

Presentation about the World Bosses on Pokemon Planet

First, I will make a list about pokemons that are mostly needed for most of the World bosses, cause you will see them a lot in others teams :

- **Tentacruel** : For defense or special defense reduction
- **Whimsicott** : For prankster with confide and worry seed (doesn't work on darkrai, so prepare a confide one without prankster for him)
- **Raichu** : One of the best pokemons for paralyzing pokemons with nuzzle, because ground legends aren't a thing.
- **Ferrothorn** : If used against fire pokemons or with fire moves, better play it with focus sash.
- **Gyarados (or Salamence)** : They are used for intimidate, and if they can, dragon dance and deal damages.
- **Walrein** : The Ice Ball user, the best for ppo. It can be used on Latios and Latias, but others pokemons he's weak against like Shaymin, it's a bad idea, and better mons are here for them.
- **Smeargle** : The Baton Pass Setter. With two, you'll can set up your tankiness, then the damages dealing.
- **Escavalier** : The main damage dealer with Fury Cutter against most of the pokemons. If the pokemon has a fire move (most of psychic monotype WBs like Mew, Azelf...), change it for Chandelure Hex.
- **Chandelure** : Here to Hex psychic type ennemies after paralyzing or burning them.

Every team for world boss will need differents kind of pokemons, but i twill be explained for each World Boss. Now, we will talk about the most used items, that will need help you to permit to your pokemon to survive and deal more damages.

- Metronome : Use it on pokemons which can heal, or buy lots of hyper potions. Volcarona is a great deal to use it, or Garchomp, because it can tank a lot. Conkeldurr can do it too against Darkrai, but it's dangerous. Leech seed can help too.
- Leftovers : They are low class Shell Bell here. It will only allow your mon to survive few more turns, but not the whole pp, but that's great for set up mons like smeargle
- Shell Bell : This item will help you to heal your pokemon a lot each time it will use an attack.

Now that the items have been said, let's talk about something important, the earn of time. To deal more damages than anyone, you'll need to optimise your time, and for that, you'll have to use your keyboard, and mostly play with 1 and 2, sometimes with 3 and 4.

- 1. First move, the main move : For lead, it will be the statut attack, like nuzzle, or leech seed, or confide. For the damage dealer, it will be the strongest move, like bug buzz for Volcarona.
- 2. Second move, the stats booster : For a lot of Pokemons, one move is enough, but not for the damage dealers, or multitasks ones, you'll put stats boosting moves, ilke quiver dance or sword dance, at this place. For Tentacruel, it's knock off.
- 3. Third move, the heal : For the pokemons that can do it when they deal damages, roost for most of them.
- 4. Useless move : For some pokemons, there are moves they can't always use, like tentacruel, against **Heatran**, it won't be able to make acid spray for example. Better place it here, cause if you try to go too fast for useful moves, you can run away by accident, and lose a lot of time. Be careful, come pokemons will need their 4 moves in a battle, so put a one use move on your fourth attack

The maximum malus you can put to a legend is at 3, the maximum bonus you can put to your pokemon is at 4. So be careful when you try to set up your pokemon. Also there are moves you can't use against World Bosses, or that are useless using them :

- Accuracy and evasion modifiers won't have any effect (so moves like Hone Claws are useless)
- Immediately snaps out of confusion

- Trick, Switcheroo, Transform, Grudge, Encore, Bestow, Entrainment, Psych Up, Skill Swap, Role Play, Simple Beam, Soak, and Taunt will fail
- Imposter, Wonder Guard, Magician and Pickpocket abilities will not work
- Moves that affect a large amount of total HP will fail (ie. Endeavor, Fissure, Destiny Bond, Final Gambit, etc)
- Burn, Poison, Aftermath, Bad Dreams, Iron Barbs, Rough Skin, Dry Skin, Solar Power, Rocky Helmet, Struggle, and Spiky Shield damage has been capped at 200
- End of turn damage from moves like Clamp/Bind/Infestation has been capped at 200
- Leech Seed damage capped at 50
- Super Fang damage has been capped at 100
- Foul Play attack stat is capped at 500
- Stored Power move power is capped at 180
- Power Trip move power is capped at 180

A last thing, before we start looking for the different World Bosses : RNG can be sad sometimes, and the pokemon will maybe use **Divine Grace** or **Divine Punishment** randomly, annihilating all your work, but don't give up that easily and continue trying for next World Boss.

Heatran (Wise Glass, Flash Fire)



Movepool :

- Earth Power
- Magma Storm
- Dragon Pulse
- Flash Canon

- Toxic
- Dark Pulse

- Pokemons good against it :
- **Suicide Lead** : Will suicide to paralyze with **nuzzle**. Mostly **Raichu**.
- **Special attack modifier** : Confide to reduce Heatran's special attack, any pokemon faster than Heatran than can do that job can work. Best pokemon for that is **Whimsicott**, cause it will faint fast, and you only need one confide for **Heatran**
- **Defense modifier** : Once **Heatran** is paralyzed and -1 special attack (or-2 if you're lucky), you can switch on your stat modifier, best mon for that is **Gliscor** here, with **Earthquake/Sword Dance/Roost/Screech**, it will strong against this opponent that can't make super effective moves on him. With a **x4 weakness to ground**, and -2 in **defense**, **Heatran** is weak to **Earthquake** and will take a lot of damages from that when **Gliscor** will have **+4 attack**, the damages will be even more awesome. If you can't have **Gliscor**, the best **Defense Lower** with **Screech** will be **Tentacruel**.
- **Damage dealers** : **Garchomp** and **Diggersby** will be the best to deal damages after everything is done here, with **two sword dances**. **Diggersby** is forced to be played with **shell bell**, but **Garchomp** can be played **metronome** if no **dragon pulse** and it will be faster by not being attacked by magma storm The goal is to use **all earthquake at +4 attack**.

- Example of team good against Heatran :

Raichu (No Item, any ability, Timid)



1. Nuzzle
2. Thunderbolt
3. ???
4. ???

Whimsicott (No Item, Prankster, Any nature)



1. Confide
2. Worry Seed
3. ???
4. ???

Gliscor (Toxic orb/Metronome/Shell Bell, Poison Heal, Adamant)



1. Earthquake
2. Sword Dance
3. Screech
4. Roost

Diggersby (Shell Bell, Huge Power, Adamant)



1. Earthquake
2. Sword Dance
3. Leer
4. ???

Diggersby (Shell Bell, Huge Power, Adamant)



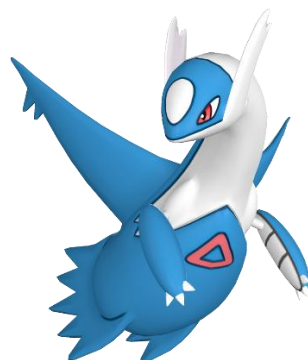
1. Earthquake
2. Sword Dance
3. ???
4. ???

Garchomp (Metronome/Shell Bell, Rough Skin, Adamant)



1. Earthquake
2. Sword Dance
3. ???
4. ???

Latios (Levitate, Muscle Band)



Movepool :

- Dragon Claw
- Psyshock
- Waterfall
- Earthquake

- Team Organisation :
- There are 2 options for Latios, hit on physical, or on Special, so I'll make a table about them.
- The team Set are the same for Latias, so I won't talk about this World Boss. And now that you understand the roles of the mons, I'll keep these and earn a lot of time.

Physical

Special

- **Intimidate Pokemon** : The best is **Salamence**, cause it will be able to attack after. It's asked to use it first for an easy **-1 Attack** for **Latios**.
- **Defense Reducer** : **Tentacruel** is the best pokemon for this job with **Screech**, but better take it with **focus sash**.
- **Set Up Pokemon** : You will switch on it to set up every mons you have, **Smeargle** is the best for it, but you'll need 2 if you want an entire set up.
- **Damage Dealers** : Here, you have plenty of pokemons to use once **Latios** is Paralyzed and **-1 or -2 attack**. Best Pokemon is an **Ice Ball** user, or **Fury Cutter**, like **Walrein** or **Escavalier**.

Example of Physical Team

- **Intimidate Pokemon** : The best is **Salamence**, cause it will be able to attack after. It's asked to use it first for an easy **-1 Attack** for **Latios**.
- **Special Defense Reducer** : **Tentacruel** is the best pokemon for this job with **Acid Spray**, but better take it with **focus sash**.
- **A Set Up pokemon** : You will switch on it to set up every mons you have, **Smeargle** is the best for it, but you'll need 2 if you want an entire set up.
- **A Burner and damage dealer pokemon** : You will switch on it after **intimidate**, the job of this pokemon will be to burn the ennemy. **Volcarona** and **Chandelure** can do this job, then setup and deal damages. **Xerneas** can do the damage dealing job after that.

Example of Special Team

Salamence (Adamant, Intimidate, No Item)



1. Dragon Claw
2. Dragon Dance
3. Outrage
4. ???

Salamence (Adamant, Intimidate, Shell Bell)



1. Dragon Claw
2. Dragon Dance
3. Outrage
4. ???

Tentacruel (Bold, Any Ability, Focus Sash)



1. Screech
2. Knock off
3. Acid Spray
4. ???

Tentacruel (Bold, Any Ability, Focus Sash)



1. Acid Spray
2. Knock Off
3. Screech
4. ???

Whimsicott (Bold, Prankster, No Items)



1. Stun Spore
2. Light Screen
3. Leech Seed
4. Confide

Raichu (Bold, Prankster, No Item)



1. Stun Spore
2. Light Screen
3. Leech Seed
4. Confide

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Cotton Guard
3. Agility
4. Amnesia

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Cotton Guard
3. Agility
4. Amnesia

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton pass
2. Sword Dance
3. Nasty Plot
4. Leer

Walrein (Adamant, Any Ability, Metronome)



1. Ice Ball
2. Defense Curl
3. ???
4. ???

If someone told me it would become useful...

Chandelure (Modest, Flame Body, Shell Bell)



1. Hex
2. Calm Mind
3. Shadow Ball
4. ???

Suicune (Pressure, Wise Glasses)



Movepool :

- Hydro Pump
- Shadow Ball
- Blizzard
- Hp Electric
- Divine Moves

- Damage Dealer Good against Suicune : Lilligant

Example of team Good for Suicune :

Raichu (Timid, Statik, No Item)



1. Nuzzle
2. Light Screen
3. ???
4. ???

Tentacruel (Bold, Any Ability, No item)



1. Screech
2. Acid Spray
3. Knock Off
4. ???

Whimsicott (Bold, Prankster, Focus Sash)



1. Worry Seed
2. Confide
3. Light Screen
4. Leech Seed

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Amnesia
3. Cotton Guard
4. Agility

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

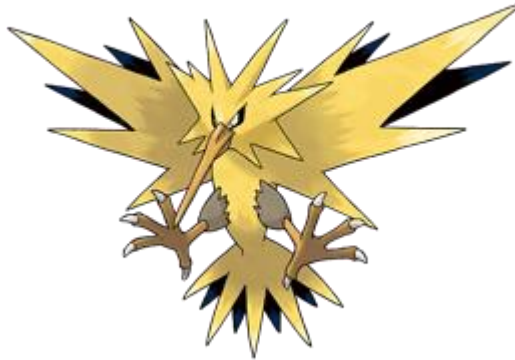
Lilligant (Modest, Own Tempo, Metronome)



1. Petal Dance
2. Quiver Dance (in case set up goes off)
3. Energy Ball
4. Giga Drain

My fav pokemon is being useful !

Zapdos (Static, xxx)



Movepool :

- Heat Wave
- Discharge/Thunderbolt
- Drill Peck
- Hp Ice
- Divine Moves

- Damage Dealer Good against Zapdos : Emboar, Swampert, Tyrantrum

Example of team Good for Zapdos :

Whimsicott (Bold, Prankster, Focus Sash)



1. Worry Seed
2. Confide
3. Light Screen
4. Leech Seed

Salamence (???, Intimidate, No Item)



1. ???
2. ???
3. ???
4. ???

Tentacruel (Bold, Any Ability, No item)



1. Screech
2. Acid Spray
3. Knock Off
4. ???

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Amnesia
3. Cotton Guard
4. Agility

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

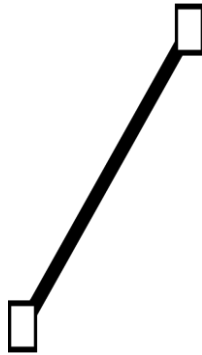
Emboar (Adamant, Any Ability, Metronome)



1. Rollout
2. Defense Curl
3. Bulk Up
4. ???

Isn't he a cutie ?

Articuno (Pressure, Assault Vest)/Moltres (Pressure, Wise Glasses)



Movepool :

- | | | |
|---------------------|---|--------------------|
| • Frost Breat | / | Fire Blast |
| • Hurricane | / | Hurricane |
| • Water Pulse | / | Toxic |
| • Hidden Power Fire | / | Hidden Power Grass |
| • ... | / | Sky Drop |
| • ... | / | Fire Spin |
| • Divine Moves | / | Divine Moves |

- Damage Dealer Good against Articuno and Moltres : Azumarill/Tyrantrum

Example of team Good for Moltres and Articuno :

Raichu (Timid, Static, No Item)



1. Nuzzle
2. Light Screen
3. ???
4. ???

Whimsicott (Bold, Prankster, Focus Sash)



1. Worry Seed
2. Confide
3. Light Screen
4. Leech Seed

Tentacruel (Bold, Any Ability, No item)



1. Screech
2. Acid Spray
3. Knock Off
4. ???

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Amnesia
3. Cotton Guard
4. Agility

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

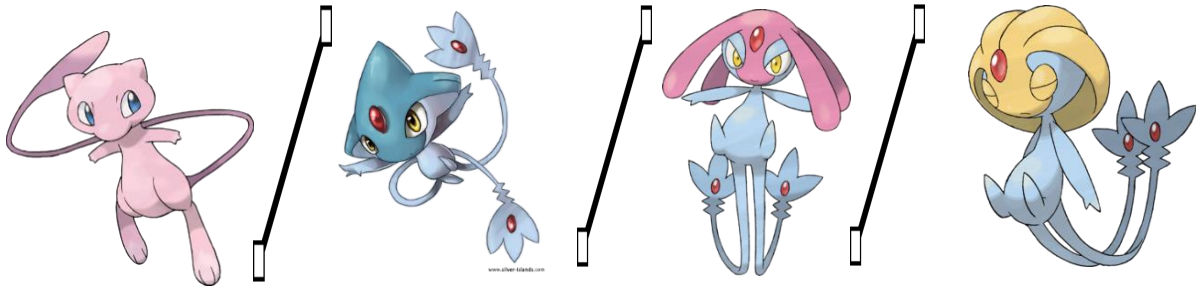
Azumazill (Adamant, Huge Power, Metronome)



1. Rollout
2. Defense Curl
3. Work up
4. ???

Isn't he a cutie too ?

Mew / Azelf / Mesprit / Uxie



Movepool :

- | | | |
|-----------------|---|----------------|
| • Zen Headbutt | / | Psychic |
| • Fire Punch | / | Flamethrower |
| • Ice Punch | / | Dazzling Gleam |
| • Thunder Punch | / | Thunderbolt |
| • Light Screen | / | Aurasphere |
| • Reflect | / | Shadow Ball |
| • Yawn | / | Toxic |

Damage Dealer Good against Mew, Azelf, Uxie and Mesprit : Chandelure.

Good Damage Dealer for Uxie Screen setter : Chandelure, Escavalier.

Example of team Good for Mew, Azelf, Uxie and Mesprit :

Raichu (Timid, Static, No Item)



1. Nuzzle
2. Light Screen
3. ???
4. ???

Whimsicott (Bold, Prankster, Focus Sash)



1. Worry Seed
2. Confide
3. Light Screen
4. Leech Seed

Tentacruel (Bold, Any Ability, No item)



1. Screech
2. Acid Spray
3. Knock Off
4. ???

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Amnesia
3. Cotton Guard
4. Agility

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

Chandelure (Modest, Infiltrator, Metronome)



1. Hex
2. Calm Mind
3. Shadow Ball
4. ???

It can also warm you up !

Cresselia (Levitate, Light Clay) /



Shaymin



Movepool :

- Psyshock /
- Moonblast /
- Light Screen /
- Reflect /
- Toxic /
- Shadow Ball /
- Thunderbolt /

- Seed Flare
- Earth Power
- Psychic
- ???

Good Damage Dealer for Cresselia : Chandelure, Escavalier

Good Damage Dealer for Shaymin : Escavalier

Example of team Good for Cresselia and Shaymin :

Raichu (Timid, Static, No Item)



1. Nuzzle
2. Light Screen
3. ???
4. ???

Whimsicott (Bold, Prankster, Focus Sash)



1. Worry Seed
2. Confide
3. Light Screen
4. Leech Seed

Tentacruel (Bold, Any Ability, No item)



1. Screech
2. Acid Spray
3. Knock Off
4. ???

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Amnesia
3. Cotton Guard
4. Agility

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

Escavalier (Adamant, Swarm, Metronome)



1. Fury Cutter
2. Sword Dance
3. Megahorn
4. Iron Head

Will be an honor to slash the enemies !

Entei (Pressure, Muscle Band)



Movepool :

- Sacred Fire
- Stomping Tantrum
- Return
- Stone Edge

/

Roar

Good Damage Dealer for Entei : Garchomp, Azumarill

Example of team Good for Entei

Raichu (Timid, Static, No Item)



1. Nuzzle
2. Light Screen
3. ???
4. ???

Whimsicott (Bold, Prankster, Focus Sash)



1. Worry Seed
2. Confide
3. Light Screen
4. Leech Seed

Tentacruel (Bold, Any Ability, No item)



1. Screech
2. Acid Spray
3. Knock Off
4. ???

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Amnesia
3. Cotton Guard
4. Agility

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

Azumazill (Adamant, Huge Power, Metronome)



1. Rollout
2. Defense Curl
3. Work up
4. ???

The cutie is back !

Raikou (Pressure, Assault Vest)



Movepool :

- | | | |
|--------------------|---|---------------|
| • Thunderbolt | / | Thunderbolt |
| • Aurasphere | / | Thunder Fangs |
| • Shadow Ball | / | Crunch |
| • Hidden Power Ice | / | Laser Focus |

Good Damage Dealer for Raikou : Diggersby, Excadrill

Example of team Good for Raikou

Salamence (Adamant, Intimidate, No Item)



1. Dragon Claw
2. Dragon Dance
3. Outrage
4. ???

Tentacruel (Bold, Any Ability, Focus Sash)



1. Screech
2. Knock off
3. Acid Spray
4. ???

Whimsicott (Bold, Prankster, No Items)



1. Stun Spore
2. Light Screen
3. Leech Seed
4. Confide

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Cotton Guard
3. Agility
4. Amnesia

Smeargle (Timid, Own Tempo, Leftovers)



1. Baton Pass
2. Sword Dance
3. Nasty Plot
4. Leer

Diggersby (Adamant, Huge Power, Metronome)



1. Earthquake
2. Sword Dance
3. ???
4. ???

HP Ice makes Garchomp harder to play !

Darkrai (Bad Dreams, Wide Lens)



Movepool :

- Sludge Bomb
- Ice Beam
- Psychic
- Dark Void
- Dark Pulse

Good Damage Dealer for Darkrai : Scizor, Escavalier, Xerneas.

Example of team Good for Darkrai

Raichu (Timid, Static, No Item)



5. Nuzzle
6. Light Screen
7. ???
8. ???

Whimsicott (Bold, Chlorophyll, Focus Sash)



5. Worry Seed
6. Confide
7. Light Screen
8. Leech Seed

Tentacruel (Bold, Any Ability, No item)



5. Screech
6. Acid Spray
7. Knock Off
8. ???

Smeargle (Timid, Own Tempo, Leftovers)



5. Baton Pass
6. Amnesia
7. Cotton Guard
8. Agility

Smeargle (Timid, Own Tempo, Leftovers)



5. Baton Pass
6. Sword Dance
7. Nasty Plot
8. Leer

Escavalier (Adamant, Swarm, Metronome)



5. Fury Cutter
6. Sword Dance
7. Megahorn
8. Iron Head

I am Darkrai's nightmare !