Moves

560,AROMATICMIST,Aromatic Mist,138,0,FAIRY,Status,0,20,0,00,0,cde, “Raises Special Defense of allies.”

561,Baby-Doll Eyes FAIRY Status — 100 30 Always goes first. Lowers the target's attack.

Belch POISON Special 120 90 10 User must have consumed a Berry.

Boomburst NORMAL Special 140 100 10 Hits all adjacent Pokémon.

Celebrate NORMAL Status — — 40 The Pokémon congratulates you on your special day. No battle effect.

Confide NORMAL Status — — 20 Lowers opponent's Special Attack.

Crafty Shield FAIRY Status — — 10 Protects the Pokémon from status moves.

Dazzling Gleam FAIRY Special 80 100 10 Hits all adjacent opponents.

Diamond Storm ROCK Physical 100 95 5 May raise user's Defense

Disarming Voice FAIRY Special 40 ∞ 15 Ignores Accuracy and Evasiveness.

Dragon Ascent FLYING Physical 120 100 5 Lowers user's Defense and Special Defense.

Draining Kiss FAIRY Special 50 100 10 User recovers most the HP inflicted on opponent.

Eerie Impulse ELECTRIC Status — 100 15 Sharply lowers opponent's Special Attack.

Electric Terrain ELECTRIC Status — — 10 Prevents all Pokémon from falling asleep for 5 turns.

Electrify ELECTRIC Status — — 20 Changes the target's move to Electric type.

Fairy Lock FAIRY Status — — 10 Prevents fleeing in the next turn.

Fairy Wind FAIRY Special 40 100 30

Fell Stinger BUG Physical 50 100 25 Sharply raises user's Attack if target is KO'd.

Flower Shield FAIRY Status — — 10 Sharply raises Defense of all Grass-type Pokémon on the field.

Flying Press FIGHTING Physical 100 95 10 Deals Fighting and Flying type damage.

Forest's Curse GRASS Status — 100 20 Adds Grass type to opponent.

Freeze-Dry ICE Special 70 100 20 May freeze opponent. Super-effective against Water types.

Geomancy FAIRY Status — — 10 Charges on first turn, sharply raises user's Sp. Attack, Sp. Defense and Speed on the second.

Grassy Terrain GRASS Status — — 10 Restores a little HP of all Pokémon for 5 turns.

Happy Hour NORMAL Status — — 30 Doubles prize money from trainer battles.

Hold Back NORMAL Physical 40 100 40 Always leaves opponent with at least 1 HP.

Hold Hands NORMAL Status — — 40 Makes the user and an ally very happy.

Hyperspace Fury DARK Physical 100 ∞ 5 Lowers user's Defense. Can strike through Protect/Detect.

Hyperspace Hole PSYCHIC Special 80 ∞ 5 Can strike through Protect/Detect.

Infestation BUG Special 20 100 20 Traps opponent, damaging them for 4-5 turns.

Ion Deluge ELECTRIC Status — — 25 Changes Normal-type moves to Electric-type.

King's Shield STEEL Status — — 10 Protects against attacks, and lowers opponent's Attack on contact.

Land's Wrath GROUND Physical 90 100 10

Light of Ruin FAIRY Special 140 90 5 User receives recoil damage.

Magnetic Flux ELECTRIC Status — — 20 Raises Defense and Sp. Defense of Plus/Minus Pokémon.

Mat Block FIGHTING Status — — 10 Protects teammates from damaging moves.

Misty Terrain FAIRY Status — — 10 Protects the field from status conditions for 5 turns.

Moonblast FAIRY Special 95 100 15 May lower opponent's Special Attack.

Mystical Fire FIRE Special 75 100 10 Lowers opponent's Special Attack.

Noble Roar NORMAL Status — 100 30 Lowers opponent's Attack and Special Attack.

Nuzzle ELECTRIC Physical 20 100 20 Paralyzes opponent.

Oblivion Wing FLYING Special 80 100 10 User recovers most of the HP inflicted on opponent.

Origin Pulse WATER Special 110 85 10 Hits all adjacent opponents.

Parabolic Charge ELECTRIC Special 65 100 20 User recovers half the HP inflicted on opponent.

Parting Shot DARK Status — 100 20 Lowers opponent's Attack and Special Attack then switches out.

Petal Blizzard GRASS Physical 90 100 15 Hits all adjacent Pokémon.

Phantom Force GHOST Physical 90 100 10 Disappears on first turn, attacks on second. Can strike through Protect/Detect.

Play Nice NORMAL Status — — 20 Lowers opponent's Attack. Always hits.

Play Rough FAIRY Physical 90 90 10 May lower opponent's Attack.

Powder BUG Status — 100 20 Damages Pokémon using Fire type moves.

Power-Up Punch FIGHTING Physical 40 100 10 Raises Attack.

Precipice Blades GROUND Physical 120 85 10 Hits all adjacent opponents.

Rototiller GROUND Status — — 10 Raises Attack and Special Attack of Grass-types.

Spiky Shield GRASS Status — — 10 Protects user and inflicts damage on contact moves.

Steam Eruption WATER Special 110 95 5 May burn opponent.

Sticky Web BUG Status — — 20 Lowers opponent's Speed when switching into battle.

Thousand Arrows GROUND Physical 90 100 10 Makes Flying-type Pokémon vulnerable to Ground moves.

Thousand Waves GROUND Physical 90 100 10 Opponent cannot flee or switch.

Topsy-Turvy DARK Status — — 20 Reverses stat changes of opponent.

Trick-or-Treat GHOST Status — 100 20 Adds Ghost type to opponent.

Venom Drench POISON Status — 100 20 Lowers poisoned opponent's Special Attack and Speed.

Water Shuriken WATER Special 15 100 20 Hits 2-5 times in one turn.

Name Type Cat PP Base Power Accuracy Effect

Accelerock 20 40 100 The user smashes into the target at high speed. This move always goes first.

Anchor Shot 20 80 100 The user entangles the target with its anchor chain while attacking. The target becomes unable to flee.

Aurora Veil 20 -- -- This move reduces damage from physical and special moves for five turns. This can be used only in a hailstorm.

Baneful Bunker 10 -- -- In addition to protecting the user from attacks, this move also poisons any attacker that makes direct contact.

Beak Blast 15 100 100 The user first heats up its beak, and then it attacks the target. Making direct contact with the Pokémon while it's heating up its beak results in a burn.

Brutal Swing 20 60 100 The user swings its body around violently to inflict damage on everything in its vicinity.

Burn Up 5 130 100 To inflict massive damage, the user burns itself out. After using this move, the user will no longer be Fire type.

Clanging Scales 5 110 100 The user rubs the scales on its entire body and makes a huge noise to attack the opposing Pokémon. The user's Defense stat goes down after the attack.

Core Enforcer 10 100 100 If the Pokémon the user has inflicted damage on have already used their moves, this move eliminates the effect of the target's Ability.

Darkest Lariat 10 85 100 The user swings both arms and hits the target. The target's stat changes don't affect this attack's damage.

Dragon Hammer 15 90 100 The user uses its body like a hammer to attack the target and inflict damage.

Fire Lash 15 80 100 The user strikes the target with a burning lash. This also lowers the target's Defense stat.

First Impression 10 90 100 Although this move has great power, it only works the first turn the user is in battle.

Fleur Cannon 5 130 90 The user unleashes a strong beam. The attack's recoil harshly lowers the user's Sp. Atk stat.

Floral Healing 10 -- -- The user restores the target's HP by up to half of its max HP. It restores more HP when the terrain is grass.

Gear Up 20 -- -- The user engages its gears to raise the Attack and Sp. Atk stats of ally Pokémon with the Plus or Minus Ability.

High Horsepower 10 95 95 The user fiercely attacks the target using its entire body.

Ice Hammer 10 100 90 The user swings and hits with its strong, heavy fist. It lowers the user's Speed, however.

Instruct 15 -- -- The user instructs the target to use the target's last move again.

Laser Focus 30 -- -- The user concentrates intensely. The attack on the next turn always results in a critical hit.

Leafage 40 40 100 The user attacks by pelting the target with leaves.

Liquidation 10 85 100 The user slams into the target using a full-force blast of water. This may also lower the target's Defense stat.

Lunge 15 80 100 The user makes a lunge at the target, attacking with full force. This also lowers the target's Attack stat.

Moongeist Beam 5 100 100 The user emits a sinister ray to attack the target. This move can be used on the target regardless of its Abilities.

Multi-Attack 10 90 100 Cloaking itself in high energy, the user slams into the target. The memory held determines the move's type.

Nature's Madness 10 -- 90 The user hits the target with the force of nature. It halves the target's HP.

Pollen Puff 15 90 100 The user attacks the enemy with a pollen puff that explodes. If the target is an ally, it gives the ally a pollen puff that restores its HP instead.

Power Trip 10 20 100 The user boasts its strength and attacks the target. The more the user's stats are raised, the greater the move's power.

Prismatic Laser 10 160 100 The user shoots powerful lasers using the power of a prism. The user can't move on the next turn.

Psychic Fangs 10 85 100 The user bites the target with its psychic capabilities. This can also destroy Light Screen and Reflect.

Psychic Terrain 10 -- -- This protects Pokémon on the ground from priority moves and powers up Psychic-type moves for five turns.

Purify 20 -- -- The user heals the target's status condition. If the move succeeds, it also restores the user's own HP.

Revelation Dance 15 90 100 The user attacks the target by dancing very hard. The user's type determines the type of this move.

Shadow Bone 10 85 100 The user attacks by beating the target with a bone that contains a spirit. This may also lower the target's Defense stat.

Shell Trap 5 150 100 The user sets a shell trap. If the user is hit by a physical move, the trap will explode and inflict damage on the opposing Pokémon.

Shore Up 10 -- -- The user regains up to half of its max HP. It restores more HP in a sandstorm.

Smart Strike 10 70 -- The user stabs the target with a sharp horn. This attack never misses.

Solar Blade 10 125 100 In this two-turn attack, the user gathers light and fills a blade with the light's energy, attacking the target on the next turn.

Sparkling Aria 10 90 100 The user bursts into song, emitting many bubbles. Any Pokémon suffering from a burn will be healed by the touch of these bubbles.

Spectral Thief 10 90 100 The user hides in the target's shadow, steals the target's stat boosts, and then attacks.

Speed Swap 10 -- -- The user exchanges Speed stats with the target.

Spirit Shackle 10 80 100 The user attacks while simultaneously stitching the target's shadow to the ground to prevent the target from escaping.

Spotlight 15 -- -- The user shines a spotlight on the target so that only the target will be attacked during the turn.

Stomping Tantrum 10 75 100 Driven by frustration, the user attacks the target. If the user's previous move has failed, the power of this move doubles.

Strength Sap 10 -- 100 The user restores its HP by the same amount as the target's Attack stat. It also lowers the target's Attack stat.

Sunsteel Strike 5 100 100 The user slams into the target with the force of a meteor. This move can be used on the target regardless of its Abilities.

Tearful Look 20 -- -- The user gets teary eyed to make the target lose its combative spirit. This lowers the target's Attack and Sp. Atk stats.

Throat Chop 15 80 100 The user attacks the target's throat, and the resultant suffering prevents the target from using moves that emit sound for two turns.

Toxic Thread 20 -- 100 The user shoots poisonous threads to poison the target and lower the target's Speed stat.

Trop Kick 15 70 100 The user lands an intense kick of tropical origins on the target. This also lowers the target's Attack stat.

Zing Zap 10 80 100 A strong electric blast crashes down on the target, giving it an electric shock. This may also make the target flinch.