links - Aggron Line
99% Link - Weavile Line

Name - Juzo
Type Specialties - Fire/Electric
Type Weaknesses - Water/Ground
Warrior Skill - Empathy
Power - 82 Wisdom - 81 Charisma - 62
Perfect Links - Simisear Line
99% Link - Raichu Line

Name - Tsuru
Type Specialties - Ghost/Poison
Type Weaknesses - Bug/Psychic
Warrior Skill - Detox
Power - 89 Wisdom - 51 Charisma - 85
Perfect Links - Mismagius Line
99% Link - Crobat Line

Name - Ise
Type Specialties - Psychic
Type Weaknesses - Dark
Warrior Skill - Eagle Eye

Power - 83 Wisdom - 65 Charisma - 77
Perfect Links - Gothitelle Line
99% Link - Chimecho Line

Name - Jinpachi
Type Specialties - Ghost/Normal
Type Weaknesses - Ground/Dark
Warrior Skill - Top Speed
Power - 84 Wisdom - 53 Charisma - 88
Perfect Links - Mismagius Line
99% Link - Audino

Name - Kamanosuke
Type Specialties - Bug/Fighting
Type Weaknesses - Ground/Psychic
Warrior Skill - High Jump
Power - 86 Wisdom - 58 Charisma - 81
Perfect Links - Scizor Line
99% Link - Scrafty Line

Name - Seikai
Type Specialties - Fighting/Steel
Type Weaknesses - Ground/Psychic
Warrior Skill - High Jump
Power - 92 Wisdom - 60 Charisma - 73
Perfect Links - Conkeldurr Line
99% Link - Empoleon Line

Name - Isa
Type Specialties - Fighting/Steel
Type Weaknesses - Flying
Warrior Skill - Adrenaline

Power - 96 Wisdom - 51 Charisma - 78
Perfect Links - Machamp Line
99% Link - Forretress Line

Name - Yoshiteru
Type Specialties - Steel/Poison
Type Weaknesses - Fire/Psychic
Warrior Skill - Convalesce
Power - 90 Wisdom - 45 Charisma - 90
Perfect Links - Metagross Line
99% Link - Crobat Line

Name - Yoshiaki
Type Specialties - Grass/Fire
Type Weaknesses - Poison/Water
Warrior Skill - Greed
Power - 25 Wisdom - 100 Charisma - 100
Perfect Links - Carnivine
99% Link - Eevee, Flareon

Name - Hisahide
Type Specialties - Dragon/Normal
Type Weaknesses - Bug/Electric
Warrior Skill - Quick Strike
Power - 64 Wisdom - 94 Charisma - 67
Perfect Links - Hydreigon Line
99% Link - Braviary Line

Name - Jubei
Type Specialties - Psychic/Poison
Type Weaknesses - Ground/Bug
Warrior Skill - Impact

Power - 100 Wisdom - 49 Charisma - 76
Perfect Links - Gardevoir/Gallade Line
99% Link - Beedrill

Name - Nobutsuna
Type Specialties - Normal/Psychic
Type Weaknesses - Fire/Rock
Warrior Skill - Mighty Blow
Power - 100 Wisdom - 47 Charisma - 78
Perfect Links - Metagross Line
99% Link - Staraptor Line

Name - Bokuden
Type Specialties - Steel/Dark
Type Weaknesses - Fire/Ground
Warrior Skill - Rally
Power - 100 Wisdom - 48 Charisma - 77
Perfect Links - Bastiodon Line
99% Link - Spiritomb

Name - Otsu
Type Specialties - Flying/Fighting
Type Weaknesses - Rock/Ground
Warrior Skill - Sweet Song
Power - 90 Wisdom - 68 Charisma - 67
Perfect Links - Drifblim Line
99% Link - Lucario Line

Shop Merchandise

All Shops

- Potion
- Parlyz Heal
- Awakening
- Antidote
- Burn Heal
- Ice Heal

Aurora

Shop Level 1

- Super Potion
- Emerald Grace
- Cerulean Grace
- Crimson Grace
- Couplink
- Dumbbell
- Weak Spot Lens
- Harmony Flute
- Devolution Spray
- Ice Stone
- Sun Stone
- Shiny Stone
- Dawn Stone

Shop Level 2

- Hyper Potion
- Excellink
- Harmony Harp

Shop Level 3

- Max Potion
- Idyllink
- Lucky Charm
- Harmony Drum
- Target Charm

Ignis

Shop Level 1

- Super Potion
- Crimson Grace
- Burn Block
- Strategy Tome
- Padded Cloak
- Harmony Flute
- Devolution Spray
- Fire Stone
- Sun Stone
- Dusk Stone

Shop Level 2

- Hyper Potion
- Harmony Harp

Shop Level 3

- Max Potion
- Cheering Conch
- Harmony Drum
- Ball of Rage

Fontaine

Shop Level 1

- Super Potion
- Cerulean Grace
- Magic Mirror
- Devolution Spray
- Metal Coat
- Water Stone
- Moon Stone

Shop Level 2

- Hyper Potion
- Staff of Purpose
- Hero’s Mantle

Shop Level 3

- Max Potion
- Staff of Courage
- Cheering Conch
- Power Wristband

Violight

Shop Level 1

- Super Potion
- Parlyz Block
- Sleep Block
- Dumbbell
- Devolution Spray
- Thunder Stone
- Shiny Stone
- Dawn Stone

Shop Level 2

- Hyper Potion
- Sniper Lens

Shop Level 3

- Max Potion
- Winged Boots
- Power Wristband
- Generator

Nixtorm

Shop Level 1

- Super Potion

- Ivory Grace
- Freeze Block
- Ponigiri
- Strategy Tome
- Padded Cloak
- Metal Mirror
- Devolution Spray
- Ice Stone
- Razor Claw
- Thunderstone
- Leaf Stone
- Dusk Stone

Shop Level 2

- Hyper Potion
- Red Ponigiri
- Staff of Purpose

Shop Level 3

- Max Potion
- Blue Ponigiri
- Staff of Courage
- Target Charm
- War Fan

Pugilis

Shop Level 1

- Super Potion
- Ponigiri
- Dumbbell
- Devolution Spray
- Fire Stone
- Water Stone
- Leaf Stone

Shop Level 2

- Hyper Potion
- Red Ponigiri
- Staff of Purpose

Shop Level 3

- Max Potion
- Blue Ponigiri
- Staff of Courage
- Power Wristband

Viperia

Shop Level 1

- Super Potion
- Indigo Grace
- Poison Block
- Ponigiri
- Magic Mirror
- Devolution Spray
- Metal Coat
- Thunderstone
- Dusk Stone

Shop Level 2

- Hyper Potion
- Red Ponigiri
- Sniper Lens
- Iron Wristband

Shop Level 3

- Max Potion
- Blue Ponigiri
- Twice Lucky
- Double Play
- Iron Cuff
- Traveler's Charm

Terrera

Shop Level 1

- Super Potion
- Ashen Grace
- Full Heal
- Couplink
- Strategy Tome
- Metal Mirror
- Devolution Spray
- Fire Stone
- Sun Stone

Shop Level 2

- Hyper Potion
- Omniblock
- Excellink
- Hero’s Mantle

Shop Level 3

- Max Potion
- Idyllink
- Cheering Conch
- Lucky Charm
- Ball of Rage
- War Fan

Avia

Shop Level 1

- Super Potion
- Sleep Block
- Freeze Block
- Magic Mirror
- Devolution Spray

- Ice Stone
- Water Stone
- Thunderstone
- Dawn Stone

Shop Level 2

- Hyper Potion
- Hero’s Mantle
- Iron Wristband
- Magic Balloon

Shop Level 3

- Max Potion
- Winged Boots
- Iron Cuff
- Generator

Chrysalia

Shop Level 1

- Super Potion
- Emerald Grace
- Ponigiri
- Magic Mirror
- Weak Spot Lens
- Metal Mirror
- Devolution Spray
- Metal Coat
- Leaf Stone
- Sun Stone

Shop Level 2

- Hyper Potion
- Red Ponigiri
- Magic Balloon

Shop Level 3

- Max Potion
- Blue Ponigiri
- Double Play
- Cheering Conch
- Traveler's Charm

Cragspur

Shop Level 1

- Super Potion
- Ashen Grace
- Poison Block
- Ponigiri
- Strategy Tome
- Weak Spot Lens
- Devolution Spray
- Fire Stone
- Thunderstone

Shop Level 2

- Hyper Potion
- Red Ponigiri
- Iron Wristband

Shop Level 3

- Max Potion
- Blue Ponigiri
- Iron Cuff
- Ball of Rage
- War Fan

Dragnor

Shop Level 1

- Super Potion

- Ivory Grace
- Parlyz Block
- Ponigiri
- Couplink
- Magic Mirror
- Harmony Flute
- Devolution Spray
- Metal Coat
- Ice Stone
- Moon Stone
- Dusk Stone

Shop Level 2

- Hyper Potion
- Red Ponigiri
- Excellink
- Harmony Harp
- Magic Balloon

Shop Level 3

- Max Potion
- Blue Ponigiri
- Idyllink
- Generator
- Lucky Charm
- Harmony Drum
- Traveler's Charm

Yaksha

Shop Level 1

- Super Potion
- Indigo Grace
- Burn Block
- Dumbbell
- Weak Spot Lens
- Metal Mirror

- Devolution Spray
- Razor Claw
- Moon Stone
- Dusk Stone

Shop Level 2

- Hyper Potion
- Sniper Lens

Shop Level 3

- Max Potion
- Twice Lucky
- Siren Song
- Sylph Wings
- Target Charm

Alchemy Crafting

(When crafting, there is (supposedly) a chance to get a rarer item as a result. Said item names will be marked by bolding.)

Potion + Healing Herbs → Super Potion / **Hyper Potion**
Super Potion + Healing Herbs → Hyper Potion / **Max Potion**
Hyper Potion + 2 Healing Herbs → Max Potion / **Full Restore**
Max Potion + Healing Herbs → Full Restore
Potion + Burn Heal → Crimson Grace / **Padded Cloak**
Potion + Antidote → Indigo Grace / **Padded Cloak**
Potion + Ice Heal → Ivory Grace / **Padded Cloak**
Parlyz Heal + Healing Herbs → Parlyz Block / **Omniblock**
Awakening + Healing Herbs → Sleep Block / **Omniblock**
Antidote + Healing Herbs → Poison Block / **Omniblock**
Burn Heal + Healing Herbs → Burn Block / **Omniblock**

Ice Heal + Healing Herbs → Freeze Block / **Omniblock**
Full Heal + Healing Herbs → Omniblock / **Lucky Charm**
Ponigiri + Healing Herbs → Red Ponigiri / **Blue Ponigiri**
Red Ponigiri + 2 Healing Herbs → Blue Ponigiri / **Purple Ponigiri**
Blue Ponigiri + 2 Healing Herbs → Purple Ponigiri
Charisma Orb + Mystery Orb → Couplink / **Excellink**
Couplink + Dashing Droplet → Excellink / **Idyllink**
Excellink + 2 Dashing Droplet → Idyllink
Agility Orb + Mystery Orb → Sniper Lens / **Harmony Cymbal**
Dashing Droplet + 2 Agility Orb → Winged Boots
Magic Mirror + 2 Charisma Orb → Siren Song
Agility Orb + 2 Mystery Orb → Sylph Wings
Durability Orb + Power Orb → Dumbbell
Durability + Wisdom Orb → Strategy Tome / **History Tome**
Durability + Charisma Orb → Magic Mirror
Staff of Purpose + 2 Dashing Droplet → Staff of Courage
Durability Orb + Explosives → Hero's Mantle
Durability Orb + Canvas → Lucky Charm
Power Orb + Agility Orb → Weak Spot Lens / **Target Charm**
Dashing Droplet + Power Orb → Power Wristband / **Power Cuff**
Power Wristband + Dashing Droplet → Power Cuff / **Power Brace**
Power Cuff + 2 Dashing Droplet → Power Brace / **Ball of Rage**
Dashing Droplet + Durability Orb → Iron Wristband / **Iron Cuff**
Iron Wristband + Dashing Droplet → Iron Cuff / **Iron Brace**
Iron Cuff + 2 Dashing Droplet → Iron Brace / **Everstone Crown**
Parlyz Block + 2 Agility Orb → Generator
Omniblock + 2 Durability Orb → Lucky Charm
Harmony Flute + Dashing Droplet → Harmony Harp / **Harmony Drum**
Dashing Droplet + Mystery Orb → Nugget / **Big Nugget**
Nugget + Dashing Droplet → Big Nugget / **Gold Ornament**
Power Orb + Mystery Orb → Metal Mirror
Agility Orb + Explosives → Magic Balloon / **Winged Boots**
Weak Spot Lens + 2 Agility Orbs → Target Charm
Wisdom Orb + 2 Agility Orbs → Traveler's Charm

Mystery Orb + 2 Explosives → Ball of Rage / **Everstone Crown**
Power Orb + 2 Wisdom Orbs → War Fan
Burn Block + 2 Explosives → Chili Powder
Sleep Block + 2 Explosives → Sleeptight Salts
Parlyz Block + 2 Explosives → Discharger
Freeze Block + 2 Explosives → Dry Ice
Omniblock + Explosives → Cursed Flute
Gold Ornament + Big Nugget → Everstone Crown
Harmony Harp + Nugget → Harmony Cymbal / **Harmony Drum**
Junk + Max Potion → Devolution Spray
Big Nugget + Dumbbell → Metal Coat
Big Nugget + Ivory Grace → Ice Stone
Big Nugget + Full Heal → Razor Claw
Big Nugget + Crimson Grace → Fire Stone
Big Nugget + Cerulean Grace → Water Stone
Big Nugget + Parlyz Block → Thunderstone
Big Nugget + Emerald Grace → Leaf Stone
Big Nugget + Mystery Orb → Moon Stone
Big Nugget + Burn Block → Sun Stone
Big Nugget + Dashing Droplet → Dusk Stone
Big Nugget + Sparkling Shell → Shiny Stone
Big Nugget + Pretty Cord → Dawn Stone

Battle Map Info

Treasure drops are still a mystery when it comes to how it works, so it is entirely possible you will not get the items listed in practice.

Name - Aurora

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Devolution Spray
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Cerulean Grace
Treasure 6 - Emerald Grace
Treasure 7 - Power Wristband
Treasure 8 - Iron Wristband
Treasure 9 - Dawn Stone
Treasure 10 - Lucky Coin
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Ignis

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Crimson Grace
Treasure 6 - Ashen Grace
Treasure 7 - Harmony Flute
Treasure 8 - Burn Heal
Treasure 9 - Fire Stone
Treasure 10 - Chili Powder

Treasure 11 - Burn Block
Treasure 12 - Potion

Name - Fontaine

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 23

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Emerald Grace
Treasure 6 - Cerulean Grace
Treasure 7 - Couplink
Treasure 8 - Iron Wristband
Treasure 9 - Water Stone
Treasure 10 - War Fan
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Violight

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 23

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Generator
Treasure 6 - Couplink

Treasure 7 - Harmony Flute
Treasure 8 - Parlyz Heal
Treasure 9 - Thunderstone
Treasure 10 - Discharger
Treasure 11 - Parlyz Block
Treasure 12 - Potion

Name - Greenleaf

Invade Win Condition - Claim all banners at the same time
Defense Win Condition - Claim all banners, or all opponents are defeated.
Turn Count - 23

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Emerald Grace
Treasure 6 - Emerald Grace
Treasure 7 - Power Wristband
Treasure 8 - Iron Wristband
Treasure 9 - Leaf Stone
Treasure 10 - Large Sack
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Nixtorm

Invade Win Condition - Claim and hold all banners for 5 turns, or have all banners claimed while the opponents have been defeated
Defense Win Condition - Turn count hits four when the opponent does not have all banners, your army has claimed and held all banners for 5 turns, or defeated all opponents.
Turn Count - 23

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Ivory Grace
Treasure 6 - Iron Wristband
Treasure 7 - Power Wristband
Treasure 8 - Ice Heal
Treasure 9 - Dry Ice
Treasure 10 - Ice Stone
Treasure 11 - Freeze Block
Treasure 12 - Potion

Name - Pugilis

Invade Win Condition - Claim and hold all banners for 5 turns, or have all banners claimed while the opponents have been defeated
Defense Win Condition - Turn count hits four when the opponent does not have all banners, your army has claimed and held all banners for 5 turns, or defeated all opponents.
Turn Count - 28

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Power Wristband
Treasure 6 - Ashen Grace
Treasure 7 - Power Wristband
Treasure 8 - Iron Wristband
Treasure 9 - Shiny Stone
Treasure 10 - Noisemaker
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Viperia

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Indigo Grace
Treasure 6 - Couplink
Treasure 7 - Power Wristband
Treasure 8 - Antidote
Treasure 9 - Razor Claw
Treasure 10 - Fog Machine
Treasure 11 - Poison Block
Treasure 12 - Potion

Name - Terrera

Invade Win Condition - Claim and hold all banners for 5 turns, or have all banners claimed while the opponents have been defeated
Defense Win Condition - Turn count hits four when the opponent does not have all banners, your army has claimed and held all banners for 5 turns, or defeated all opponents.
Turn Count - 28

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Power Wristband

Treasure 6 - Iron Wristband
Treasure 7 - Harmony Flute
Treasure 8 - Sniper Lens
Treasure 9 - Devolution Spray
Treasure 10 - Traveler's Charm
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Avia

Invade Win Condition - Claim all banners at the same time
Defense Win Condition - Claim all banners, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Emerald Grace
Treasure 6 - Emerald Grace
Treasure 7 - Power Wristband
Treasure 8 - Iron Wristband
Treasure 9 - Winged Boots
Treasure 10 - Sylph Wings
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Illusio

Invade Win Condition - Claim and hold all banners for 5 turns, or have all banners claimed while the opponents have been defeated
Defense Win Condition - Turn count hits four when the opponent does not have all banners, your army has claimed and held all banners for

5 turns, or defeated all opponents.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Power Wristband
Treasure 6 - Iron Wristband
Treasure 7 - Strategy Tome
Treasure 8 - Staff of Purpose
Treasure 9 - Moon Stone
Treasure 10 - Magic Balloon
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Chrysalia

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Emerald Grace
Treasure 6 - Cerulean Grace
Treasure 7 - Iron Wristband
Treasure 8 - Power Wristband
Treasure 9 - Sun Stone
Treasure 10 - Sleeptight Salts
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Cragspur

Invade Win Condition - Claim and hold all banners for 5 turns, or have all banners claimed while the opponents have been defeated
Defense Win Condition - Turn count hits four when the opponent does not have all banners, your army has claimed and held all banners for 5 turns, or defeated all opponents.
Turn Count - 23

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Ashen Grace
Treasure 6 - Ashen Grace
Treasure 7 - Power Wristband
Treasure 8 - Iron Wristband
Treasure 9 - Twice Lucky
Treasure 10 - Double Play
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Spectra

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Devolution Spray
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Parlyz Heal

Treasure 6 - Awakening
Treasure 7 - Antidote
Treasure 8 - Burn Heal
Treasure 9 - Omniblock
Treasure 10 - Cursed Flute
Treasure 11 - Ice Heal
Treasure 12 - Full Heal

Name - Dragnor

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Devolution Spray
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Power Wristband
Treasure 6 - Iron Wristband
Treasure 7 - Nugget
Treasure 8 - Target Charm
Treasure 9 - Traveler's Charm
Treasure 10 - Ball of Rage
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Yaksha

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Cerulean Grace
Treasure 6 - Emerald Grace
Treasure 7 - Power Wristband
Treasure 8 - Iron Wristband
Treasure 9 - Dusk Stone
Treasure 10 - Siren Song
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Valora

Invade Win Condition - Claim and hold all banners for 5 turns, or have all banners claimed while the opponents have been defeated
Defense Win Condition - Turn count hits four when the opponent does not have all banners, your army has claimed and held all banners for 5 turns, or defeated all opponents.
Turn Count - 28

Treasure 1 - Devolution Spray
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Super Potion
Treasure 5 - Power Wristband
Treasure 6 - Iron Wristband
Treasure 7 - Iron Cuff
Treasure 8 - Weak Spot Lens
Treasure 9 - Metal Mirror
Treasure 10 - Metal Coat
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Infinite Tower

Invade Win Condition - Defeat all opponents.
Defense Win Condition - All opponents are defeated.
Turn Count - N/A

Treasure 1 - Potion
Treasure 2 - Potion
Treasure 3 - Idyllink
Treasure 4 - Potion
Treasure 5 - Harmony Drum
Treasure 6 - Potion
Treasure 7 - Power Brace
Treasure 8 - Potion
Treasure 9 - Iron Brace
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Sacred Ruins

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Devolution Spray
Treasure 2 - Metal Coat
Treasure 3 - Ice Stone
Treasure 4 - Razor Claw
Treasure 5 - Fire Stone
Treasure 6 - Water Stone
Treasure 7 - Thunderstone
Treasure 8 - Leaf Stone

Treasure 9 - Moon Stone
Treasure 10 - Sun Stone
Treasure 11 - Dusk Stone
Treasure 12 - Dawn Stone

Name - Ravine Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Full Heal
Treasure 4 - Hyper Potion
Treasure 5 - Max Potion
Treasure 6 - Super Potion
Treasure 7 - Hyper Potion
Treasure 8 - Cerulean Grace
Treasure 9 - Emerald Grace
Treasure 10 - Super Potion
Treasure 11 - Couplink
Treasure 12 - Big Nugget

Name - Ravine Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion

Treasure 4 - Emerald Grace
Treasure 5 - Cerulean Grace
Treasure 6 - Super Potion
Treasure 7 - Potion
Treasure 8 - Nugget
Treasure 9 - Nugget
Treasure 10 - Potion
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Ravine Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget
Treasure 2 - Potion
Treasure 3 - Emerald Grace
Treasure 4 - Potion
Treasure 5 - Cerulean Grace
Treasure 6 - Potion
Treasure 7 - Potion
Treasure 8 - Potion
Treasure 9 - Harmony Flute
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Cave Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.

Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Crimson Grace
Treasure 2 - Super Potion
Treasure 3 - Full Heal
Treasure 4 - Ashen Grace
Treasure 5 - Big Nugget
Treasure 6 - Super Potion
Treasure 7 - Max Potion
Treasure 8 - Hyper Potion
Treasure 9 - Super Potion
Treasure 10 - Hyper Potion
Treasure 11 - Indigo Grace
Treasure 12 - Potion

Name - Cave Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Potion
Treasure 3 - Crimson Grace
Treasure 4 - Potion
Treasure 5 - Nugget
Treasure 6 - Nugget
Treasure 7 - Ashen Grace
Treasure 8 - Super Potion
Treasure 9 - Couplink
Treasure 10 - Potion
Treasure 11 - Potion

Treasure 12 - Potion

Name - Cave Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget
Treasure 2 - Potion
Treasure 3 - Cerulean Grace
Treasure 4 - Potion
Treasure 5 - Crimson Grace
Treasure 6 - Potion
Treasure 7 - Ashen Grace
Treasure 8 - Potion
Treasure 9 - Potion
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Floating Rock Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Excellink
Treasure 4 - Couplink
Treasure 5 - Harmony Harp
Treasure 6 - Super Potion

Treasure 7 - Hyper Potion
Treasure 8 - Super Potion
Treasure 9 - Super Potion
Treasure 10 - Ivory Grace
Treasure 11 - Awakening
Treasure 12 - Big Nugget

Name - Floating Rock Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Potion
Treasure 3 - Couplink
Treasure 4 - Potion
Treasure 5 - Harmony Flute
Treasure 6 - Potion
Treasure 7 - Super Potion
Treasure 8 - Potion
Treasure 9 - Nugget
Treasure 10 - Nugget
Treasure 11 - Potion
Treasure 12 - Potion

Name - Floating Rock Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget

Treasure 2 - Potion
Treasure 3 - Couplink
Treasure 4 - Potion
Treasure 5 - Potion
Treasure 6 - Potion
Treasure 7 - Power Wristband
Treasure 8 - Potion
Treasure 9 - Iron Wristband
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Farm Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Omniblock
Treasure 3 - Super Potion
Treasure 4 - Emerald Grace
Treasure 5 - Excellink
Treasure 6 - Max Potion
Treasure 7 - Harmony Harp
Treasure 8 - Super Potion
Treasure 9 - Hyper Potion
Treasure 10 - Super Potion
Treasure 11 - Hyper Potion
Treasure 12 - Big Nugget

Name - Farm Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.

Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Potion
Treasure 3 - Nugget
Treasure 4 - Nugget
Treasure 5 - Couplink
Treasure 6 - Potion
Treasure 7 - Harmony Flute
Treasure 8 - Super Potion
Treasure 9 - Potion
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Farm Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget
Treasure 2 - Potion
Treasure 3 - Couplink
Treasure 4 - Potion
Treasure 5 - Harmony Flute
Treasure 6 - Potion
Treasure 7 - Potion
Treasure 8 - Potion
Treasure 9 - Couplink
Treasure 10 - Potion
Treasure 11 - Potion

Treasure 12 - Potion

Name - Sky Garden Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Iron Cuff
Treasure 3 - Excellink
Treasure 4 - Ashen Grace
Treasure 5 - Harmony Harp
Treasure 6 - Max Potion
Treasure 7 - Super Potion
Treasure 8 - Super Potion
Treasure 9 - Hyper Potion
Treasure 10 - Super Potion
Treasure 11 - Power Cuff
Treasure 12 - Big Nugget

Name - Sky Garden Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Potion
Treasure 3 - Couplink
Treasure 4 - Potion
Treasure 5 - Harmony Flute
Treasure 6 - Nugget

Treasure 7 - Emerald Grace
Treasure 8 - Super Potion
Treasure 9 - Potion
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Sky Garden Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget
Treasure 2 - Potion
Treasure 3 - Cerulean Grace
Treasure 4 - Potion
Treasure 5 - Couplink
Treasure 6 - Potion
Treasure 7 - Harmony Flute
Treasure 8 - Potion
Treasure 9 - Potion
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Name - Snowy Mountain Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Big Nugget

Treasure 2 - Super Potion
Treasure 3 - Hyper Potion
Treasure 4 - Super Potion
Treasure 5 - Excellink
Treasure 6 - Ice Stone
Treasure 7 - Harmony Harp
Treasure 8 - Ice Heal
Treasure 9 - Iron Cuff
Treasure 10 - Hyper Potion
Treasure 11 - Super Potion
Treasure 12 - Potion

Name - Snowy Mountain Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Potion
Treasure 5 - Couplink
Treasure 6 - Potion
Treasure 7 - Harmony Flute
Treasure 8 - Potion
Treasure 9 - Nugget
Treasure 10 - Nugget
Treasure 11 - Potion
Treasure 12 - Potion

Name - Snowy Mountain Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.

Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget
Treasure 2 - Potion
Treasure 3 - Potion
Treasure 4 - Potion
Treasure 5 - Couplink
Treasure 6 - Potion
Treasure 7 - Harmony Flute
Treasure 8 - Potion
Treasure 9 - Power Wristband
Treasure 10 - Potion
Treasure 11 - Dry Ice
Treasure 12 - Potion

Name - Park Lv. 3

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 18

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Hyper Potion
Treasure 4 - Big Nugget
Treasure 5 - Excellink
Treasure 6 - Emerald Grace
Treasure 7 - Harmony Harp
Treasure 8 - Omniblock
Treasure 9 - Iron Wristband
Treasure 10 - Max Potion
Treasure 11 - Super Potion

Treasure 12 - Potion

Name - Park Lv. 2

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 13

Treasure 1 - Potion
Treasure 2 - Super Potion
Treasure 3 - Potion
Treasure 4 - Potion
Treasure 5 - Couplink
Treasure 6 - Potion
Treasure 7 - Harmony Flute
Treasure 8 - Potion
Treasure 9 - Nugget
Treasure 10 - Nugget
Treasure 11 - Potion
Treasure 12 - Potion

Name - Park Lv. 1

Invade Win Condition - Defeat all opponents before turns run out.
Defense Win Condition - Turn count hits zero, or all opponents are defeated.
Turn Count - 8

Treasure 1 - Nugget
Treasure 2 - Potion
Treasure 3 - Potion
Treasure 4 - Potion
Treasure 5 - Couplink
Treasure 6 - Potion

Treasure 7 - Harmony Flute
Treasure 8 - Potion
Treasure 9 - Power Wristband
Treasure 10 - Potion
Treasure 11 - Potion
Treasure 12 - Potion

Episode Unlock Order

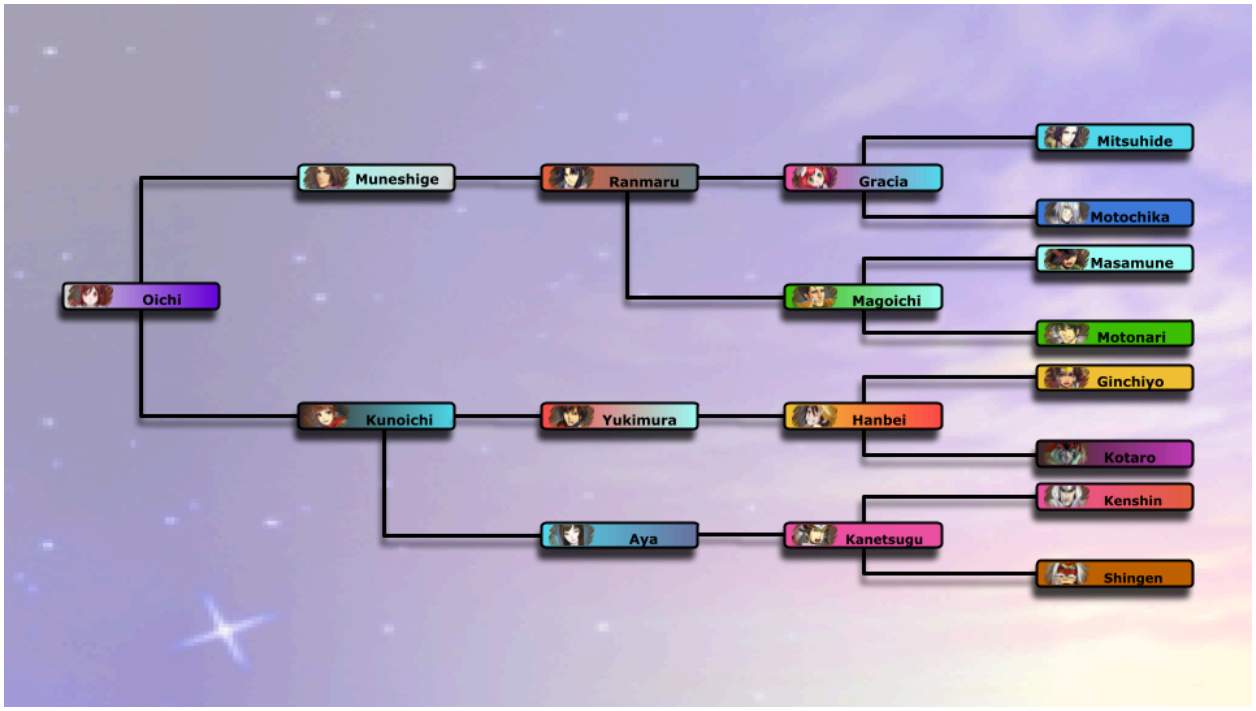
On the left side is the story that is unlocked, and the right side is the story that needs to be done to unlock the story to the left of the arrow.

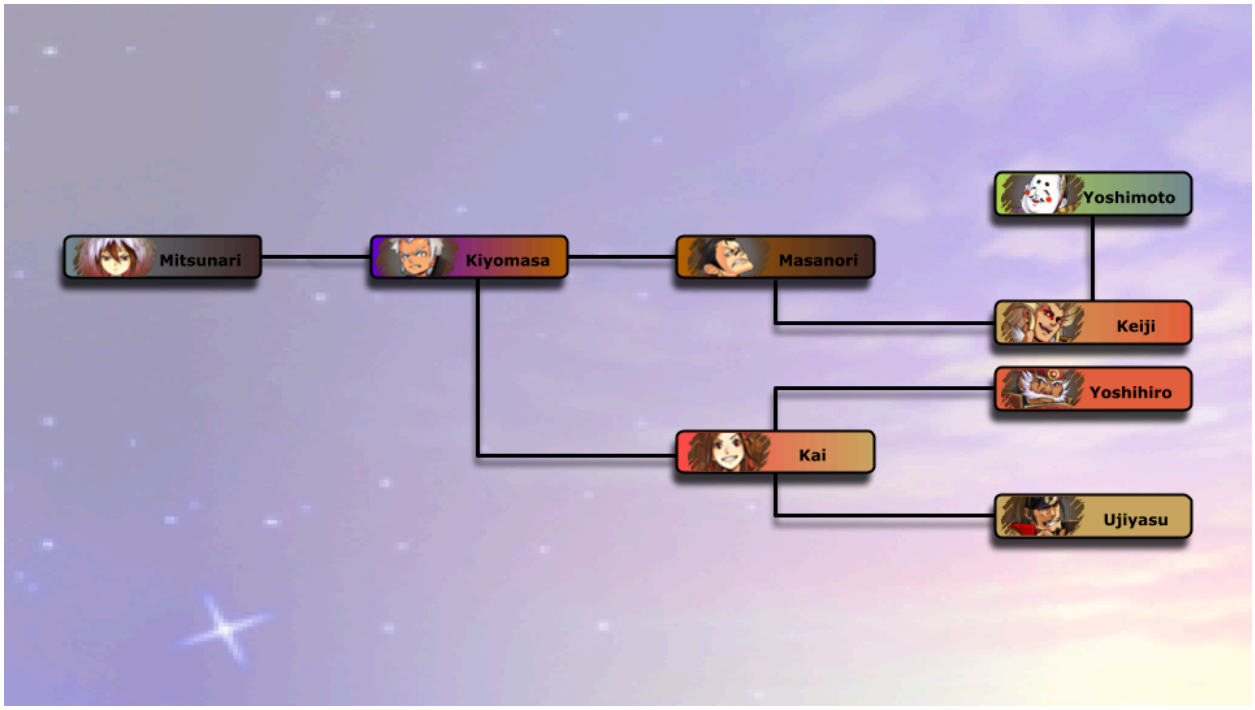
The Legend Of Ransei (Hero/ine) <- Start the game up you fool
The Road To Conquest (Nobunaga) <- Special (Finish 10 stories)
Happily Ever After (Hideyoshi) <- The Visionary's Quest (Kanbei)
Burdened Peace (Ieyasu) <- Grace and Beauty (Ina)
The Way of the Warrior (Yukimura) <- Time for Battle! (Kunoichi)
The Joy of Battle (Kenshin) <- Land of Love and Righteousness (Kanetsugu)
Pride and Precociousness (Ginchiyo) <- The Reluctant Genius (Hanbei)
Tragic Determination (Mitsuhide) <- All Grown Up (Gracia)
A Shroud of Darkness (Kotaro) <- The Reluctant Genius (Hanbei)
Futile Fight (Mitsunari) <- The Legend of Ransei (Hero/ine)
Teaching Them a Lesson (Nene) <- Grace and Beauty (Ina)
The Reluctant Genius (Hanbei) <- The Way of the Warrior (Yukimura)
The Unparalleled Warrior (Tadakatsu) <- A Date with Destiny (Okuni)
A Ninja among(us)st Ninjas (Hanzo) <- A Date with Destiny (Okuni)
Archenemies (Shingen) <- Land of Love and Righteousness (Kanetsugu)
Time for Battle! (Kunoichi) <- The Rose of Ransei (Oichi)
Land of Love and Righteousness (Kanetsugu) <- Love is a Battlefield (Aya)

Love is a Battlefield (Aya) <- Time for Battle! (Kunoichi)
The Final Gamble (Yoshihiro) <- Simply the Best (Kai)
Blowing in the Wind (Muneshige) <- The Rose of Ransei (Oichi)
Ransei's Legendary Beauty (No) <- The Visionary's Quest (Kanbei)
All Grown Up (Gracia) <- A Fate Born of Beauty (Ranmaru)
The Rebel (Motochika) <- All Grown Up (Gracia)
That Which He Holds Dear (Ujiyasu) <- Simply the Best (Kai)
Worthless War (Kiyomasa) <- Futile Fight (Mitsunari)
The Rose of Ransei (Oichi) <- The Legend of Ransei (Hero/ine)
The Visionary's Quest (Kanbei) <- A Ninja amongst Ninjas (Hanzo)
Grace and Beauty (Ina) <- The Unparalleled Warrior (Tadakatsu)
Pokemari and Me (Yoshimoto) <- The Free Spirit's Path (Keiji)
The Dragon's Dream (Masamune) <- This One Goes Out to My Fans (Magoichi)
Putting the Books Down (Motonari) <- This One Goes Out to My Fans (Magoichi)
A Date with Destiny (Okuni) <- The Legend of Ransei (Hero/ine)
This One Goes Out to My Fans (Magoichi) <- A Fate Born of Beauty (Ranmaru)
Simply the Best (Kai) <- Worthless War (Kiyomasa)
Vain Vantage (Masanori) <- Worthless War (Kiyomasa)
A Fate Born of Beauty (Ranmaru) <- Blowing in the Wind (Muneshige)
The Free Spirit's Path (Keiji) <- Vain Vantage (Masanori)
Two Heroes (Hero/ine) <- Special (do all Warlord's stories)

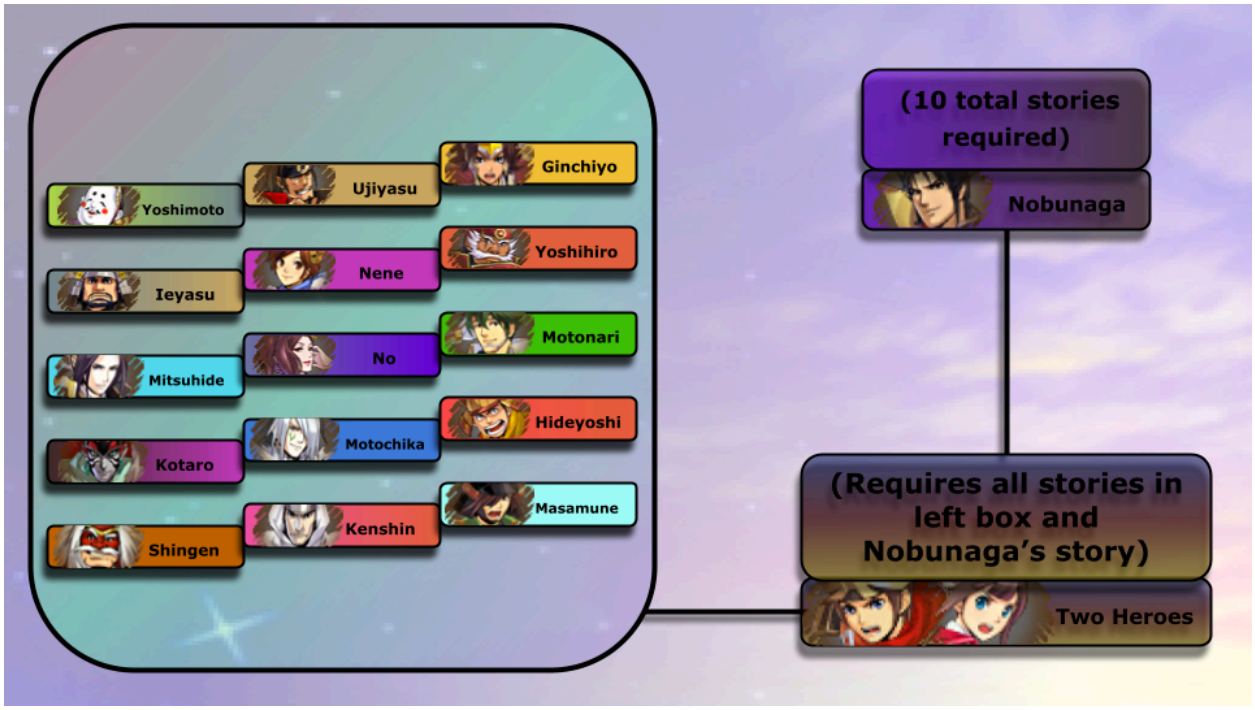
You may also use the diagrams here to see story progression.

Oichi
Main Story
Mitsunari
Okuni


Mitsuhide
Muneshige
Ranmaru
Gracia
Motochika
Masamune
Oichi
Magoichi
Motonari
Ginchiyo
Kunoichi
Yukimura
Hanbei
Kotaro
Kenshin
Aya
Kanetsugu
Shingen


Mitsunari
Kiyomasa
Masanori
Yoshimoto
Keiji
Yoshihiro
Kai
Ujiyasu

Ieyasu
Tadakatsu
Ina
Nene
Okuni
Hideyoshi
Hanzo
Kanbei
No



Thank you all for making this ROM Hack possible. It brings me great joy that a project like this was able to come to fruition. Thank you

all for playing Pokemon Conquest: Twin Dragons!

art by Lindsay Panes