

Slowpoke, Slowbro, & Slowking

Water

Psychic

Slowpoke (#079)

Sex Ratio: ½ Males, ½ Females

Egg Group: Monster, Water 1

Abilities:

(Original) Oblivious, Own Tempo, Regenerator

(Galarian) Gluttony, Own Tempo, Regenerator

Lutritardus edulis (Slowpoke)

Lutritardus edulis flavum ((G) Slowpoke)

Lutritardus kelyfos (Slowbro)

Lutritardus kelyfos flavum ((G) Slowbro)

Lutritardus coronatus (Slowking)

Lutritardus coronatus flavum ((G) Slowking)

Slowpoke are a notoriously dim-witted Pokémon, and have record slow reactions to external stimuli. It takes up to five seconds to process pain, and it can take up to a day to even notice that it's lost its tail! Also, they are known for being extremely forgetful.

Base Stats	
HP	90
Attack	65
Defense	65
Sp. Attack	40
Sp. Defense	40
Speed	15

There are two official regional variants of Slowpoke and co., the original and the Galarian one. (G) Slowpoke are

different from the originals in that they eat Galarica seeds, and the particles from these seeds collect in their bodies (specifically the heads and tails) giving them yellow tips, and will occasionally get a sharp look in their eyes that seems like they have thought of a something profound, but then it disappears.

Famously, Slowpokes lose their tails but they grow back quickly enough (takes about 2 weeks in the wild, but in captivity it grows back as quickly as 3 days).

Adult Slowpokes average at 3'11 feet (1.2 m) and 79.4 pounds (36 kg). They're surprisingly large!

Habitat: They live around freshwater rivers and coastlines, or really wherever they can get easy food and Shelders are located. (G) Slowpokes and family are exclusively found on the Isle of Man, where Galarica flowers grow in abundance.

Life Cycles: Slowpoke live for around a decade in the wild, and two decades in captivity. Slowbro can live for thirty to forty years in the wild, and upwards of fifty years in captivity. Slowking, however, have been known to live for sixty years in the wild, and the oldest known Slowking in captivity lived to be 81 years old.

Slowpoke become reproductively mature at two years old (and level 15, of course). Their mating habits are confusing as nobody has ever noticed any particular courtship rituals from Slowpokes, but they obviously make decisions on who to mate with somehow. Slowbros and Slowkings are similarly mysterious in their mating habits.

Female *Lutritardus spp.* produce 5 to 7 babies per breeding cycle. Genetic analysis of wild rafts indicates that Slowpokes and co. will mate with many members of their raft with no to few exclusive pairings and with no particular concern over sex. In temperate climates, mating appears to occur during winter, when the Slowpokes are close together a lot. Parenting of infants appears to be a group effort. The same genetic analyses suggest that male Slowbros and Slowkings are slightly more popular as mates than male Slowpokes, though the difference seems to be only a little bit.

(OG) Slowpoke		Water	Psychic
Learnset: Level Up		Level	Category
Normal	Tackle	1	Physical
Ghost	Curse	1	Status
Normal	Growl	3	Status
Water	Water Gun	6	Special
Normal	Yawn	9	Status
Psychic	Confusion	12	Special
Normal	Disable	15	Status
Water	Water Pulse	18	Special
Normal	Headbutt	21	Physical
Psychic	Zen Headbutt	24	Physical
Psychic	Amnesia	27	Status
Water	Surf	30	Special
Normal	Slack Off	33	Status
Psychic	Psychic	36	Special
Normal	Psych Up	39	Status
Water	Rain Dance	42	Status
Psychic	Heal Pulse	45	Status

Lots of things eat Slowpokes. Many predators have discovered that they can just eat the tails and keep the Slowpoke itself alive, but still many predators eat Slowpokes. It is pointless to try listing all of the things that eat Slowpokes, just know that it is a lot.

Pseudo-Evolution: Slowpoke evolution is strange, and generally considered to not be “true” evolution, in the sense that they don’t permanently change their form with glowy magic. There *is* glowy magic that alters their forms, but its lack of true permanency is what gives it a different classification. However, Pokémon scientists consider it a tomato-tomato thing, and will still call it evolution colloquially – though, it is officially called “pseudo-evolution.”

Slowpokes evolve through mutualistic relationships with Shellder. It is considered mutualistic and not parasitic because Slowbro and Slowking seem to actively benefit from the presence of the Shellder. However, this becomes questionable with (G) Slowkings specifically, as the (G) Slowking seems to have much less mental independence from the Shellder on its head. In general, if the Shellder clamps onto their head, then it evolves and becomes a Slowking. If the Shellder clamps on to any other part of the body, it becomes a Slowbro. If the Shellder is removed, they revert back to being a Slowpoke. Hence, “pseudo-evolution.” However, it is extremely difficult to remove the Shellder symbiote in the first place, and its generally considered unethical to force what amounts to de-evolution on a Pokémon, especially when it’s a de-evolution that actively harms their ability to survive and, in the case of Slowkings especially, lowers their intellectual abilities from Equivalently Human levels to... a Slowpoke.

(G) Slowpoke		Psychic	
Learnset: Level Up		Level	Category
Normal	Tackle	1	Physical
Ghost	Curse	1	Status
Normal	Growl	3	Status
Poison	Acid	6	Special
Normal	Yawn	9	Status
Psychic	Confusion	12	Special
Normal	Disable	15	Status
Water	Water Pulse	18	Special
Normal	Headbutt	21	Physical
Psychic	Zen Headbutt	24	Physical
Psychic	Amnesia	27	Status
Water	Surf	30	Special
Normal	Slack Off	33	Status
Psychic	Psychic	36	Special
Normal	Psych Up	39	Status
Water	Rain Dance	42	Status
Psychic	Heal Pulse	45	Status

(G) Slowbro and (G) Slowking are dependent on being (G) Slowpokes. They do not require any weird items, unlike in the games. Nor does regular Slowking require a King’s Rock, instead only needing a Shellder to clamp to its head and co-evolve at level 37 or higher. However, King’s Rock is an item that humans have discovered can substitute for Shelders on Slowkings because of internal magic, but this does NOT work to produce (G) Slowkings.

Variants: If a Zebra Shellder clamps onto a Slowpoke, they become a new variant of Slowking/Slowbro. The Slowkings have metal helmets from their Shelders, and the Slowbros typically have their Shelders on their chests. Why did the Shelders evolve this biting habit? Nobody knows, but it’s certainly not an exclusive spot.

Zebra Slowkings are Psychic/Steel but can learn poison-type attacks, and Zebra Slowbros are Water/Steel. Zebra-Galarian Slowkings are also Psychic/Steel, while Zebra-Galarian Slowbro are Poison/Steel.

Learnset: Tutoring/TMs														
Normal	After You	Status	Normal	Endure	Status	Psychic	Magic Coat	Status	Normal	Return	Physical;	Electric	Thunder Wave	Status
Psychic	Amnesia	Status	Psychic	Expanding Force	Special	Normal	Me First	Status	Normal	Round	Special	Poison	Toxic	Status
Water	Aqua Tail	Physical	Normal	Façade	Physical	Normal	Mimic	Status	Normal	Safeguard	Status	Normal	Tri Attack	Special
Normal	Attract	Status	Fire	Fire Blast	Special	Ground	Mud Shot	Special	Water	Scald	Special	Psychic	Trick	Status
Normal	Bide	Physical	Ground	Fissure	Physical	Ground	Mud Sport	Status	Normal	Secret Power	Physical	Psychic	Trick Room	Status
Dark	Bite	Physical	Fire	Flamethrower	Special	Ground	Mud-Slap	Special	Ghost	Shadow Ball	Special	Water	Water Pulse	Special
Ice	Blizzard	Special	Normal	Flash	Status	Normal	Natural Gift	Physical	Bug	Signal Beam	Special	Normal	Weather Ball	Special
Normal	Body Slam	Physical	Dark	Foul Play	Physical	Ghost	Nightmare	Status	Psychic	Skill Swap	Status	Water	Whirlpool	Special
Water	Brine	Special	Normal	Frustration	Physical	Normal	Pay Day	Physical	Normal	Skull Bash	Physical	Psychic	Wonder Room	Status
Water	Bubble Beam	Special	Psychic	Future Sight	Special	Normal	Pound	Physical	Normal	Sleep Talk	Status	Electric	Zap Cannon	Special
Ground	Bulldoze	Physical	Grass	Grass Knot	Special	Normal	Protect	Status	Normal	Snore	Special	Psychic	Zen Headbutt	Physical
Psychic	Calm Mind	Status	Ice	Hail	Status	Psychic	Psych Up	Status	Psychic	Stored Power	Special			
Normal	Captivate	Status	Normal	Hidden Power	Special	Psychic	Psychic	Special	Normal	Strength	Physical			
Normal	Confide	Status	Water	Hydro Pump	Special	Psychic	Psychic Terrain	Status	Normal	Substitute	Status			
Ground	Dig	Physical	Ice	Ice Beam	Special	Psychic	Psyshock	Special	Fire	Sunny Day	Status			
Water	Dive	Physical	Ice	Icy Wind	Special	Psychic	Psywave	Status	Water	Surf	Special			
Normal	Double Team	Status	Psychic	Imprison	Status	Normal	Rage	Physical	Normal	Swagger	Status			
Normal	Double-Edge	Physical	Fire	Incinerate	Special	Water	Rain Dance	Status	Normal	Swift	Special			
Psychic	Dream Eater	Special	Steel	Iron Tail	Physical	Normal	Recycle	Physical	Normal	Take Down	Physical			
Ground	Earthquake	Physical	Psychic	Light Screen	Status	Psychic	Reflect	Special	Psychic	Telekinesis	Status			
Normal	Echoed Voice	Special	Water	Liquidation	Physical	Psychic	Rest	Status	Psychic	Teleport	Status			

Slowbro

Abilities:

(Original) Oblivious, Own Tempo/Battle Armor (Z), Regenerator

(Galarian) Quick Draw/Battle Armor (Z), Own Tempo, Regenerator

(Mega) Shell Armor

Slowbro lack the capacity to feel pain because of the Shellder biting on its tail and releasing its venom. They are typically laid-back, unintelligent, and peaceful – preferring not to fight. The Shellder clamping on its delicious tail can sometimes inspire the Slowbro to have complex thoughts.

Slowbro	
Base Stats	
HP	95
Attack	75
Defense	110
Sp. Attack	100
Sp. Defense	80
Speed	30

(Z) Slowbro	
Base Stats	
HP	100
Attack	75
Defense	110
Sp. Attack	100
Sp. Defense	80
Speed	25

Galarian Slowbro, however, is notoriously unpredictable and highly dangerous. They are usually laid-back and peaceful like their counterparts, but when enemies approach the Shellder on its arm bites down, sending a jolt to its nervous system, which triggers indiscriminate attacking of its environment. (G) Slowbros have rapid draw arm blasts, putting to shame even the fastest of reflexes.

Galarian Slowbro	
Base Stats	
HP	95
Attack	100
Defense	95
Sp. Attack	100
Sp. Defense	70
Speed	30

Galarian (Z) Slowbro	
Base Stats	
HP	100
Attack	100
Defense	95
Sp. Attack	100
Sp. Defense	70
Speed	25

Habitat: They live along the water's edge, such as lakes, ponds, seashores, and rivers. (G) Slowbros are only found on the Isle of Man.

Diet: Since it can no longer fish using its tail, Slowbro will swim after its prey. The scraps are fed to its Shellder.

Conservation: Least Concern, but the Galarian form is considered Vulnerable due to its only natural habitat being the Isle of Man.

(Mega) Slowbro	
Base Stats	
HP	95
Attack	75
Defense	180
Sp. Attack	130
Sp. Defense	80
Speed	30

(Mega) (Z) Slowbro	
Base Stats	
HP	100
Attack	75
Defense	180
Sp. Attack	130
Sp. Defense	80
Speed	25

Relationship with Humans: Slowbros are reasonably common in human society, since Slowpokes are frequent enough starter Pokémon because of their split evolution route. They're easy enough to take care of, they're laid back, and they're reasonably good Pokémon to have on an adventuring party. The frequency of Slowbros as starters increases considerably in municipalities that live near wild Shellder populations.

Evolution: Slowpoke evolves into Slowbro starting at level 37 when a Shellder clamps onto an appendage that is specifically not the head. Regular Slowpokes typically have their tails bitten, and (G) Slowpokes typically have their arm bitten. The Zebra variants of both have the (Zebra) Shellder bite their chest, which forms a chest plate. All variants of Slowbro are capable of Mega Evolution.

(OG) Slowbro		Water	Psychic
Learnset: Level Up		Level	Category
Steel	Iron Defense	<i>Evolution (Z)</i>	Status
Normal	Tackle	1	Physical
Ghost	Curse	1	Status
Normal	Growl	3	Status
Water	Water Gun	6	Special
Normal	Yawn	9	Status
Psychic	Confusion	12	Special
Normal	Disable	15	Status
Water	Water Pulse	18	Special
Normal	Headbutt	21	Physical
Psychic	Zen Headbutt	24	Physical
Psychic	Amnesia	27	Status
Water	Surf	30	Special
Normal	Slack Off	33	Status
Psychic	Psychic	36	Special
Normal	Psych Up	39	Status
Water	Rain Dance	42	Status
Psychic	Heal Pulse	45	Status

Should the Shellder symbiote be removed from the Slowbro, it will partially de-evolve. Though the Slowpoke it reverts back to will retain its Slowbro shape, it will walk and talk like a weirdly large Slowpoke.

Please do not remove the Shellder from a Slowbro.

Unofficial Variant: (Zebra) Slowbro is Psychic/Steel and (Galarian-Zebra) Slowbro is Poison/Steel. Be aware, that both are unofficial variants based on an unofficial regional variant of Shellder.

(G) Slowbro		Poison	Psychic
Learnset: Level Up		Level	Category
Steel	Iron Defense	<i>Evolution (Z)</i>	Status
Poison	Shell Side Arm	<i>Evolution (G)</i>	Special
Normal	Tackle	1	Physical
Ghost	Curse	1	Status
Normal	Growl	3	Status
Poison	Acid	6	Special
Normal	Yawn	9	Status
Psychic	Confusion	12	Special
Normal	Disable	15	Status
Water	Water Pulse	18	Special
Normal	Headbutt	21	Physical
Psychic	Zen Headbutt	24	Physical
Psychic	Amnesia	27	Status
Water	Surf	30	Special
Normal	Slack Off	33	Status
Psychic	Psychic	36	Special
Normal	Psych Up	39	Status
Water	Rain Dance	42	Status
Psychic	Heal Pulse	45	Status

(OG) Slowbro						Learnset: Tutoring/TMs											
Flying	Aerial Ace	Physical	Normal	Double Team	Status	Normal	Giga Impact	Physical	Ground	Mud Sport	Status	Normal	Return	Physical	Psychic	Telekinesis	Status
Normal	After You	Status	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Water	Muddy Water	Special	Normal	Round	Special	Psychic	Teleport	Status
Psychic	Amnesia	Status	Fighting	Drain Punch	Physical	Ice	Hail	Status	Ground	Mud-Slap	Special	Normal	Safeguard	Status	Electric	Thunder Wave	Status
Water	Aqua Tail	Physical	Psychic	Dream Eater	Special	Normal	Hidden Power	Special	Dark	Nasty Plot	Status	Water	Scald	Special	Poison	Toxic	Status
Normal	Attract	Status	Fighting	Dynamic Punch	Physical	Water	Hydro Pump	Special	Normal	Natural Gift	Physical	Normal	Secret Power	Physical	Normal	Tri Attack	Special
Ice	Avalanche	Physical	Ground	Earthquake	Physical	Normal	Hyper Beam	Special	Ghost	Nightmare	Status	Fighting	Seismic Toss	Physical	Psychic	Trick	Status
Normal	Bide	Physical	Normal	Echoed Voice	Special	Ice	Ice Beam	Special	Normal	Pay Day	Physical	Ghost	Shadow Ball	Special	Psychic	Trick Room	Status
Dark	Bite	Physical	Normal	Endure	Status	Ice	Ice Punch	Physical	Normal	Pound	Physical	Bug	Signal Beam	Special	Water	Water Pulse	Special
Ice	Blizzard	Special	Psychic	Expanding Force	Special	Ice	Icy Wind	Special	Normal	Protect	Status	Psychic	Skill Swap	Status	Normal	Weather Ball	Special
Fighting	Body Press	Physical	Normal	Façade	Physical	Psychic	Imprison	Status	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Water	Whirlpool	Special
Normal	Body Slam	Physical	Fire	Fire Blast	Special	Fire	Incinerate	Special	Psychic	Psychic	Special	Normal	Sleep Talk	Status	Psychic	Wonder Room	Status
Fighting	Brick Break	Physical	Ground	Fissure	Physical	Steel	Iron Defense	Status	Psychic	Psychic Terrain	Status	Normal	Snore	Special	Electric	Zap Cannon	Special
Water	Brine	Special	Fire	Flamethrower	Special	Steel	Iron Tail	Physical	Psychic	Psyshock	Special	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical
Water	Bubble Beam	Special	Normal	Flash	Status	Psychic	Light Screen	Status	Psychic	Psywave	Status	Normal	Strength	Physical			
Ground	Bulldoze	Physical	Dark	Fling	Physical	Water	Liquidation	Physical	Psychic	Psywave	Special	Fighting	Submission	Physical			
Psychic	Calm Mind	Status	Fighting	Focus Blast	Special	Psychic	Magic Coat	Status	Normal	Rage	Physical	Normal	Substitute	Status			
Normal	Captivate	Status	Fighting	Focus Punch	Physical	Normal	Me First	Status	Water	Rain Dance	Status	Fire	Sunny Day	Status			
Normal	Confide	Status	Dark	Foul Play	Physical	Normal	Mega Kick	Physical	Water	Razor Shell	Physical	Water	Surf	Special			
Fighting	Counter	Physical	Normal	Frustration	Physical	Normal	Mega Punch	Physical	Normal	Recycle	Physical	Normal	Swagger	Status			
Ground	Dig	Physical	Bug	Fury Cutter	Physical	Normal	Mimic	Status	Psychic	Reflect	Special	Normal	Swift	Special			
Water	Dive	Physical	Psychic	Future Sight	Special	Ground	Mud Shot	Special	Psychic	Rest	Status	Normal	Take Down	Physical			

(G) Slowbro						Learnset: Tutoring/TMs											
Flying	Aerial Ace	Physical	Normal	Double Team	Status	Normal	Giga Impact	Physical	Ground	Mud Sport	Status	Normal	Return	Physical	Normal	Swift	Special
Normal	After You	Status	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Water	Muddy Water	Special	Normal	Round	Special	Normal	Take Down	Physical
Psychic	Amnesia	Status	Fighting	Drain Punch	Physical	Ice	Hail	Status	Ground	Mud-Slap	Special	Normal	Safeguard	Status	Psychic	Telekinesis	Status
Water	Aqua Tail	Physical	Psychic	Dream Eater	Special	Normal	Hidden Power	Special	Dark	Nasty Plot	Status	Water	Scald	Special	Psychic	Teleport	Status
Normal	Attract	Status	Fighting	Dynamic Punch	Physical	Water	Hydro Pump	Special	Normal	Natural Gift	Physical	Normal	Secret Power	Physical	Electric	Thunder Wave	Status
Ice	Avalanche	Physical	Ground	Earthquake	Physical	Normal	Hyper Beam	Special	Ghost	Nightmare	Status	Fighting	Seismic Toss	Physical	Poison	Toxic	Status
Normal	Bide	Physical	Normal	Echoed Voice	Special	Ice	Ice Beam	Special	Normal	Pay Day	Physical	Ghost	Shadow Ball	Special	Normal	Tri Attack	Special
Dark	Bite	Physical	Normal	Endure	Status	Ice	Ice Punch	Physical	Normal	Pound	Physical	Bug	Signal Beam	Special	Psychic	Trick	Status
Ice	Blizzard	Special	Psychic	Expanding Force	Special	Ice	Icy Wind	Special	Normal	Protect	Physical	Psychic	Skill Swap	Status	Psychic	Trick Room	Status
Fighting	Body Press	Physical	Normal	Façade	Physical	Psychic	Imprison	Status	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Poison	Venoshock	Special
Normal	Body Slam	Physical	Fire	Fire Blast	Special	Fire	Incinerate	Special	Psychic	Psychic	Status	Normal	Sleep Talk	Status	Water	Water Pulse	Special
Fighting	Brick Break	Physical	Ground	Fissure	Physical	Steel	Iron Defense	Status	Psychic	Psychic Terrain	Special	Poison	Sludge Bomb	Special	Normal	Weather Ball	Special
Water	Brine	Special	Fire	Flamethrower	Special	Steel	Iron Tail	Physical	Psychic	Psyshock	Status	Poison	Sludge Wave	Special	Water	Whirlpool	Special
Water	Bubble Beam	Special	Normal	Flash	Status	Psychic	Light Screen	Status	Psychic	Psywave	Special	Normal	Snore	Special	Psychic	Wonder Room	Status
Ground	Bulldoze	Physical	Dark	Fling	Physical	Water	Liquidation	Physical	Psychic	Psywave	Special	Psychic	Stored Power	Special	Electric	Zap Cannon	Special
Psychic	Calm Mind	Status	Fighting	Focus Blast	Special	Psychic	Magic Coat	Status	Normal	Rage	Physical	Normal	Strength	Physical	Psychic	Zen Headbutt	Physical
Normal	Captivate	Status	Fighting	Focus Punch	Physical	Normal	Me First	Status	Water	Rain Dance	Status	Fighting	Submission	Physical			
Normal	Confide	Status	Dark	Foul Play	Physical	Normal	Mega Kick	Physical	Water	Razor Shell	Physical	Normal	Substitute	Status			
Fighting	Counter	Physical	Normal	Frustration	Physical	Normal	Mega Punch	Physical	Normal	Recycle	Physical	Fire	Sunny Day	Status			
Ground	Dig	Physical	Bug	Fury Cutter	Physical	Normal	Mimic	Status	Psychic	Reflect	Special	Water	Surf	Special			
Water	Dive	Physical	Psychic	Future Sight	Special	Ground	Mud Shot	Special	Psychic	Rest	Status	Normal	Swagger	Status			

(OG-Z) Slowbro					Learnset: Tutoring/TMs												
Flying	Aerial Ace	Physical	Ground	Dig	Physical	Bug	Fury Cutter	Physical	Psychic	Magic Coat	Status	Normal	Rage	Physical	Normal	Strength	Physical
Normal	After You	Status	Water	Dive	Physical	Psychic	Future Sight	Special	Normal	Me First	Status	Water	Rain Dance	Status	Fighting	Submission	Physical
Psychic	Amnesia	Status	Normal	Double Team	Status	Normal	Giga Impact	Physical	Normal	Mega Kick	Physical	Water	Razor Shell	Physical	Normal	Substitute	Status
Water	Aqua Tail	Physical	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Normal	Mega Punch	Physical	Normal	Recycle	Physical	Fire	Sunny Day	Status
Normal	Attract	Status	Fighting	Drain Punch	Physical	Ice	Hail	Status	Normal	Mimic	Status	Psychic	Reflect	Special	Water	Surf	Special
Ice	Avalanche	Physical	Psychic	Dream Eater	Special	Normal	Harden	Status	Ground	Mud Shot	Special	Psychic	Rest	Status	Normal	Swagger	Status
Normal	Bide	Physical	Fighting	Dynamic Punch	Physical	Steel	Heavy Slam	Physical	Ground	Mud Sport	Status	Normal	Return	Physical	Normal	Swift	Special
Dark	Bite	Physical	Ground	Earthquake	Physical	Normal	Hidden Power	Special	Water	Muddy Water	Special	Normal	Round	Special	Normal	Take Down	Physical
Ice	Blizzard	Special	Normal	Echoed Voice	Special	Water	Hydro Pump	Special	Ground	Mud-Slap	Special	Normal	Safeguard	Status	Psychic	Telekinesis	Status
Fighting	Body Press	Physical	Normal	Endure	Status	Normal	Hyper Beam	Special	Dark	Nasty Plot	Status	Water	Scald	Special	Psychic	Teleport	Status
Normal	Body Slam	Physical	Psychic	Expanding Force	Special	Ice	Ice Beam	Special	Normal	Natural Gift	Physical	Normal	Secret Power	Physical	Electric	Thunder Wave	Status
Fighting	Brick Break	Physical	Normal	Façade	Physical	Ice	Ice Punch	Physical	Ghost	Nightmare	Status	Fighting	Seismic Toss	Physical	Poison	Toxic	Status
Water	Brine	Special	Fire	Fire Blast	Special	Ice	Icy Wind	Special	Normal	Pay Day	Physical	Ghost	Shadow Ball	Special	Normal	Tri Attack	Special
Water	Bubble Beam	Special	Ground	Fissure	Physical	Psychic	Imprison	Status	Normal	Pound	Physical	Normal	Shell Smash	Status	Psychic	Trick	Status
Ground	Bulldoze	Physical	Fire	Flamethrower	Special	Fire	Incinerate	Special	Normal	Protect	Status	Bug	Signal Beam	Special	Psychic	Trick Room	Status
Steel	Bullet Punch	Physical	Normal	Flash	Status	Steel	Iron Defense	Status	Psychic	Psych Up	Status	Psychic	Skill Swap	Status	Water	Water Pulse	Special
Psychic	Calm Mind	Status	Dark	Fling	Physical	Steel	Iron Defense	Status	Psychic	Psychic	Special	Normal	Skull Bash	Physical	Normal	Weather Ball	Special
Normal	Captivate	Status	Fighting	Focus Blast	Special	Steel	Iron Tail	Physical	Psychic	Psychic Terrain	Status	Normal	Sleep Talk	Status	Water	Whirlpool	Special
Normal	Confide	Status	Fighting	Focus Punch	Physical	Steel	King's Shield	Status	Psychic	Psyshock	Special	Normal	Snore	Special	Psychic	Wonder Room	Status
Fighting	Counter	Physical	Dark	Foul Play	Physical	Psychic	Light Screen	Status	Psychic	Psywave	Status	Grass	Spiky Shield	Status	Electric	Zap Cannon	Special
Fairy	Crafty Shield	Status	Normal	Frustration	Physical	Water	Liquidation	Physical	Psychic	Psywave	Special	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical

(G-Z) Slowbro					Learnset: Tutoring/TMs															
Normal	After You	Status	Ground	Dig	Physical	Normal	Frustration	Physical	Water	Liquidation	Physical	Psychic	Psywave	Special	Normal	Snore	Special	Water	Whirlpool	Special
Flying	Aerial Ace	Physical	Water	Dive	Physical	Bug	Fury Cutter	Physical	Psychic	Magic Coat	Status	Normal	Rage	Physical	Grass	Spiky Shield	Status	Psychic	Wonder Room	Status
Psychic	Amnesia	Status	Normal	Double Team	Status	Psychic	Future Sight	Special	Normal	Me First	Status	Water	Rain Dance	Status	Psychic	Stored Power	Special	Electric	Zap Cannon	Special
Water	Aqua Tail	Physical	Normal	Double-Edge	Physical	Normal	Giga Impact	Physical	Normal	Mega Kick	Physical	Water	Razor Shell	Physical	Normal	Strength	Physical	Psychic	Zen Headbutt	Physical
Normal	Attract	Status	Fighting	Drain Punch	Physical	Grass	Grass Knot	Special	Normal	Mega Punch	Physical	Normal	Recycle	Physical	Fighting	Submission	Physical			
Ice	Avalanche	Physical	Psychic	Dream Eater	Special	Ice	Hail	Status	Normal	Mimic	Status	Psychic	Reflect	Special	Normal	Substitute	Status			
Normal	Bide	Physical	Fighting	Dynamic Punch	Physical	Normal	Harden	Status	Ground	Mud Shot	Special	Psychic	Rest	Status	Fire	Sunny Day	Status			
Dark	Bite	Physical	Ground	Earthquake	Physical	Steel	Heavy Slam	Physical	Ground	Mud Sport	Status	Normal	Return	Physical	Water	Surf	Special			
Ice	Blizzard	Special	Normal	Echoed Voice	Special	Normal	Hidden Power	Special	Water	Muddy Water	Special	Normal	Round	Special	Normal	Swagger	Status			
Fighting	Body Press	Physical	Normal	Endure	Status	Water	Hydro Pump	Special	Ground	Mud-Slap	Special	Normal	Safeguard	Status	Normal	Swift	Special			
Normal	Body Slam	Physical	Psychic	Expanding Force	Special	Normal	Hyper Beam	Special	Dark	Nasty Plot	Status	Water	Scald	Special	Normal	Take Down	Physical			
Fighting	Brick Break	Physical	Normal	Façade	Physical	Ice	Ice Beam	Special	Normal	Natural Gift	Physical	Normal	Secret Power	Physical	Psychic	Telekinesis	Status			
Water	Brine	Special	Fire	Fire Blast	Special	Ice	Ice Punch	Physical	Ghost	Nightmare	Status	Fighting	Seismic Toss	Physical	Psychic	Teleport	Status			
Water	Bubble Beam	Special	Ground	Fissure	Physical	Ice	Icy Wind	Special	Normal	Pay Day	Physical	Ghost	Shadow Ball	Special	Electric	Thunder Wave	Status			
Ground	Bulldoze	Physical	Fire	Flamethrower	Special	Psychic	Imprison	Status	Poison	Poison Jab	Physical	Normal	Shell Smash	Status	Poison	Toxic	Status			
Steel	Bullet Punch	Physical	Normal	Flash	Status	Fire	Incinerate	Special	Normal	Pound	Physical	Bug	Signal Beam	Special	Normal	Tri Attack	Special			
Psychic	Calm Mind	Status	Steel	Flash Cannon	Special	Steel	Iron Defense	Status	Normal	Protect	Status	Psychic	Skill Swap	Status	Psychic	Trick	Status			
Normal	Captivate	Status	Dark	Fling	Physical	Steel	Iron Defense	Status	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Psychic	Trick Room	Status			
Normal	Confide	Status	Fighting	Focus Blast	Special	Steel	Iron Tail	Physical	Psychic	Psychic	Special	Normal	Sleep Talk	Status	Poison	Venoshock	Special			
Fighting	Counter	Physical	Fighting	Focus Punch	Physical	Steel	King's Shield	Status	Psychic	Psychic Terrain	Status	Poison	Sludge Bomb	Special	Water	Water Pulse	Special			
Fairy	Crafty Shield	Status	Dark	Foul Play	Physical	Psychic	Light Screen	Status	Psychic	Psyshock	Special	Poison	Sludge Wave	Special	Normal	Weather Ball	Special			

Slowking

Abilities:

(Original) Oblivious/Battle Armor (Z), Own Tempo, Regenerator

(Galarian) Curious Medicine, Own Tempo, Regenerator

(OG) Slowking		Water	Psychic
Learnset: Level Up		Level	Category
Steel	Iron Head	<i>Evolution (Z)</i>	Physical
Normal	Tackle	1	Physical
Ghost	Curse	1	Status
Rock	Power Gem	1	Special
Normal	Swagger	1	Status
Dark	Nasty Plot	1	Status
Normal	Growl	3	Status
Water	Water Gun	6	Special
Normal	Yawn	9	Status
Psychic	Confusion	12	Special
Normal	Disable	15	Status
Water	Water Pulse	18	Special
Normal	Headbutt	21	Physical
Psychic	Zen Headbutt	24	Physical
Psychic	Amnesia	27	Status
Water	Surf	30	Special
Normal	Slack Off	33	Status
Psychic	Psychic	36	Special
Normal	Psych Up	39	Status
Water	Rain Dance	42	Status
Psychic	Heal Pulse	45	Status

Slowking have an ever-increasing intelligence caused by the Shellder venom interacting with its brain, which triggers a chemical chain-reaction that ultimately leads to unlocking great intelligence and extraordinary psychic powers. When it yawns, more venom is released. Its intuition is highly developed, and they're able to figure out highly complex problems to degrees that are beyond the understandings of many. They are classified as Equivalently Human, and are even capable of human speech.

Galarian Slowkings experience a different chemical reaction from their Shellders, due to the Galarica spice particles in its brain. The Shellder achieves an awesome psychic power, and its mutualistic relationship between itself and the Slowpoke host becomes more parasitic, as the Shellder takes full control of the mind, rather than a co-partnership.

In some parts of the world, Slowking are known to match wits with Oranguru.

Habitat: They live along the water's edge, such as lakes, ponds, seashores, and rivers. (G) Slowking are only found on the Isle of Man.

Diet: They eat fish, which they swim for or sit around and use their tails as bait for.

Conservation: Least Concern, but (G) Slowking are listed as Vulnerable because its only native habitat is the Isle of Man.

Relationship with Humans: Slowkings appear regularly enough in human society, usually as the evolved form of many trainers. There is a weird legal grey area, since the Slowking was originally acquired as a Slowpoke (which are *not* considered Equivalently Human in the slightest), but its status as Equivalently Human can cause some paperwork conundrums for trainers. Anyone who picks Slowpoke as a starter is warned about this, that should it evolve into Slowking the trainer must return to a Pokémon Center at their

earliest convenience with their Slowking and fill out legal paperwork confirming that the Slowking consents to being in

(OG) Base Stats	
HP	95
Attack	75
Defense	80
Sp. Attack	100
Sp. Defens	110
Speed	30

(OG-Z) Base Stats	
HP	100
Attack	75
Defense	80
Sp. Attack	100
Sp. Defens	110
Speed	25

(G) Base Stats	
HP	95
Attack	65
Defense	80
Sp. Attack	110
Sp. Defens	110
Speed	30

(G-Z) Base Stats	
HP	100
Attack	65
Defense	80
Sp. Attack	110
Sp. Defens	110
Speed	25

(OG) Slowing					Learnset: Tutoring/TMs												
Normal	After You	Status	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Water	Muddy Water	Special	Psychic	Rest	Status	Psychic	Telekinesis	Status
Psychic	Ally Switch	Status	Dragon	Dragon Tail	Physical	Ice	Hail	Status	Ground	Mud-Slap	Special	Normal	Return	Physical;	Psychic	Teleport	Status
Psychic	Amnesia	Status	Fighting	Drain Punch	Physical	Normal	Hidden Power	Special	Dark	Nasty Plot	Status	Fighting	Rock Smash	Physical	Electric	Thunder Wave	Status
Water	Aqua Tail	Physical	Psychic	Dream Eater	Special	Water	Hydro Pump	Special	Normal	Natural Gift	Physical	Normal	Round	Special	Poison	Toxic	Status
Normal	Attract	Status	Fighting	Dynamic Punch	Physical	Normal	Hyper Beam	Special	Ghost	Nightmare	Status	Normal	Safeguard	Status	Normal	Tri Attack	Special
Ice	Avalanche	Physical	Ground	Earthquake	Physical	Ice	Ice Beam	Special	Normal	Pay Day	Physical	Water	Scald	Special	Psychic	Trick	Status
Normal	Bide	Physical	Normal	Echoed Voice	Special	Ice	Ice Punch	Physical	Normal	Pound	Physical	Normal	Secret Power	Physical	Psychic	Trick Room	Status
Dark	Bite	Physical	Normal	Endure	Status	Ice	Icy Wind	Special	Rock	Power Gem	Special	Ghost	Shadow Ball	Special	Normal	Trump Card	Special
Ice	Blizzard	Special	Psychic	Expanding Force	Special	Psychic	Imprison	Status	Fighting	Power-Up Punch	Physical	Bug	Signal Beam	Special	Water	Water Pulse	Special
Normal	Body Slam	Physical	Normal	Façade	Physical	Fire	Incinerate	Special	Normal	Protect	Status	Psychic	Skill Swap	Status	Normal	Weather Ball	Special
Fighting	Brick Break	Physical	Fire	Fire Blast	Special	Steel	Iron Defense	Status	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Water	Whirlpool	Special
Water	Brine	Special	Ground	Fissure	Physical	Steel	Iron Tail	Physical	Psychic	Psychic	Special	Normal	Sleep Talk	Status	Psychic	Wonder Room	Status
Water	Bubble Beam	Special	Fire	Flamethrower	Special	Psychic	Light Screen	Status	Psychic	Psychic Terrain	Status	Normal	Snore	Special	Electric	Zap Cannon	Special
Ground	Bulldoze	Physical	Normal	Flash	Status	Water	Liquidation	Physical	Psychic	Psyshock	Special	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical
Psychic	Calm Mind	Status	Dark	Fling	Physical	Psychic	Magic Coat	Status	Psychic	Psywave	Status	Normal	Strength	Physical			
Normal	Captivate	Status	Fighting	Focus Blast	Special	Normal	Me First	Status	Dark	Quash	Status	Normal	Substitute	Status			
Normal	Confide	Status	Fighting	Focus Punch	Physical	Normal	Mega Kick	Physical	Normal	Rage	Physical	Fire	Sunny Day	Status			
Ground	Dig	Physical	Dark	Foul Play	Physical	Normal	Mega Punch	Physical	Water	Rain Dance	Status	Water	Surf	Special			
Ground	Dig	Physical	Normal	Frustration	Physical	Normal	Mimic	Status	Water	Razor Shell	Physical	Normal	Swagger	Status			
Water	Dive	Physical	Psychic	Future Sight	Special	Ground	Mud Shot	Special	Normal	Recycle	Physical	Normal	Swift	Special			
Normal	Double Team	Status	Normal	Giga Impact	Physical	Ground	Mud Sport	Status	Psychic	Reflect	Special	Normal	Take Down	Physical			

(OG-Z) Slowing					Learnset: Tutoring/TMs												
Normal	After You	Status	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Psychic	Magic Coat	Status	Psychic	Psywave	Status	Normal	Strength	Physical
Psychic	Ally Switch	Status	Dragon	Dragon Tail	Physical	Steel	Gyro Ball	Physical	Normal	Me First	Status	Dark	Quash	Status	Normal	Substitute	Status
Psychic	Amnesia	Status	Fighting	Drain Punch	Physical	Ice	Hail	Status	Normal	Mega Kick	Physical	Normal	Rage	Physical	Fire	Sunny Day	Status
Water	Aqua Tail	Physical	Psychic	Dream Eater	Special	Steel	Head Charge	Physical	Normal	Mega Punch	Physical	Water	Rain Dance	Status	Water	Surf	Special
Normal	Attract	Status	Fighting	Dynamic Punch	Physical	Steel	Head Smash	Physical	Normal	Mimic	Status	Water	Razor Shell	Physical	Normal	Swagger	Status
Ice	Avalanche	Physical	Ground	Earthquake	Physical	Steel	Heavy Slam	Physical	Ground	Mud Shot	Special	Normal	Recycle	Physical	Normal	Swift	Special
Normal	Bide	Physical	Normal	Echoed Voice	Special	Normal	Hidden Power	Special	Ground	Mud Sport	Status	Psychic	Reflect	Special	Normal	Take Down	Physical
Dark	Bite	Physical	Normal	Endure	Status	Water	Hydro Pump	Special	Water	Muddy Water	Special	Psychic	Rest	Status	Psychic	Telekinesis	Status
Ice	Blizzard	Special	Psychic	Expanding Force	Special	Normal	Hyper Beam	Special	Ground	Mud-Slap	Special	Normal	Return	Physical;	Psychic	Teleport	Status
Normal	Body Slam	Physical	Normal	Façade	Physical	Ice	Ice Beam	Special	Dark	Nasty Plot	Status	Fighting	Rock Smash	Physical	Electric	Thunder Wave	Status
Fighting	Brick Break	Physical	Fire	Fire Blast	Special	Ice	Ice Punch	Physical	Normal	Natural Gift	Physical	Normal	Round	Special	Poison	Toxic	Status
Water	Brine	Special	Ground	Fissure	Physical	Ice	Icy Wind	Special	Ghost	Nightmare	Status	Normal	Safeguard	Status	Normal	Tri Attack	Special
Water	Bubble Beam	Special	Fire	Flamethrower	Special	Psychic	Imprison	Status	Normal	Pay Day	Physical	Water	Scald	Special	Psychic	Trick	Status
Ground	Bulldoze	Physical	Normal	Flash	Status	Fire	Incinerate	Special	Normal	Pound	Physical	Normal	Secret Power	Physical	Psychic	Trick Room	Status
Psychic	Calm Mind	Status	Dark	Fling	Physical	Steel	Iron Defense	Status	Rock	Power Gem	Special	Ghost	Shadow Ball	Special	Normal	Trump Card	Special
Normal	Captivate	Status	Fighting	Focus Blast	Special	Steel	Iron Defense	Status	Fighting	Power-Up Punch	Physical	Bug	Signal Beam	Special	Water	Water Pulse	Special
Normal	Confide	Status	Fighting	Focus Punch	Physical	Steel	Iron Head	Physical	Normal	Protect	Status	Psychic	Skill Swap	Status	Normal	Weather Ball	Special
Ground	Dig	Physical	Dark	Foul Play	Physical	Steel	Iron Tail	Physical	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Water	Whirlpool	Special
Ground	Dig	Physical	Normal	Frustration	Physical	Steel	King's Shield	Status	Psychic	Psychic	Special	Normal	Sleep Talk	Status	Psychic	Wonder Room	Status
Water	Dive	Physical	Psychic	Future Sight	Special	Psychic	Light Screen	Status	Psychic	Psychic Terrain	Status	Normal	Snore	Special	Electric	Zap Cannon	Special
Normal	Double Team	Status	Normal	Giga Impact	Physical	Water	Liquidation	Physical	Psychic	Psyshock	Special	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical

(G) Slowking					Learnset: Tutoring/TMs												
Normal	After You	Status	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Ground	Mud Sport	Status	Psychic	Reflect	Special	Normal	Swagger	Status
Psychic	Ally Switch	Status	Dragon	Dragon Tail	Physical	Ice	Hail	Status	Water	Muddy Water	Special	Psychic	Rest	Status	Normal	Swift	Special
Psychic	Amnesia	Status	Fighting	Drain Punch	Physical	Ghost	Hex	Special	Ground	Mud-Slap	Special	Normal	Return	Physical;	Normal	Take Down	Physical
Water	Aqua Tail	Physical	Psychic	Dream Eater	Special	Normal	Hidden Power	Special	Dark	Nasty Plot	Status	Fighting	Rock Smash	Physical;	Psychic	Telekinesis	Status
Normal	Attract	Status	Fighting	Dynamic Punch	Physical	Water	Hydro Pump	Special	Normal	Natural Gift	Physical	Normal	Round	Special	Psychic	Teleport	Status
Ice	Avalanche	Physical	Ground	Earthquake	Physical	Normal	Hyper Beam	Special	Ghost	Nightmare	Status	Normal	Safeguard	Status	Electric	Thunder Wave	Status
Normal	Bide	Physical	Normal	Echoed Voice	Special	Ice	Ice Beam	Special	Normal	Pay Day	Physical	Water	Scald	Special	Poison	Toxic	Status
Dark	Bite	Physical	Normal	Endure	Status	Ice	Ice Punch	Physical	Normal	Pound	Physical	Normal	Secret Power	Physical	Normal	Tri Attack	Special
Ice	Blizzard	Special	Psychic	Expanding Force	Special	Ice	Icy Wind	Special	Rock	Power Gem	Special	Ghost	Shadow Ball	Special	Psychic	Trick	Status
Normal	Body Slam	Physical	Normal	Façade	Physical	Psychic	Imprison	Status	Fighting	Power-Up Punch	Physical	Bug	Signal Beam	Special	Psychic	Trick Room	Status
Fighting	Brick Break	Physical	Fire	Fire Blast	Special	Fire	Incinerate	Special	Normal	Protect	Status	Psychic	Skill Swap	Status	Normal	Trump Card	Special
Water	Brine	Special	Ground	Fissure	Physical	Steel	Iron Defense	Status	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Poison	Venom Drench	Status
Water	Bubble Beam	Special	Fire	Flamethrower	Special	Steel	Iron Tail	Physical	Psychic	Psychic	Special	Normal	Sleep Talk	Status	Poison	Venoshock	Special
Ground	Bulldoze	Physical	Normal	Flash	Status	Psychic	Light Screen	Status	Psychic	Psychic Terrain	Status	Poison	Sludge Bomb	Special	Water	Water Pulse	Special
Psychic	Calm Mind	Status	Dark	Fling	Physical	Water	Liquidation	Physical	Psychic	Psychoshock	Special	Poison	Sludge Wave	Special	Normal	Weather Ball	Special
Normal	Captivate	Status	Fighting	Focus Blast	Special	Psychic	Magic Coat	Status	Psychic	Psywave	Status	Normal	Snore	Special	Water	Whirlpool	Special
Normal	Confide	Status	Fighting	Focus Punch	Physical	Normal	Me First	Status	Dark	Quash	Status	Psychic	Stored Power	Special	Psychic	Wonder Room	Status
Ground	Dig	Physical	Dark	Foul Play	Physical	Normal	Mega Kick	Physical	Normal	Rage	Physical	Normal	Strength	Physical	Electric	Zap Cannon	Special
Ground	Dig	Physical	Normal	Frustration	Physical	Normal	Mega Punch	Physical	Water	Rain Dance	Status	Normal	Substitute	Status	Psychic	Zen Headbutt	Physical
Water	Dive	Physical	Psychic	Future Sight	Special	Normal	Mimic	Status	Water	Razor Shell	Physical	Fire	Sunny Day	Status			
Normal	Double Team	Status	Normal	Giga Impact	Physical	Ground	Mud Shot	Special	Normal	Recycle	Physical	Water	Surf	Special			

(G-Z) Slowking					Learnset: Tutoring/TMs															
Normal	After You	Status	Normal	Double-Edge	Physical	Grass	Grass Knot	Special	Psychic	Magic Coat	Status	Psychic	Psywave	Status	Normal	Snore	Special	Water	Whirlpool	Special
Psychic	Ally Switch	Status	Dragon	Dragon Tail	Physical	Steel	Gyro Ball	Physical	Normal	Me First	Status	Dark	Quash	Status	Psychic	Stored Power	Special	Psychic	Wonder Room	Status
Psychic	Amnesia	Status	Fighting	Drain Punch	Physical	Ice	Hail	Status	Normal	Mega Kick	Physical	Normal	Rage	Physical	Normal	Strength	Physical	Electric	Zap Cannon	Special
Water	Aqua Tail	Physical	Psychic	Dream Eater	Special	Steel	Head Charge	Physical	Normal	Mega Punch	Physical	Water	Rain Dance	Status	Normal	Substitute	Status	Psychic	Zen Headbutt	Physical
Normal	Attract	Status	Fighting	Dynamic Punch	Physical	Steel	Head Smash	Physical	Normal	Mimic	Status	Water	Razor Shell	Physical	Fire	Sunny Day	Status			
Ice	Avalanche	Physical	Ground	Earthquake	Physical	Steel	Heavy Slam	Physical	Ground	Mud Shot	Special	Normal	Recycle	Physical	Water	Surf	Special			
Normal	Bide	Physical	Normal	Echoed Voice	Special	Normal	Hidden Power	Special	Ground	Mud Sport	Status	Psychic	Reflect	Special	Normal	Swagger	Status			
Dark	Bite	Physical	Normal	Endure	Status	Water	Hydro Pump	Special	Water	Muddy Water	Special	Psychic	Rest	Status	Normal	Swift	Special			
Ice	Blizzard	Special	Psychic	Expanding Force	Special	Normal	Hyper Beam	Special	Ground	Mud-Slap	Special	Normal	Return	Physical;	Normal	Take Down	Physical			
Normal	Body Slam	Physical	Normal	Façade	Physical	Ice	Ice Beam	Special	Dark	Nasty Plot	Status	Fighting	Rock Smash	Physical;	Normal	Telekinesis	Status			
Fighting	Brick Break	Physical	Fire	Fire Blast	Special	Ice	Ice Punch	Physical	Normal	Natural Gift	Physical	Normal	Round	Special	Psychic	Teleport	Status			
Water	Brine	Special	Ground	Fissure	Physical	Ice	Icy Wind	Special	Ghost	Nightmare	Status	Normal	Safeguard	Status	Electric	Thunder Wave	Status			
Water	Bubble Beam	Special	Fire	Flamethrower	Special	Psychic	Imprison	Status	Normal	Pay Day	Physical	Water	Scald	Special	Poison	Toxic	Status			
Ground	Bulldoze	Physical	Normal	Flash	Status	Fire	Incinerate	Special	Normal	Pound	Physical	Normal	Secret Power	Physical	Normal	Tri Attack	Special			
Psychic	Calm Mind	Status	Dark	Fling	Physical	Steel	Iron Defense	Status	Rock	Power Gem	Special	Ghost	Shadow Ball	Special	Psychic	Trick	Status			
Normal	Captivate	Status	Fighting	Focus Blast	Special	Steel	Iron Defense	Status	Fighting	Power-Up Punch	Physical	Bug	Signal Beam	Special	Psychic	Trick Room	Status			
Normal	Confide	Status	Fighting	Focus Punch	Physical	Steel	Iron Head	Physical	Normal	Protect	Status	Psychic	Skill Swap	Status	Normal	Trump Card	Special			
Ground	Dig	Physical	Dark	Foul Play	Physical	Steel	Iron Tail	Physical	Psychic	Psych Up	Status	Normal	Skull Bash	Physical	Poison	Venom Drench	Status			
Ground	Dig	Physical	Normal	Frustration	Physical	Steel	King's Shield	Status	Psychic	Psychic	Special	Normal	Sleep Talk	Status	Poison	Venoshock	Special			
Water	Dive	Physical	Psychic	Future Sight	Special	Psychic	Light Screen	Status	Psychic	Psychic Terrain	Status	Poison	Sludge Bomb	Special	Water	Water Pulse	Special			
Normal	Double Team	Status	Normal	Giga Impact	Physical	Water	Liquidation	Physical	Psychic	Psychoshock	Special	Poison	Sludge Wave	Special	Normal	Weather Ball	Special			