Moves

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

561,BABYDOLLEYES,Baby-Doll Eyes,042,0,FAIRY,Status,100,30,0,00,0,cde, “Always goes first. Lowers the target's attack.”

562,BELCH,Belch,158,120,POISON, Special,90,10,0,00,0,bcdefk, “User must have consumed a Berry.”

563,BOOMBURST,Boomburst,000,140,NORMAL,Special,100,10,04,0,bcdefk, “Hits all adjacent Pokémon.”

564,CELEBRATE,Celebrate,134,0,NORMAL,Status,0,40,00,0,cde, “The Pokémon congratulates you on your special day. No battle effect.”

565,CONFIDE,Confide,13C,0,NORMAL,Status,0,20,00,0,cde, “Lowers opponent's Special Attack.”

566,CRAFTYSHIELD,Crafty Shield,14A,0,FAIRY,Status,0,10,10,0,cde, “Protects the Pokémon from status moves.”

567,DAZZLINGGLEAM,Dazzling Gleam,000,80,FAIRY,Special,100,10,04,bcdef, “Hits all adjacent opponents.”

568,DIAMONDSTORM,Diamond Storm,136 ROCK Physical 100 95 5 May raise user's Defense

569,DISARMINGVOICE,Disarming Voice,0A5 FAIRY Special 40 ∞ 15 Ignores Accuracy and Evasiveness.

570,DRAGONASCENT,Dragon Ascent,03C FLYING Physical 120 100 5 Lowers user's Defense and Special Defense.

571,DRAININGKISS,Draining Kiss,14F FAIRY Special 50 100 10 User recovers most the HP inflicted on opponent.

572,EERIEIMPULSE,Eerie Impulse,13D ELECTRIC Status — 100 15 Sharply lowers opponent's Special Attack.

573,ELECTRICTERRAIN,Electric Terrain,154 ELECTRIC Status — — 10 Prevents all Pokémon from falling asleep for 5 turns.

574,ELECTRIFY,Electrify,146 ELECTRIC Status — — 20 Changes the target's move to Electric type.

575,FAIRYLOCK,Fairy Lock,152 FAIRY Status — — 10 Prevents fleeing in the next turn.

576,FAIRYWIND,Fairy Wind,000 FAIRY Special 40 100 30

577,FELLSTINGER,Fell Stinger,150 BUG Physical 50 100 25 Sharply raises user's Attack if target is KO'd.

578,FLOWERSHIELD,Flower Shield,13F FAIRY Status — — 10 Sharply raises Defense of all Grass-type Pokémon on the field.

579,FLYINGPRESS,Flying Press,144 FIGHTING Physical 100 95 10 Deals Fighting and Flying type damage.

580,FORESTSCURSE,Forest's Curse,143 GRASS Status — 100 20 Adds Grass type to opponent.

581,FREEZEDRY,Freeze-Dry,135 ICE Special 70 100 20 May freeze opponent. Super-effective against Water types.

582,GEOMANCY,Geomancy,14E FAIRY Status — — 10 Charges on first turn, sharply raises user's Sp. Attack, Sp. Defense and Speed on the second.

583,GRASSYTERRAIN,Grassy Terrain,155 GRASS Status — — 10 Restores a little HP of all Pokémon for 5 turns.

584,HAPPYHOUR,Happy Hour,157 NORMAL Status — — 30 Doubles prize money from trainer battles.

585,HOLDBACK,Hold Back,0E9 NORMAL Physical 40 100 40 Always leaves opponent with at least 1 HP.

586,HOLDHANDS,Hold Hands,133 NORMAL Status — — 40 Makes the user and an ally very happy.

587,HYPERSPACEFURY,Hyperspace Fury,13B DARK Physical 100 ∞ 5 Lowers user's Defense. Can strike through Protect/Detect.

588,HYPERSPACEHOLE,Hyperspace Hole,147 PSYCHIC Special 80 ∞ 5 Can strike through Protect/Detect.

589,INFESTATION,Infestation,0CF BUG Special 20 100 20 Traps opponent, damaging them for 4-5 turns.

590,IONDELUGE,Ion Deluge,146 ELECTRIC Status — — 25 Changes Normal-type moves to Electric-type.

591,KINGSSHIELD,King's Shield,14B STEEL Status — — 10 Protects against attacks, and lowers opponent's Attack on contact.

592,LANDSWRATH,Land's Wrath,000 GROUND Physical 90 100 10

593,LIGHTOFRUIN,Light of Ruin,0FC FAIRY Special 140 90 5 User receives recoil damage.

594,MAGNETICFLUX,Magnetic Flux,137 ELECTRIC Status — — 20 Raises Defense and Sp. Defense of Plus/Minus Pokémon.

595,MATBLOCK,Mat Block,149 FIGHTING Status — — 10 Protects teammates from damaging moves.

596,MISTYTERRAIN,Misty Terrain,156 FAIRY Status — — 10 Protects the field from status conditions for 5 turns.

597,MOONBLAST,Moonblast,045 FAIRY Special 95 100 15 May lower opponent's Special Attack.

598,MYSTICALFIRE,Mystical Fire,045 FIRE Special 75 100 10 Lowers opponent's Special Attack.

596,NOBLEROAR,Noble Roar,13A NORMAL Status — 100 30 Lowers opponent's Attack and Special Attack.

597,NUZZLE,Nuzzle,007 ELECTRIC Physical 20 100 20 Paralyzes opponent.

598,OBLIVIONWING,Oblivion Wing,14F FLYING Special 80 100 10 User recovers most of the HP inflicted on opponent.

599,ORIGINPULSE,Origin Pulse,000 WATER Special 110 85 10 Hits all adjacent opponents.

600,PARABOLICCHARGE,Parabolic Charge,0DD ELECTRIC Special 65 100 20 User recovers half the HP inflicted on opponent.

601,PARTINGSHOT,Parting Shot,151 DARK Status — 100 20 Lowers opponent's Attack and Special Attack then switches out.

602,PETALBLIZZARD,Petal Blizzard,000 GRASS Physical 90 100 15 Hits all adjacent Pokémon.

603,PHANTOMFORCE,Phantom Force,14D GHOST Physical 90 100 10 Disappears on first turn, attacks on second. Can strike through Protect/Detect.

604,PLAYNICE,Play Nice,139 NORMAL Status — — 20 Lowers opponent's Attack. Always hits.

605,PLAYROUGH,Play Rough,042 FAIRY Physical 90 90 10 May lower opponent's Attack.

606,POWDER,Powder,148 BUG Status — 100 20 Damages Pokémon using Fire type moves.

607,POWERUPPUNCH,Power-Up Punch,01C FIGHTING Physical 40 100 10 Raises Attack.

608,PRECIPEBLADES,Precipice Blades,000 GROUND Physical 120 85 10 Hits all adjacent opponents.

609,ROTOTILLER,Rototiller,13E GROUND Status — — 10 Raises Attack and Special Attack of Grass-types.

610,SPIKYSHIELD,Spiky Shield,14C GRASS Status — — 10 Protects user and inflicts damage on contact moves.

611,STEAMERUPTION,Steam Eruption,00A WATER Special 110 95 5 May burn opponent.

612,STICKYWEB,Sticky Web,153 BUG Status — — 20 Lowers opponent's Speed when switching into battle.

613,THOUSANDARROWS,Thousand Arrows,11C GROUND Physical 90 100 10 Makes Flying-type Pokémon vulnerable to Ground moves.

614,THOUSANDWAVES,Thousand Waves,0EF GROUND Physical 90 100 10 Opponent cannot flee or switch.

615,TOPSYTURVY,Topsy-Turvy,141 DARK Status — — 20 Reverses stat changes of opponent.

616,TRICKORTREAT,Trick-or-Treat,142 GHOST Status — 100 20 Adds Ghost type to opponent.

617,VENOMDRENCH,Venom Drench,140 POISON Status — 100 20 Lowers poisoned opponent's Special Attack and Speed.

618,WATERSHURIKEN,Water Shuriken,0C0 WATER Special 15 100 20 Hits 2-5 times in one turn.

619,ACCELROCK,Accelerock,000 20 40 100 The user smashes into the target at high speed. This move always goes first.

620,ANCHORSHOT,Anchor Shot,000 20 80 100 The user entangles the target with its anchor chain while attacking. The target becomes unable to flee.

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

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

623,BEAKBLAST,Beak Blast,0C3 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.

624,BRUTALSWING,Brutal Swing,000 20 60 100 The user swings its body around violently to inflict damage on everything in its vicinity.

625,BURNUP,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.

626,CLANGINGSCALES,Clanging Scales,03B 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.

627,COREENFROCER,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.

628,DARKESTLARIAT,Darkest Lariat,0A9 10 85 100 The user swings both arms and hits the target. The target's stat changes don't affect this attack's damage.

629,DRAGONHAMMER,Dragon Hammer,000 15 90 100 The user uses its body like a hammer to attack the target and inflict damage.

630,FIRELASH,Fire Lash,043 15 80 100 The user strikes the target with a burning lash. This also lowers the target's Defense stat.

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

641,FLEURCANNON,Fleur Cannon,03F 5 130 90 The user unleashes a strong beam. The attack's recoil harshly lowers the user's Sp. Atk stat.

642,FLORALHEALING,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.

643,GEARUP,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.

644,HIGHHORSEPOWER,High Horsepower,000 10 95 95 The user fiercely attacks the target using its entire body.

645,ICEHAMMER,Ice Hammer,03E 10 100 90 The user swings and hits with its strong, heavy fist. It lowers the user's Speed, however.

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

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

648,LEAFAGE,Leafage,000 40 40 100 The user attacks by pelting the target with leaves.

649,LIQUIDATION,Liquidation,043 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.

650,LUNGE,Lunge,042 15 80 100 The user makes a lunge at the target, attacking with full force. This also lowers the target's Attack stat.

651,MOONGEISTBEAM,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.

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

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

654,POLLENPUFF,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.

655,POWERTRIP,Power Trip,08E 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.

656,PRISMATICLASER,Prismatic Laser,0C2 10 160 100 The user shoots powerful lasers using the power of a prism. The user can't move on the next turn.

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

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

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

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

661,SHADOWBONE,Shadow Bone,043 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.

662,SHELLTRAP,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.

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

664,SMARTSTRIKE,Smart Strike,0AF 10 70 -- The user stabs the target with a sharp horn. This attack never misses.

665,SOLARBLADE,Solar Blade,0CB 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.

666,SPARKLINGARIA,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.

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

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

669,SPIRITSHACKLE,Spirit Shackle,0EF 10 80 100 The user attacks while simultaneously stitching the target's shadow to the ground to prevent the target from escaping.

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

671,STOMPINGTANTRUM,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.

672,STRENGHTSAP,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.

673,SUNSTEELSTRIKE,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.

674,TEAFULLOOK,Tearful Look,0E2 20 -- -- The user gets teary eyed to make the target lose its combative spirit. This lowers the target's Attack and Sp. Atk stats.

675,THROATCHOP,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.

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

677,TROPKICK,Trop Kick ,042 15 70 100 The user lands an intense kick of tropical origins on the target. This also lowers the target's Attack stat.

678,ZINGZAP,Zing Zap,00F 10 80 100 A strong electric blast crashes down on the target, giving it an electric shock. This may also make the target flinch.

679,TAZE,Taze,007

670,CHIRP,Chirp,044

671,DRAGONWING,Dragon Wing,000

672,SMOLDER,Smolder,00A,

673,TOXICWELL,Toxic Well006

674,BOMBASTICRAGE,Bombastic Rage,

675,MONKEYFIST,Monkey Fist,0C0

676,AQUATICSTRIKE,Aquatic Strike,000

677,DUSTSTORM,Dust Storm,101

678,SANDCOFFIN,Sand Coffin,0CF

679,LAVADRAIN,Lava Drain,0DD

680,TRICKERY,Trickery,

681,BURROW,Burrow,

682,ANTPUNCH,Ant Punch,013

683,TIDALWAVECRASH,Tidal Wave Crash,0FB

684,SHADOWBLAST,Shadow Blast,013

685,ICEKISS,Ice Kiss,00C

686,MALCONTENT,Malcontent,0FB

687,NOVASHELL,Nova Shell,

688,BREAKNECKBLITZ,Breakneck Blitz,000,260,NORMAL,Physical,100,1,0,00,0,abef, “A full on tackle of immeasurable proportions.”

689,ALLOUTPUMMELING,All-Out Pummeling,000,260,FIGHTING,Physical,100,1,0,00,0,abef, “A barrage of fists not known to be stoppable.”

690,SUPERSONICSTRIKE,Supersonic Skystrike,000,260,FLYING,Physical,100,1,0,00,0,abef, “A strike from above that causes fear in the hearts of the bravest foes.”

691,ACIDDOWNPOUR,Acid Downpour,005,260,POISON,Special,100,1,0,00,0,abef, “Toxic sludge rains down from the sky is a horrifying display of raw power.”

692,TECTONICRAGE,Tectonic Rage,000,260,GROUND,Physical,100,1,0,00,0,abef, “The earth itself shakes as land splits apart.”

693,CONTINENTALCRUSH,Continental Crush,000,260,ROCK,Physical,100,1,0,00,0,abef, “A rock the size of a small planet is thrown towards the foe.”

694,SAVAGESPINOUT,Savage Spin-Out,000,260,BUG,Physical,100,1,0,00,0,abef, “The foe is spun so savagely that it can barely be seen.”

695,NEVERENDINGNIGHTMARE,Never-Ending Nightmare,000,260,GHOST,Special,100,1,0,00,0,abef, “No one wakes up from the never-ending nightmare.”

696,CORKSCREWCRASH,Corkscrew Crash,00F,260,STEEL,Physical,100,1,0,00,0,abef, “The user spins rapidly until it can no longer be slowed.”

697,INFERNOOVERDRIVE,Inferno Overdrive,00A,260,FIRE,Special,100,1,0,00,0,abefg, “The heat released from this move can be felt from over a full route away.”

698,HYDROVORTEX,Hydro Vortex,000,260,WATER,Special,100,1,0,00,0,abef, “The amount of water used to make a Hydro Vortex could fill 10 Olympic sized swimming pools.”

699,BLOOMDOOM,Bloom Doom,000,260,GRASS,Special,100,1,0,00,0,abef, “A giant flower explodes from the ground.”

700,GIGAVOLTHAVOC,Gigavolt Havoc,007,260,ELECTRIC,Special,100,1,0,00,0,abef, “Enough electricity is generated to power a city for a decade.”

701,SHATTEREDPSYCHE,Shattered Psyche,013,260,PSYCHIC,Special,100,1,0,00,0,abef, “The foe’s mental state is irreparable after the assault is over.”

702,SUBZEROSLAMMER,Subzero Slammer,00C,260,ICE,Physical,100,1,0,00,0,abef, “Frozen blocks of matter are all that remain after this blizzard is unleashed.”

703,DEVASTATINGDRAKE,Devastating Drake,000,260,DRAGON,Physical,100,1,0,00,0,abef, “Makes Draco Meteor look like child’s play.”

704,BLACKHOLEECLIPSE,Black Hole Eclipse,000,260,DARK,Special,100,1,0,00,0,abef, “The darkest place in the entire universe is inside this attack.”

705,TWINKLETACKLE,Twinkle Tackle,000,260,FAIRY,Physical,100,1,0,00,0,abef, “Do not be fooled by its name, Twinkle Tackle is devastating.”

706,CATASTROPIKA,Catastropika,000,260,ELECTRIC,Physical,100,1,0,00,0,abef, “When Pikachu reaches its full potential this attack can be unleashed on the world.

707,STOKEDSPARKSURFER,Stoked Sparksurfer,000,260,ELECTRIC,Physical,100,1,0,00,0,abef, “A move that only Alolan Raichu can use that shreds the best of waves.”

708,EXTREMEEVOBOOST,Extreme Evoboost,,260,NORMAL,Status,100,1,0,00,0,de, “It raises all of Eevee’s stats by two stages.”

709,PULVERISINGPANCAKE,Pulverising Pancake,000,260,NORMAL,Physical,100,1,0,00,0,abef, “A move that flattens all in its way.”

710,GENESISSUPERNOVA,Genesis Supernova, ,260,PSYCHICSpecial,100,1,0,00,0,abef, “A devastating psychic attack that also spreads an aura around the battlefield.”

711,SINISTERARROWRAID,Sinsiter Arrow Raid,000,260,GHOST,Special,100,1,0,00,0,abef, “The arrows that rain down are filled with death and dread.”

712,MALICIOUSMOONSAULT,Malicious Moonsault,000,260,DARK,Physical,100,1,0,00,0,abef, “A pile driver that is impossible to avoid.”

713,OCEANICOPERETTA,Oceanic Opretta,000,260,FAIRY,Special,100,1,0,00,0,abefk, “A gigantic ball of water guided by the voice of the user.”

714,GUARDIANOFALOLA,Guardian of Alola,000,260,FAIRY,Physical,100,1,0,00,0,abef, “A Tapu’s inner power is awakened to wreak havoc on all that oppose the Alolan dieties.”

715,SOULSEALINGSTRIKE,Soul Stealing 7 Star Strike,000,260,FIGHTING,Physical,100,1,0,00,0,abef, “A critical move of Marshadow, a pokemon with no limits to its power.”

716,COWTIPPER,Cow Tipper,007,