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Ultra necrozma good moveset

The artwork of the game FREAK Ultra Necrozma is an extremely powerful Pokemon Pokemon, it is BST outclasses Arceus, it's Neuroforce's ability to increase the power of super-efficient movements by 20%, and it's Z-Move Light That Burn Sky can act pretty much like a once-in-a-time nuke to really tanky Pokemon. Necrozma's new attack photon Geyser's signature becomes physical or special, depending on which state is higher on Necrozma, essentially, which means Photon Geyser can be used on physical and special sets do not worry. There is a minor disadvantage to Ultra Necrozma, and that is must hold is Z-Crystal in order to transform. There is too much of a disadvantage in general, but the necrozma's molten necrozma forms have very low speed, making the pre-transformation configuration a little harder. Type: Basic statistics: Hp: 97 Attack: 167 Defense: 97 Sp.Atk: 167 Sp.Def: 97 Speed: 129 Weaknesses: x2 x2 x2 x2 x2 Resistance: x0.5 x0.5 x0.5 x0.5 Immunities: None Abilities: Armor Prism (Basic Form, Melted Shapes), Neuroforce (Ultra Burst) Set 1 (Calm Mind Sweeper) Necrozima-Dusk-Mane @ Ultraneozium Z Ability: Prism Armor EVs: 252 SpA/ 4 SpD / 252 Spe Shy Nature IVS: 0 Atk - Calm Mind - Earth Power - Photon Geyser - Dragon Pulse This set is a pretty standard go-to-the-necrozma set, Calm Mind will stimulate Sp.Atk necrozma and Sp.Def of 1, and coupled with a monstrous 167 base Sp.Atk, Necrozma will be able to break through a lot of Pokemon that do not resist moves or are Sp.Def tanks. The movements on this set are; Earth Power, which is used to eliminate Aegisash, a common threat to Necrozma, as well as the ability to hit Dialga, Mega Metagross and Solgaleo/Necrozma Mane of Twilight super-efficient, as well as non-Balon Heatron and Mega Diancie. Photon Geyser is the best psychic necrozma stab movement, with no recharging turn like Prismatic Laser. It can hit Marquez and easily OHKO it, as well as Naganadel, Feromosa and Mega Gengar super-efficient. It is also the most reliable necrozma attack against Landorus. Dragon Pulse brings everything together, hitting other types of dragon, would be other Necrozma and Mega Salamence. Spreading EV is all you need for this set of work, 252 Speed and a Shy Nature gives it the best speed state possible, and 252 Sp.Atk gives it an extremely high Sp.At state of 433. Offensive Damage Calculations: 252 SpA Neuroforce Necrozma-Ultra Earth Power vs. 252 HP / 252+ SpD Aegislash-Blade: 308-364 (95 - 112.3%) -- 68.8% chance of OHKO after recovery scrap Possible damage amounts: (308, 312, 316, 320, 322, 326, 330, 334, 338, 342, 344, 348, 352, 356, 360, 364) (A CM Boost becomes a guaranteed OHKO) +1 252 SpA Necrozma-Ultra Photon Geyser vs. 0 HP / 0 SpD Landorus-Therian: 357-420 (111.9 - 131.6%) -- OHKO Possible Damages Amounts: 360, 364, 369, 373, 378, 381, 385, 390, 394, 399, 402, 406, 411, 415, 420 252 SpA Neuroforce Necrozma-Ultra Necrozma-Ultra Pulse vs. 0 HP / 4 SpD Necrozma-Ultra: 410-486 (122.3 - 145%) -- guaranteed OHKO Possible damage amounts: (410, 416, 420, 426, 432, 434, 440, 446, 450, 456, 458, 464, 470, 474, 480, 486) 252 SpA Neuroforce Necrozma-Ultra Photon Geyser vs. 252 HP / 252+ SpD Toxapex: 266-314 (87.5 - 103.2%) -- 18.8% chance to OHKO Possible damage amounts: (266, 270, 272, 276, 278, 282, 284, 288, 290, 294, 296, 300, 302, 306, 308, 314) 252 SpA Neuroforce Necrozma-Ultra Earth Power vs. 0 HP / 0 SpD Diancie-Mega: 262-310 (108.7 - 128.6%) -- guaranteed OHKO Possible damage amounts: (262, 266, 268, 272, 274, 278, 282, 284, 288, 290, 294, 296, 300, 302, 306, 310) Set 2 (Mixed Attacker) Necrozma-Ultra @ Ultraneozium Z Ability: Neuroforce EVs: 252 Atk / 4 SpA / 252 Spe Naive Nature - Knock Off / Iron Head - Earthquake - Photon Geyser - Dragon Pulse The second set is a mixed set which uses Necrozma various Physical coverage moves like Earthquake , Knock Off and Iron Head, for example. The only reason Dragon Pulse is still here is because Necrozma does not Dragon Claw, just Outrage, which is really powerful but unsafe with my testing. It provides an easy switch for Z-Geomancy Xerneas to configure. Common sets Xerneas run Bold, max Defense/HP so Iron Head won't even 2HKO it, even with Neuroforce. However, Iron Head does OHKO Tapu Le and earthquake is great all-round coverage. Foton Geyser will now always be a physical movement as Necrozma's attack is greater than it is special attack. I go with a naive nature, so that different priority movements can continue to survive especially Shadow Soak and Sucker Punch. Damage Calculations 4 SpA Neuroforce Necrozma-Ultra Dragon Pulse vs. 0 HP / 0 SpD Kyurem-White: 344-408 (87.9 - 104.3%) -- 25% chance to OHKO Possible damage amounts: (344, 348, 354, 356, 362, 366, 368, 374, 378, 380, 386, 390, 392, 398, 402, 408) 252 Atk Neuroforce Necrozma-Ultra Earthquake vs. 248 HP / 8 Def Groudon-Primal: 208-246 (51.6 - 61%) -- guaranteed 2HKO Possible damage amounts: (208, 210, 214, 216, 218, 220, 222, 226, 228, 230, 232, 236, 238, 240, 242, 246) 252 Atk Neuroforce Necrozma-Ultra Knock Off (97.5 BP) vs. 240 HP / 156 Def Mew: 264-312 (65.8 - 77.8%) -- guaranteed 2HKO after Leftovers recovery Possible damage amounts: (264, 268, 270, 274, 276, 280, 282, 286, 290, 292, 296, 298, 302, 304, 308, 312) Team Options Naganadel to clear Fairy types like the Tapus and Xerneas , a secondary option is, of course, Toxapex to the tank instead heavy hits Necrozma can not take. Tapu Le can assist Necrozma with Psychic Surge, which will block moves like Sneak Shadow Marble and at the same time stimulating Necrozma's psychic-type attacks. Landorus and other OU/Uber Trap Setters will obviously help your team, just choose them to work around your team. Notable threats Xerneas able to take hits from Necrozma easily and OHKO it with Moonblast even even a Geomancy Z Dark Pulse Dark Pulse Darkrai OHKOes Necrozma and also lives hits from non-amplified Necrozma Bisharp's STAB priority in Sucker Punch poses a major threat to Necrozma, other priority users include Marquez and Aegislash Other Notable Movements Rock Slide Flash Cannon Heat Wave Data Pokémon Data Mechanics Games Pokémon Other Community Games / Other * Note: This competitive entry has been updated thanks to new alternative necrozma data forms in Ultra Sun and Ultra Moon, Dusk Mane Necrozma, Dawn Wings Necrozma, and Ultra Necrozma! This summary includes sets for ALL Necrozma's shapes! Because it is competitively viable, no matter which forms it is in! When the Sun and Moon were released, we were introduced to the unusual Pokemon Necrozma. It seemed to be a legendary Pokemon in all aspects (statistics, power, sharing the same theme of battle as Solgaleo and Lunala) and had a rather unusual design, which initially made it feel like one of the Ultra Beasts. But oddly enough its Pokedex entries back into the Sun and Moon did not clearly state that Necrozma was actually an Ultra Beast, although this changed into Ultra Sun and Ultra Moon, when Necrozma was really shown to be a denizen of Ultra Space. Necrozma ultimately serves as the villain of Ultra Sun and Ultra Moon, just like what Kyurem has come to do in Black 2 and White 2. There was just so many strange things about him, Necrozma was very much like Giratina, Kyurem, and Zygarde before the introduction of their alternative forms. Like the masters of the aforementioned trio, Necrozma received much more attention as it received 2 new forms in Ultra Sun and Ultra Moon. Not since Kyurem saw a Pokemon capable of mixing or fusing with another. Although, unlike Kyurem, who is able to merge with Reshiram and Zekrom because they were all once a single dragon, Necrozma is a different case because of her desire to restore and achieve more light energy caused her to attack Solgaleo/ Lunala and actually forces them to mingle with him. Both forms are quite powerful because they grant Necrozma access to The Signature Movements of Solgaleo and Lunala, what is more is that it has access even to The signature movements of Solgaleo and Lunala and to the Z movements, depending on which one merges. It's both interesting in concept and incredible in power. But we'll discuss its new forms later, now let's talk about the necrozma's regular form. Competitive-wise, regular Necrozma is not all that bad, it sports a great ability alongside great offensive, as well as defensive statistics and having access to movements, would be Dance Swords, Rock Polish, Calm Mind and Stealth Rock offers a lot of promise. But being a psychic mono-type and a superficial movement and only sub-par speed doesn't help him at all. Moreover, the real problems it seems to be competition from other psychic-types with its only niche over them as to be mixed mixed and having offensive capabilities, and its ability, which too is not as great as Slowbro Regenerator and Reclusis's Magic Guard as you don't want to stand on super effective attacks, even when you are going to take relatively less amount of damage from here's a regular Necrozma's summary. Nature: Shy Held Element: Odd Incense or Twisted SpoonAbility: Prism Armor EVs: 252 SpAtk/ 6 SpDef / 252 Spe-Stealth Rock-Photon Geyser -Heat Wave -Power Gem / Knock Off / MoonlightStealth Rock is one of the best utility moves in the game, and this set focuses on Necrozma being an offensive StarLih Rock user. Photon Geyser paired with Odd Incense hits very hard, 2HK'ing a lot of defensive walls because Photon Geyser ignores the effects of abilities. Also strong dents a lot of offensive Pokemon and is even strong enough to ko most types of combat. Heat Wave causes a good amount of damage to the types of steel that resist Sevent's Photon Geyser. Power Gem can hit Flying-hard types, which is good as a majority of them run are likely to run Defog to remove stealth Rock Necrozma set up. Alternatively, Knock Off can be used as a utility to cripple Pokemon Evolist or leftovers users, or even Pokemon who rely on a blind life or item choice in order to be an offensive threat. Although Moonlight can also be used in return to ensure Necrozma's longevity. Maximum special attack and speed EVs are invested to hit hard enemies and outspeed most walks to configure Stealth Rock effectively. A timid nature is mandatory, as Necrozma then important pokemon outspeeds, would be Feraligatr and Nidokeung. Prism armor is Necrozma's only skill, but it's useful because it weakens super-effective attacks. Of course, Necrozma can run a variety of other moves. Here are some suggestions:-Stored power can also be used as after both a Polish rock and political weakness boost, as it will have a 140 core power and thus make it extremely powerful. Although it is completely useless, unless you can sweep.-Psychock can be run over stored power if you want more immediate offensive power because stored power is quite weak without several previous state boosts. For example, Psychock allows Necrozma to 2HKO Mega Gengar and Terrakion immediately, while stored power does not. -Dark Pulse can put up with some psychic-types, and Ghost-types like Giratina and fish for flinches.-Flash Cannon can be used on Calm Mind set to hit some Fairy and Rock-types a little better.-Hidden Power Ground can be run to hit steel-types, like Heatan andlash Aegis, and also Tyraitar.-Calm Mind allows Necrozma hit harder and set free against special opposite attackers. -Necrozma can use good defense iron, which stimulates its defense and stored power. -Substitute is an interesting option that protects Necrozma from status, especially toxic poison, and makes it easier for Necrozma to configure.-Moonlight gives gives Extended longevity, which is especially useful after having acquired some special defense boosts. -Substitute allows Necrozma to set up on Pokemon, would be Celesteela and Ferrothorn while also making it more difficult to kill revenge. -Because of its low-speed state, Necrozma can also run Trick Room to help better and his team goes first against faster enemies.-Grassy Seed can be used over Scraps if Necrozma pair with Tapu Bulu. Necrozma can use goggles to effectively check Amoonguss, which otherwise shut down many Trick Room teams.*Necrozma is also able to run physical movesets, as its physical attack state is not so far behind its special attack state!-You can still run Photon Geyser on a physical set. While technically a special move, Photon Geyser causes either physical attack or special damage of attack, depending on which state is higher for the user.-The earthquake deals with steel-types that still resist even a physical Photon Geyser.-X-Scissors deals with dark-types, and opposite Psychic-types-Ultrajir can be used on Swords Dance Ultra Necrozma, but it's a bad move to be stuck in -Brick Break is Necrozma's best chance to break dark types, would be Tytatar and Arceus-Dark. -Dance Swords allows the impressive necrozma attack state rise to dangerous levels, making a threatening wallbreaker.-Life Orb can also be used to hit everything harder at the cost of losing HP.-Choice Band can be used to maximize the immediate Necrozma offensive presence, but Dance Swords works better both as a wallbreaker and as a sweeper. -Groundium-Z allows Necrozma to do a large amount of damage to steel types, which otherwise limits Necrozma's ability to sweep.-Buginium-Z allows Necrozma to KO Umbrella and Cresselia, as they can survive an amplified X-Scissors and either cripple Necrozma with toxic or flat out KO it. Now that we've covered the usual necrozma, let's talk about its alternative forms, starting with Twilight Mane Necrozma... Necrozma-DM is the best and most versatile type of steel, able to fit on a variety of teams with an unpredictable range of sets. It is arguably the most ironclad and viable Xerneas check around and can check a variety of other offensive pokemon, such as Mega Salamence, Rayquaza, and Ultra Necrozma. Necrozma-DM defensive typing is not great, but it is accentuated by solid natural bulk and strengthened by Prism Armor, making it difficult to OHKO. Necrozma-DM has a strong 157 Attack base, which is reinforced by a strong STAB combination, good coverage options, stimulation moves and an unrestricted article slot, limiting how much momentum on a defensive set and allowing him to occupy a variety of offensive roles. It can OHKO almost every Pokemon in the level when at +2 with Searing Sunraze Smash. Ultra Necrozma sets allow necrozma-DM to instantly gain a certain speed, pulling up to base 129, which rises many key pokemon, would be Arceus and Marquez. Access to reliable recovery, Stealth Rock, and toxic help makes Necrozma-DM a great defensive Pokemon. An immunity to Toxic, a Stealth Rock resistance, and the ability to hold Leftovers really reduces the opponent's ability to accumulate residual damage on Necrozma-DM. Necrozma-DM is weak to common offensive types, such as Sol, Darkness, Ghost, and Fire. What's more is that Necrozma-DM is slow when unboosted, allowing many powerful and bulky threats to easily outspeed and dent it. Here's Dusk Mane Necrozma's summary. Nature: Jolly or AdamantHeld Element: Soltanium-Z and Weakness PolicyAbility: Prism ArmorEVs: 252 Atk / 6 Def / 252 Spe-Swords Dance -Sunsteel Strike-Earthqua Stone EdgeRock PolishThis set focuses on Dance Swords and Neozma-DM purely offensive could and the ability to bust through pokemon defenses that rely on passive damage to carry enemies down. Sunsteel Strike is the most powerful steel-type movement necrozma-DM and passes through abilities like Multiscale. The earthquake is used to complement Sunsteel Strike, hitting Primal Groudon and Steel-types. Stone Edge can be used to hit Ho-Oh, which otherwise can be hard for this set to hit, and also smacks Yveltal a little harder. Polish rock compensates for one of the biggest offensive shortcomings Necrozma-DM, allowing it to overcome the vast majority of offensive threats.252 Attack EVs with an unwavering nature maximize the breaking capacity of the Necrozma-DM wall. 252 Speed EVs are used to beat in the crowded, bulky base 99 Speed level and below. A cheerful nature can also be run, to make Dusk Mane Necrozma faster. Soltanium-Z turns Sunsteel Strike into an absurdly powerful attack, capable of hitting even powerful pokemon that resists when simulated. The policy of weakness takes advantage of natural necrozma-DM bulk and Prism Armor, punishing enemies who must hit it through super effective attacks. Of course, Dusk Mane Necrozma can run a variety of other moves, but these are pretty much all the moves that all Necrozma's forms could use. So it's not worth repeating. Now that we've covered Twilight Mane Necrozma, let's talk about the other alternative form, Dawn Wings Necrozma... Necrozma-DW is a slower but stronger version of Lunala, with some set variants that can help it stand out on its own. Ultra Necrozma is a possible option with Necrozma-DW as the basis for me, but this only really offers Moongeist Beam as an advantage for Special Based Ultra Necrozma sets, which can sometimes be a viable choice when paired with Brick Break or enough dark type controls. Difference that Necrozma-DW has compared to Lunala is actually a very bad trade because it lacks any kind of special coverage to hit the Dark-Type Pokemon and gains only minimal niches instead, due to its basic state changes and some additions to its movepool, would be Stealth Rock and Polish Rock. This This The moon can be seen as a superior option. As a special wall breaker, Necrozma-DW has some slight advantages over Necrozma-DM. Prism Armor is also a downgrade from Shadow Shield, as Necrozma-DW has no 2x weaknesses to make Prism Armor a better defensive capability. Powerful Ghost and Dark moves will blow up Necrozma-DW. Here's Dawn Wings Necrozma's summary. Nature: ShyHeld Element: Lunaliium-ZAbility: Prism ArmorEVs: 6 HP / 252 SpAtk / 252 Spe-Photon Geyser-Moongeist Beam-Power Gem-Calm Mind / Psychock Moongeist Beam is the ideal STAB move for Necrozma-DW, providing an increase in damage compared to the Moonbeam and obtaining notable OHKs against Xerxeas, Rayquaza and Mega Salamence at +1. It also ignores Multiscale and Sturdy. When paired with Lunaliium-Z, Moongeist Beam becomes menacing Moonraze Maelstrom, a deadly attack that can clean up many OHKO unboosted Pokemon offensives and break defensive walls at +1. Power Gem is the only Necrozma-DW option against Yveltal, hitting all variants for a 2HKO. It also has a low chance of OHKO offensive Ho-Oh sets, which may be handy because Ho-Oh is able to take Moongeist Beam pretty well. Calm Mind is another byproduct of the lack of Necrozma-DW of good coating options, but not come in handy for breaking bulky pokemon, such as Ho-Oh, Primal Groudon, and Arceus support forms when paired with Lunaliium-Z. Psychock is an alternative option that trades potential configuration in order to better manage Blissly and Chansey while also hitting Toxapex and rare Arceus-Poison super efficiently. Full investment in special attack is required for maximum damage production, and maximum speed is required, so be able to hit hard and strike quickly. A shy nature adds to the potential for Necrozma-DW damage that allows it to better get its enemies out. Lunaliium-Z is necessary to turn Moongeist Beam into Threatening Moonraze Maelstrom.Of course Dawn Wings Necrozma can run a variety of other movements, but these are pretty much all the movements that all other Necrozma forms could use. So it's not worth repeating. Now that we've covered Twilight Mane Necrozma and Dawn Wings Necrozma let's talk about their final alternative form, Ultra Necrozma... A long time ago, in a very, very distant dimension... lived a beast of pure light. He lived in a utopia known as Ultra Megalopolis, where human inhabitants regarded the beast as the Orbit. Ultra Megalopolis was once a world shrouded in complete darkness until this beast appeared and the light it emanated from its body lit up the whole world and kept it bright and bright. Light this beast shone not just in Ultra Megalopolis, but throughout all The Ultra Space connecting to different worlds, would be Homeworlds Ultra Beasts, and Pokemon World, primarily over the Alola Region. For a while, the beast and the people of Ultra Megalopolis lived in harmony, but but people praised the beast for the light it provided, eventually wanted to control the light of the beast and sought to take it for themselves. Residents of Ultra Megalopolis decided to turn on their light bringer, slicing their heads off in an effort to touch the light that emanated from his body. To their dismay, they failed to acquire the light and the beast they believed was killed was not dead, but had now turned into a distorted black crystalline figure. This decapitation, though not fatal, severely injured the beast and its ability to produce light infinitely, which caused it to suffer constant pain. Desperate to restore himself to his original state and infuriated by men for their selfish actions, the beast went and stole the light he gave Ultra Megalopolis. But he was not satisfied and then sought out other worlds and beings to steal their light. Then, one day, the incomplete creature appeared in the Alola region, wanting to steal its light. The ancient people of Alola looked up in horror at this bringer of darkness, dubbing it Necrozma and even regarding it as the Pillar of Light. Fortunately, Necrozma was stopped in his attempt to steal the Light of The Alolle by the Guardians of the Island (Tapus). The ensuing battle caused small fragments of the body of the necrosmt that were weakened from the initial injury to break and would later become known by the people of Alola as shiny stones. The energy that these little pieces exude would then allow people to perform Z-Moves. Eventually, the Guardians of the Island managed to stop Necrozma from stealing Alola's light and forced the monster to return to Ultra Space. Terrified by the horror they unleashed because of their own selfish desires, the residents of Ultra Megalopolis sought to build what was known as the Megalo Tower, a building that could provide artificial light to replace the light that Necrozma had previously taken and, in addition, act as a prison to prevent it from escape to other worlds and steal their light. While the people of the city managed to catch the monster from the Megalo tower, it will not last. Eventually, the Megalo tower reached the limit and could no longer keep the beast closed. Once again, the inhabitants of Ultra Megalopolis grew afraid of losing their light again to Necrozma, that despite all their efforts they could not stop a monster of their own making. The Pillar of Light was once again ready to resume his role as the harbinger of darkness, helbent on alleviating his eternal pain and trying to become something he was no longer. I'm not really one to talk about the lore of a Pokemon, but I did make an exception in the case of Ultra Necrozma because you really have to understand the story given to this legendary Pokemon in the US UM to really understand how it looks and why it does what it does Now, note that some parts of the story I just told are a little exaggerated, primarily little where the residents of Ultra Megalopolis decapitate Necrozma in an attempt to steal and harness the light produced from his body. But while I was overreacting, I didn't necessarily manage to make it up. The Pokedex Necrozma entry does not describe the fact that it once had the ability to produce light, but then lost it after being injured due to unknown circumstances (not specifically beheading). Additional information from Ultra Recon Squad shows that residents of Ultra Megalopolis have indeed gotten the Necrozma to lose some of it itself when they tried to steal its light (which is more than likely when it received an unknown injury). So Necrozma's lust for light stems from the unknown wounds he received, which in reality was the part of it he lost when people tried to steal his light. But then why did I decide to say that the wound was direct decapitation? For the record, I didn't choose beheading because I wanted to make the story sound gory or graphic. But what if I told you that the usual necrozmism is entirely just the head of its original shape? There is actually a lot of evidence that supports the idea that regular necrozma is actually just the head of its original shape. Before we go into serious detail, let's first take a look at the ultra Necrozma design itself. If you haven't already noticed, all the parts of the Ultra Necrozma solid body are actually all the pieces in its regular form that have been rearranged. Necrozma's normal claws become the legs of Ultra Necrozma, the lower wings of bats have the normal shoulders of Necrozma reattached to the top of the lower wings, while the normal legs of the necrozma become the arms of Ultra Necrozma that have been arranged as part of the upper wings. Necrozma's normal head becomes a gold piece of chest armor on the front, and his chest becomes Ultra Necrozma's head. The multicolored forms of the normal Necrozma (which is considered to be the prism of his brain) become the eyes of Ultra Necrozma, the left eye is red and the right is blue, with two smaller wings attached to both eyes. It's an incredible design in general, and it's cool to know that regular necrozma was always just a condensed and compacted form of its Ultra Burst shape, which was devoid of light. There have been many fan theories that have emerged since the launch of the Sun and the Moon that Ultra Necrozma, why it has such a distorted appearance. When parts of his body were rearranged, people immediately noticed that Necrozma's torso looked very much like the jaws and head of a dragon. Which led fans to speculate that Necrozma was once an initial type. I think they were right in this regard, because Ultra Necrozma turned out to be a psychic/dragon type. But since the regular body Necrozma (when rearranged) turns out to be just The head of his original shape, what happened to the rest of his body? Which brings us to the new information revealed in Ultra Sun and Ultra Moon, Necrozma was once able to produce its own light, but could no longer after suffering an unknown wound. Then there's what you learned from the Ultra Recon Squad, and how their people tried to steal the Necrozma light for themselves and tried to do so by making Necrozma lose some of the self, which is how they got this unknown injury. But what brings all this together is that if you look at the pattern on the back of the necrosis, you'll actually realize that it's the cross-section of the spine. I.ytimg.com/v/hY1J8lEHvohq... So with all this information, it is not difficult to connect points and conclude what ended up happening with Necrozma. It's obvious that the people of Ultra Megalopolis really decapitate the head of Ultra Necrozma from his body (even if it's not confirmed by the information), and that's what he did so now. While this raises the question of what its original full-body then looks like, it's actually not so hard to guess. You can see Ultra Necrozma is still described as the true Necrozma form, although in reality, the only remaining parts of its original form are only the sections of it, which are solid while the energy of light makes up other parts of its body that its missing solid parts. Now that we've moved on from Necrozma entirely, let's talk about its competitive viability. I think being able to combine with Sgalaleo and Lunala wasn't enough, but Necrozma had to go and get a final form (and an OP one at that). Ultra Necrozma is absolutely incredible! Because it basically combines Kyurem's ability to merge with either Reshiram or Zekrom with Mega Evolution and Primal Reversion and turns it into a unique process known as Ultra Burst. If you have Ultra Necrozium-Z attached to a Twilight Mane Necrozma or a Dawn Wings Necrozma, an Ultra Burst button will appear. This will allow you to change the shape in Ultra Necrozma. This interdimensional monster sport a totally incredible base state of 754! Making it the third most powerful Pokemon in existence (with Kyogre and Groudon's Primal Reversions scoring second with the BST of 770 and Mega Rayquaza and both Mewtwo's Mega Evolutions sporting a BST of 780 making them poke of the world strongestmon)! Like Mega Evolution, all statistics including Speed are counted immediately, and in the next row, you can also exclusively use Z-Move with an incredibly loud-sounding name, Light that burns the sky! Speaking of Mega Evolution, I think it should be noted that Ultra Necrozma is actually able to even give the mighty Mega Rayquaza a run for his money. A battle between these two almighty dragons might end with any of them being able to defeat the other. Mega Rayquaza can hit harder, harder, Ultra Necrozma is actually faster and has access to its own exclusive Z-Move (something Mega Rayquaza is incapable of doing), so it is more than capable of providing massive amounts of damage. What's more is that both Mega Rayquaza's Flux Delta Capacity and Ultra Necrozma's Neuroforce Ability are countering each other in terms of the damage they are capable of causing each other. However, Necrozma has an advantage as dragon-type STAB moves are still stimulated by Neuroforce because the ability of the Mega Rayquaza Delta only reduces the strength of movements that Flying-types are weak to, not Dragon (this helps compensate for having a lower attack statistics than Mega Rayquaza). So in this clash of titans and finally the battle between Mega Evolution and Z-Moves (as both of them are the respective harbingers of each), either of them is capable of defeating the other. Anyway, back to talking about Necrosma's ultra fighting strengths. Sporting Rare Dragon/Psychic Typing (a typing shared only by Eon Duo), Ultra Necrozma gains a bunch of resistors. What's more is that its state arrangement and great movepool can allow it to run either as a physical or special attacker. This helps especially when its new strong signature move Photon Geyser (while initially special) can become either a physical or special movement, depending on any of the Necrozma attack statistics is higher than the others. So Ultra Necrozma can be pretty much what you want it to be. Finally, just look at this design! It's amazing and perfectly fits the Necrozma theme coming from another world. Another thing that should be mentioned is that Ultra Necrozma is an absolute pain when you have to fight it in Ultra Sun and Ultra Moon! If you decide not to over your Pokemon level before taking it on, then prepare for a difficult fight. Ultra Necrozma will be an absolute threat to defeat because it's level 60 when faced with it (and again if you don't above your Pokemon level, it's probably going to be 9-10 levels higher than everything on your team). Couple who, in with that, like Totem Pokemon, his aura flares up and raises all his stats (on a Pokemon with the third biggest bst in the game)! So you're challenging a Pokemon that is 9-10 levels higher than whatever you have on your team (assuming you don't over level before you challenge it), plus it gets a +1 in all its stats right on the bat when the battle starts. You better have a lot of revivals, Max Potions, and a good strategy or you'll lose to this bad thing. To be honest, I only managed to beat Ultra Necrozma when I had to fight him. My Muk was pretty much the only thing that tanka a hit from his attacks and successfully managed to poison him thanks to his Poison Touch ability. But even then, I was down to my final pokemon when Ultra Necrozma Necrozma succumbed to Poison and eventually went down. God, no wonder why this pretty much ends a majority of US/UM Noptimum challenges in their tracks. So I honestly wouldn't blame you if you decided to over level your team before facing Ultra Necrozma (or after losing to it) as this is seriously challenging to defeat. With a colossal total of the base state, Solid movepool, amazing versatility, incredible design, amazing battle theme, and being crazy hard to beat, Ultra Necrozma is definitely not a Pokemon that you want to underestimate in battle wherever you face it.* Now because both Twilight Mane and Dawn Wings Necrozma are capable of becoming Ultra Necrozma, we pretty much raised both a physical and special variant with those we already have. Their sets are only slightly different and both hold Ultra Necrozium-Z. Here's my physical summary Ultra Necrozma. Competitive Pokemon: Ultra Necrozma (Physical)Nature: Jolly or Adamant held element: Ultraneozium-ZAbility: Prism ArmorEVs: 252 Atk/ 6 Def / 252 Spe-Sword Dance -Photon Geyser-Stone Edge /Sunsteel Strike / Brick Break-Earthquake / Knock OffSwords Dance makes use of Ultra Necrozma good Basic Speed instead of having to set up with Polish Rock or Trick Room set. Photon Geyser is stimulated by Dance Swords and many voluminous Pokemon hits that other Swords Dance sets can struggle to hit, such as Primal Kyogre, Ho-Oh, Arceus-Water, and Toxapex. After the above mentioned, while technically a special move, Photon Geyser causes either physical or special attack damage depending on which state is higher for the user. Earthquake provides coating against steel types. Knock Off is great for steel-types that aren't hit hard by the earthquake and can really put up with defensive Pokemon Stone Edge hits Ho-Oh and Yveltal hard. Sunsteel Strike hits most types of darkness somewhat effectively, hits Xerneas, and works as a STAB movement when they come from Necrozma-DM. Brick Break is specialized coating against Pokemon, would be Arceus-Dark and steel-types that are not particularly weak at the earthquake, would be Ferrothorn.Ultraneozium-Z is necessary to turn into Ultra Necrozma and turns Photon Geyser into Light that burns the sky, a movement that annihilates everything except dark-type and bulky Pokemon that resist. The maximum speed is required to exceed Marquez, which otherwise OHKO and steal stimulates through Spectral Thief. The remaining Eps are used to lift the attack of Ultra Necrozma.*Due to the very offensive statistics of Ultra Necrozma and the fact that it needs either the wings of dawn or the Twilight Mane shape to enter its real state, running 2 variants of Ultra Necrozma not only possible, but Achievable. So here's the summary for my special Ultra Necrozma. Here's my special summary Of Necrozma. Competitive Pokemon: Ultra Necrozma (Special)Nature: Shy or ModestHeld Element: Element: Prism ArmorEVs: 252 SpAtk/6 Def/252 Spe-Photon Geyser-Moongeist Beam-Heat Wave-Dragon Pulse/Earth PowerMoongeist Beam is the only reason to use Ultraneozium-Z and therefore Ultra Necrozma with Necrozma-DW as the basic forms. It targets psychic-types that specifically based Necrozma-DM sets don't usually have coverage to hit effectively. Power Gem targets Yveltal because this set is helpless against them otherwise. It also deals very great damage to Ho-Oh, which tends to be good at taking special hits from Necrozma-DW. Photon Geyser does not have in real goals that Moongeist Beam can not already strike off the poison-types, would be Toxapex and Arceus-Poison, but combine with Ultraneozium-Z to become the Light that burns the sky, which can help break a bulky neutral target, especially with Calm Mind. It also offers Ultra Necrozma a good STAB option to use. Heat Wave is an alternative option that allows Necrozma-DW and Ultra Necrozma to quickly ship steel types, such as Mega Sizzor, Ferrothorn, and Celesteia. Earth Power is an attractive option to do better with Aolan Muk while also giving coverage against some types of steel at the same time. Although Dragon Pulse can function as a secondary STAB movement, generally hitting Dragon-types harder. The maximum special investment of the attack is necessary for an ideal exit of damage. Maximum speed EVs are used to make the highest use of ultra necrozma base 129 level speed, especially outspeeding Arceus, Marquez, and even the almighty Mega Rayquaza (as long as it is unboosted). A naive nature is used to avoid injury to the exit damage of Brick Break, but can be changed to Shy if Calm Mind is chosen instead. Ultraneozium Z allows Necrozma-DW to use Ultra Burst to transform itself into Ultra Necrozma and transform Snow Geyser into Light that burns the sky if used. Of course, Ultra Necrozma can run a variety of other movements, no matter how you pick it up, but they are pretty much all the movements that all its other forms could use. So it's not worth repeating. Do you have your own necrozma, Twilight Mane, Dawn Wings, or Ultra Necrozma moveset and strategy? Or better yet, your own troublesome experience against the ultra Necrozma fight? Comment below with your moveset! moveset!

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