**2025 LNY Raid Information**

Maintained by caav

All raids  other than Shaymin require 1 OT Pokemon. Shaymin requires 2.

If you need a general prep guide:

[Preparing For Lunar New Year Raids in [PokeMMO]](https://www.google.com/url?q=https://www.youtube.com/watch?v%3DTzwfuB3nJzk%26t%3D1s&sa=D&source=editors&ust=1760170576428082&usg=AOvVaw29fwUJ5FPl_SIJI3METpfL)

Times are in EST. 7p = 00:00 UTC

|  |  |
| --- | --- |
| 1/29/25 7:30 PM | Lopunny |
| 1/30/25 3:30 PM | Purugly |
| 1/31/25 11:30 AM | Grumpig |
| 2/1/25 7:30 AM | Zebstrika |
| 2/2/25 3:30 AM | Stoutland |
| 2/2/25 11:30 PM | Ampharos |
| 2/3/25 7:30 PM | Steelix |
| 2/4/25 3:30 PM | Slaking |
| 2/5/25 11:30 AM | Tauros |
| 2/6/25 7:30 AM | Braviary |
| 2/7/25 3:30 AM | Excadrill |
| 2/7/25 11:30 PM | Gyarados |

[2025 LNY Catch Rates](https://www.google.com/url?q=https://docs.google.com/spreadsheets/d/1rUlC8QVy7TVoOzM_ot-4XTvr4tcxroW9Xy_sljzsCJU/edit?gid%3D0%23gid%3D0&sa=D&source=editors&ust=1760170576431111&usg=AOvVaw1A61oa098M5eO-y7hRdSkW)

[List of Raid Dens](https://www.google.com/url?q=https://docs.google.com/document/d/1PhdhL7xLSwPY9szrpwg__yYNwcXcES1qx4HLaVXbFrE/edit?usp%3Dsharing&sa=D&source=editors&ust=1760170576431237&usg=AOvVaw1ncP_7zCkRz4lmT74iVDqi) from last LNY

**1. Lopunny [3☆]**

1 OT Required

Video Guide:

[Lopunny Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/KWSU_zmyysU&sa=D&source=editors&ust=1760170576431501&usg=AOvVaw28C07ZebBZVEyHSHjOiElA)

**Locations**

Kanto: Berry Forest

Johto: Route 35

Hoenn: Route 123

Sinnoh: Route 217

Unova: Dreamyard

**Mechanics**

Ability:

Held Item:

100%: Follow Me on adds

65%: Klutz given to

45%: Thunder Wave  
30%: Teeter Dance

**Moves**

* Acrobatics
* Thunderpunch
* Double Edge
* Drain Punch

Avoid bringing things weak to Fighting, drain punch is a pain in the ass. Bring two tailwinds. Players 1 & 2 need to bring all AoE/Spread moves. Earthquake is the easiest, but also bring a Typhlosion.

**Cheat Sheet:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Spread | Sun | Tailwind | Spread |
| 2 | Spread | Spread | Single Target | Single Target |
| 3 | Spread | Spread | Single Target | Single Target |
| 4 | Spread | Spread | Single Target | Single Target |
| 5 | Spread | Spread | Single Target | Tailwind |
| 6 | Spread | Spread | Single Target | Single Target |

**2. Purugly [3☆]**

[Purugly Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/-3xM1bvIuuc&sa=D&source=editors&ust=1760170576435681&usg=AOvVaw095bhe_YBhDMuOyuZtI4Ba)

**Locations**

Kanto: Route 7

Johto: Route 47 (far left waterfall)

Hoenn: Route 115 (need surf)

Sinnoh: Route 222

Unova: Route 1 (surf)

**Mechanics**

Ability: Defiant

Held Item:  Type Policy

100%: First Mon to move gets flinched, every turn.

75%: Hone Claws

50%: Charm  
20%:  Sleeps Everything

**Moves**

* Body Slam
* Shadow Claw
* Bulldoze

Defiant causes attack to get raised if the bosses stats are lowered. Don’t bring intimidate. Crobat inner focus with rocky helmet lead is great, covert cloak murkrow (HA) works. Asleep pokemon can bait the flinch with priority moves, allowing the other non-asleep pokemon to do damage (ty joshua-beck from youtube.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Tailwind | Damage | Damage | Damage |
| 2 | Haze | Damage | Damage | Damage |
| 3 | Damage | Damage | Damage | Damage |
| 4 | Damage | Damage | Damage | Damage |
| 5 | Damage | Tailwind | Damage | Damage |
| 6 | Damage | Damage | Damage | Damage |

**3. Grumpig [3☆]**

[Grumpig Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/nD3nO58atuw&sa=D&source=editors&ust=1760170576440012&usg=AOvVaw3WKKf05Nf99vVmMU5wp-bL)

**Locations**

Kanto: Mt. Ember (need strength/surf)

Johto: Ruins of Alph

Hoenn: Mount Chimney

Sinnoh: Route 225 (surf)

Unova: Giant Chasm

**Mechanics**

Ability:

Held Item: Light Clay

100%: Light Screen

80%: Reflect

50%: Attack & Defense Swap  
33%: Trick Room

**Moves**

* Earth Power
* Shadow Ball
* Energy Ball
* Psyshock

Bring:

* Defog
* Trick Room

**4.  Zebstrika [3☆]**

[Zebstrika Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/XhBTVPqUvmw&sa=D&source=editors&ust=1760170576441111&usg=AOvVaw3VZiCKuKK_BNtE37ftLRxL)

**Locations**

Kanto: Route 16

Johto: Route 44

Hoenn: Route 117

Sinnoh: Fuego Ironworks

Unova: Route 2 (cut)

**Mechanics**

Speed: 196

Ability:

Held Item: White Herb

100%: Sub

75%: Charge

50%: Magnet Rise  
30%: Enrage Omniboost

**Moves**

* Overheat
* Wild Charge
* Low Kick
* Discharge
* Pretty easy, ground types do very well here.
* Tailwind is also helpful but not entirely necessary given the ease of the fight, provided your link is well equipped.
* Gravity is helpful to deal with the Magnet Rise at around 50%, you can also play around it by using your Choice Item mons early / late giving yourself the freedom to use non-ground type moves.
* Haze can be helpful for the SpDef boost from Charge or the Engrage. Not necessary.

**5. Stoutland [3☆]**

[Stoutland Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/ZThcw9s7juA&sa=D&source=editors&ust=1760170576442576&usg=AOvVaw3gBy6HhTWZdYwBGuJIuihh)

**Locations**

Kanto: Water Path

Johto: Route 32

Hoenn: Route 111 North

Sinnoh: Route 221

Unova: Route 4 (rock smash)

**Mechanics**

Ability: Sand Rush

Held Item: Silk Scarf

100%: Sand Storm

65%: Howl

50%: Perma Taunt  
35%: Sand Storm

**Moves**

* Super Power
* Wild Charge
* Return
* Crunch

Very easy raid. Boss potentially resets sand, not sure how? Bring tailwind to lead and mental herb tailwind for turn 5, though we didn’t need it because the boss had nerfed itself so much with super power. Fighting spam worked great.

**6. Ampharos [3☆]**

[Ampharos Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://www.youtube.com/watch?v%3D_9KBVsP8uR4&sa=D&source=editors&ust=1760170576443770&usg=AOvVaw3whm487_jSFfk362pE9A_D)

**Locations**

Kanto: Route 10

Johto: Route 45

Hoenn: Route 120

Sinnoh: Route 210

Unova: Route 18

**Mechanics**

Ability:

Held Item: Petaya Berry

100%: Stat Reduction Barrier

75%: Cotton Guard

50%: Light Screen  
20%: Agility

**Moves**

* Dragon Pulse
* Signal Beam
* Discharge
* Thunder Bolt

Bring tailwind, whimsicott add can set tailwind. Can’t haze the stat boosts. It will look like you did but the stats remain the same.

Special ground attackers are the best. Modest Nidoking, Nidoqueen (can bring both), Flygon, all are amazing. Excadrill is the best physical especially with sand force.

If you are struggling with ground type offense, Sun/Ground hybrid can work. Defog the Light screen and do near damage cap with HARD hitting sun types. Charizard, Volc, Chand, and Blast Burn starters.

Both options work, do whatever with what you have.

**7. Steelix [4☆]**

[Steelix Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/C7HByM9HMyY&sa=D&source=editors&ust=1760170576445380&usg=AOvVaw0X2hw9dSvvrMNAoS0grhkI)

**Locations**

Kanto: Mt. Moon

Johto: Dark Cave (surf)

Hoenn: Granite Cave

Sinnoh: Iron Island

Unova: Guidance Chamber

**Mechanics**

Ability:

Held Item: Rocky Helmet

100%: Metal Spikes

80%: Stealth Rock

70%: Roar  
33%: Roar

**Moves**

* Earthquake
* Head Smash
* Iron Head
* Dragon Tail

Sun slaps Steelix, bring double defog for stealth rock once they are down to make sure you dont lose too many mons to hazards. You don’t need the third defog to remove the metal spikes entirely, just getting rid of stealth rock is enough. Stick to special attackers mostly but Darm w/ Choice Band hits cap.

**8. Slaking [4☆]**

[Slaking Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/LfoaBXnNnrc&sa=D&source=editors&ust=1760170576446603&usg=AOvVaw0aWVC5l62WKyC4raIIp24Q)

[Slaking Raid Guide Extended | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://www.youtube.com/watch?v%3DH06u4iG7ZZI%26t%3D5s&sa=D&source=editors&ust=1760170576446686&usg=AOvVaw2x1Zu-HPAP3DXl3ZqO-527)

**Locations**

Kanto: Viridian Forest

Johto: Ilex Forest

Hoenn: Petalburg Woods

Sinnoh: Eterna Forest

Unova: Lostlorn Forest

**Mechanics**

Ability: Truant

Held Item: Expert Belt

100%: Amnesia

76%: Slack off

50%: Thunder Wave  
25%: Ability Suppression

**Moves**

* Giga Impact
* Ice Punch
* Zen headbutt
* Hammer Arm

The adds will combine to use a pledge t1 if able. Haze the Amnesia. Heal block for Slack Off. Focus blast is the play here because Slaking’s special defense is much lower than its Defense.

Fire blast is a better option for Charizard than Focus Blast under sun.

Estimate, all specs

* Plus Ampharos Focus Blast 4.5%-5.1% (specs)
* Lucario Focus Blast 4.5-5.1% (specs)
* Blaziken Focus Blast ~4.3-4.8%
* Infernape Focus Blast ~4.1-4.6%
* Charizard Solar Power Fire Blast ~3.5%

Most Close Combat HJK users are in the ~2.5-3.5% Range

After the Amnesia fix, it is now being correctly applied to the adds. You can either first target the Simipour with Fake tears and take marginally less damage on the boss if the AI is not targeting your ninetales, then Fake tears the boss next turn. Alternatively you can switch the Typhlosion to the right side to kill the Simisage.

Below is an example sequence as the AI elected to faint our Typhlosion on turn two. You can easily fiddle with this sequence if it is not behanving the same way with your links Pokemon. Simply put heal block on something that gets reliably fainted on turn two. For example, that could mean Medichams in the 3 or 4  spot.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Tailwind | Ninetales  Fake Tears | Typhlo  Eruption | Sweet Scent |
| 2 | Typhlo Flamethrower | Ninetales  Fake Tears | Ampharos  Focus Blast | Ampharos  Focus Blast |
| 3 | Heal Block | Ninetales  Fake Tears | Ampharos  Focus Blast | Ampharos  Focus Blast |

**9. Tauros [4☆]**

[Tauros Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/xuGNChy96yg&sa=D&source=editors&ust=1760170576451512&usg=AOvVaw0SqCIv4lSoYryY0MzECa1v)

**Locations**

Kanto: Route 11

Johto: Route 39

Hoenn: Route 116 (cut)

Sinnoh: Route 214

Unova: Abundant Shrine (fly)

**Mechanics**

Speed: 244

Ability: Sheer Force

Held Item: Life Orb (?)

100%: Scary Face

75%: Work Up

40%: Work Up  
33%: Flurry of attacks

**Moves**

* Body Slam
* Rock Slide
* Zen Headbutt
* Iron Head

Lead inner focus or spa mons in case of intimidate adds. Lead Magic Bounce Xatu to set tailwind bounce the Scary Face back to the boss. Sweet Scent is nice if you want to click Focus Blast, but probably doable with just Close Combat users. Leading pokemon in the P3/P4 slots need to be special attackers or have inner focus for the Intimidate. For the flurry turn, you can bring scarf Murkrow (HA) tailwind or bring rocky helmet pokemon, or for extra credit you can bring bulky or sturdy rocky helmet pokemon to maximize damage on the boss. The final turn I recommend fast (245 or greater) mons, either scarf Medi or Mienshao to get that final bit of damage you need. If your damage is really good, you can set a second tailwind on turn six to outspeed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Xatu Tailwind | Sweet Scent | Fighting | Fighting |
| 2 | Fighting | Fighting | Fighting | Fighting |
| 3 | Fighting | Fighting | Fighting | Fighting |
| 4 | Fighting | Fighting | Fighting | Fighting |
| 5 | Rocky Helmet | Rocky Helmet | Rocky Helmet | Rocky Helmet |
| 6 | Fast Fighting | Fast Fighting | Fast Fighting | Fast Fighting |

**10. Braviary [4☆]**

[https://youtu.be/jC2RwLP6-Ew](https://www.google.com/url?q=https://youtu.be/jC2RwLP6-Ew&sa=D&source=editors&ust=1760170576456420&usg=AOvVaw3BTDljpTC3DTGTJZ1oHQ00)

**Locations**

Kanto: Sevault Canyon

Johto: Route 46 (head from Blackthorn)

Hoenn: Route 111 (above desert)

Sinnoh: Route 207

Unova: Desert Resort

**Mechanics**

Speed: 196

Ability: Defiant

Held Item: Sitrus Berry

100%: Strong Winds

66%: Bulk up

50%: Berry Proc  
30%: Tailwind

**Moves**

* Brave Bird
* Close Combat
* Rock Slide
* Assurance

Sweet scent procs defiant, which makes the battle much more consistent: if everything is fainting, you don’t run the risk of getting something brought in that you need later. You can use pretty much anything to deal with the berry except tricking a Toxic Orb: we dont want Toxic, we want paralysis for speed control, and the Toxic on turn one will last through turn six. Spam damage otherwise, Thunder and Head Smash are excellent moves to click. Thunder Wave on turn four or five for additional speed control once the boss has its own tailwind.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Sweet Scent | Tailwind | Berry Steal | Damage |
| 2 | Damage | Damage | Damage | Damage |
| 3 | Damage | Damage | Damage | Damage |
| 4 | Damage | Damage | Damage | Damage |
| 5 | Damage | Damage | Thunder Wave | Tailwind |
| 6 | Fast Damage | Fast Damage | Fast Damage | Fast Damage |

**11. Excadrill [4☆]**

[Excadrill Raid Guide | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/di-mcoj2KcU&sa=D&source=editors&ust=1760170576461015&usg=AOvVaw0nVAICmERyZpvZWpRoSoWX)

**Locations**

Kanto: Victory Road

Johto: Victory Road (come from entrance)

Hoenn: Victory Road

Sinnoh: Route 204 (Ravaged Path)

Unova: Twist Mountain

**Mechanics**

Boss Speed: 209

Ability: Sand rush

Held Item: White Herb

100%: Perma Sand

75%: Swords Dance

50%: Stat Drop Shield  
20%: Swords Dance

**Moves**

* Iron Head
* Drill Run
* Rock Slide
* Earthquake

Deal with the white herb early and get an evasion drop for less accurate higher damage moves by double defog turn one. This also makes the protective barrier happen cleanly at the end of turn 3, assuming you hit damage cap turns 2-3. You can either Fake Tears or Screech turn 4, just make sure to save four special or physical attackers to break the barrier. Tailwind on turn five, and finish the boss out turn six. For adds you may get a scarfed sand rush Excadrill that is 216 and may be problematic with Rock Slide flinches, as well as a lead intimidate Staraptor. Reset or deal with via Inner focus or a Special Attacker.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Tailwind | Defog | Defog | Damage |
| 2 | Damage | Damage | Damage | Damage |
| 3 | Damage | Damage | Damage | Damage |
| 4 | Fake Tears | Damage | Damage | Damage |
| 5 | Damage | Damage | Damage | Tailwind |
| 6 | Damage | Damage | Damage | Damage |

**12. Gyarados  [4☆]**

[https://youtu.be/H6j4eNmTgLY](https://www.google.com/url?q=https://youtu.be/H6j4eNmTgLY&sa=D&source=editors&ust=1760170576466323&usg=AOvVaw07JMHVfK1v6DZHF1FPI4uo)

**Locations**

Kanto: Route 21 (surf)

Johto: Dragons Den (surf & whirlpool)

Hoenn: Route 119

Sinnoh: Route 212 (cut)

Unova: Route 14 (surf & waterfall)

**Mechanics**

Ability: Moxie

Held Item:

100%: Taunt

75%: Dragon Dance

50%: Adaptive Shield  
30%: Dragon Dance

**Moves**

* Waterfall
* Power Whip
* Earthquake
* Crunch

Lead mental herb on your sweet scent mon. This is to ensure Thunder hits 100% of the time without worrying about weather.

Very rough cheat sheet, aim to do about 30-35% damage, or 5-6 damage caps, with rock type attackers. This will cause the adaptation to resist rock types, so you can finish the fight out with faster electric types.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Tailwind | Sweet Scent | Rock | Rock |
| 2 | Rock | Rock | Rock | Rock |
| 3 | Electric | Electric | Electric | Electric |
| 4 | Electric | Electric | Electric | Electric |
| 5 | Electric | Electric | Tailwind | Electric |
| 6 | Fast Electric | Fast Electric | Fast Electric | Fast Electric |

**12. Shaymin Sky [4☆]**

2 OT Required

[https://youtu.be/YzgHoTL\_OqA](https://www.google.com/url?q=https://youtu.be/YzgHoTL_OqA&sa=D&source=editors&ust=1760170576470854&usg=AOvVaw1SVjCKjlfrxKkOWWm1gulp)

[Shaymin Raid Guide from Jejgunz | Lunar New Year Event 2025 [PokeMMO]](https://www.google.com/url?q=https://youtu.be/sTBEQbOp-Ak&sa=D&source=editors&ust=1760170576470947&usg=AOvVaw2ZcZ3rM2cS-Ac_B80waQr_)

**Location**

Access via Wilted Bouquet and running forever.

**Mechanics**

Speed: 271

Ability: Serene Grace

Held Item: Type Policy

100%: Follow Me Adds

75%: Synthesis

61%: Sleep Powder  
30%: Tailwind

**Moves**

* Earth Power
* Air Slash
* Seed Flare☆
* Psychic

Seed flare causes a sticky residue which is a field effect or entry hazard (?) that reduces mons attack and special attack stat substantially, does not affect flying or levitate pokemon. Can be negated by Ait ballon, boots , white herb, or simply bringing mons that do not bait seed flare.

Tauros add has sash.

The strat is to spam eruption/heatwave on the left side, in the p1/p2 slots. Literally all spread damage to ensure that adds faint. This is necessary due to sturdy/sash adds. The p3/p4 slots take care of the utility moves and have much more flexibility with mons they can use due to the fact that the p1/p2 slots will take care of all adds.

Gravity is used because you can’t continuously apply the evasion debuff to new adds entering the field. We use it turn two to make sure it is active for the remainder of the fight. Heal block Smeargle is used to not bait Seed Flare, which I’ve heard is a problem for Gothitelle. Lunatone  also reportedly baits earth power under gravity.

The fast/slow distinction may no longer be necessary as we add the Scary Face to slow down the boss after the boss was updated.



Ninetales needs to specifically weather ball the Braviary. Without a damage item this is just barely a roll, you can either deal with the roll or bring a 2nd Ninetales in the back and put a damage item on the lead Ninetales, wise glasses or charcoal or flame plate works. Note that this is for a 31/252 Modest Ninetales, anything else will probably need the damage item.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | Eruption | Eruption | Whimsicott  Tailwind | Ninetales  Weather Ball Add |
| 2 | Eruption/Heat Wave | Eruption/Heat Wave | Smeargle  Heal Block | Gravity |
| 3 | Eruption/Heat Wave | Eruption/Heat Wave | Fire | Slow Fire @ Chesto |
| 4 | Fast Eruption/Heat Wave | Fast Eruption/Heat Wave | Fast Fire | Fast Fire |
| 5 | Fast Eruption/Heat Wave | Fast Eruption/Heat Wave | Scary Face | Whimsicott  Tailwind |
| 6 | Fast Eruption/Heat Wave | Fast Eruption/Heat Wave | Ninetales  Overheat | Fast Fire |

**Eruption:**Typhlosion (fast)

Entei (fast)

Heatran

**Heat Wave:**

Chandelure

Magmortar

Moltres  
Houndoom (fast)

Infernape (fast)

Blaziken (fast)

Volcarona (fast)

Charizard (fast)