

POKÉMON 5E - GEN I & II MONSTER MANUAL

STAT BLOCKS FOR ALL 251 GENERATION I AND II POKÉMON

Homebrew created by @JOetheDM

The following pages contain the stat blocks of all 251 Generation I and II Pokémon to use with the Pokémon 5e ruleset by JOetheDM. The Monster Manuals have been split into multiple PDFs to conserve space and improve functionality within each file. Links to the original manual and other Monster Manuals can be found below.

Pokémon 5e Gen I - VII PHB:

<https://drive.google.com/file/d/1MqEebuQegsG2vydE57EpRcKMqxXA-CP7/view?usp=sharing>

Generation III & IV Monster Manual:

https://drive.google.com/file/d/1NXYyArTR3F9s_cc-s6fbDbMB5s6up7tw/view?usp=sharing

Generation V & VI Monster Manual:

<https://drive.google.com/file/d/1141qQdhIRrhQLkghMbXtGmsV2POPImJ6/view?usp=sharing>

Generation VII Monster Manual:

https://drive.google.com/file/d/1ub_5rKAHd_sD-EZk3i5uM_5QdqRdTQKU/view?usp=sharing

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IDEAS/CONCERNS/QUESTIONS?

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BULBASAUUR #001

Type: Grass/Poison
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Seed Pokémon. It can go for days without eating a single morsel. In the bulb on its back, it stores energy.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Evolution: Bulbasaur can evolve into Ivysaur at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Tackle, Growl
Level 2: Vine Whip, Leech Seed
Level 6: Poison Powder, Sleep Powder, Take Down, Razor Leaf
Level 10: Sweet Scent, Growth, Double-Edge
Level 14: Worry Seed, Synthesis
Level 18: Seed Bomb

TM: 01, 06, 09, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Amnesia, Charm, Curse, Endure, Giga Drain, Grass Whistle, Grassy Terrain, Ingrain, Leaf Storm, Light Screen, Magical Leaf, Nature Power, Petal Dance, Power Whip, Safeguard, Skull Bash, Sludge

IVYSAUR #002

Type: Grass/Poison
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 2/3 | 2 ASI



The Seed Pokémon. The bud on its back grows by drawing energy. It gives off an aroma when it is ready to bloom.

Armor Class: 15
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Evolution: Ivysaur can evolve into Venusaur at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Tackle, Growl, Leech Seed, Vine Whip
Level 6: Poison Powder, Sleep Powder, Take Down
Level 10: Razor Leaf, Sweet Scent
Level 14: Growth, Double-Edge, Worry Seed
Level 18: Synthesis, Solar Beam

TM: 01, 06, 09, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

VENUSAUR #003

Type: Grass/Poison
Classification: Large | SR 13
Minimum Level Found: 10
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 3/3 | 2 ASI



The Seed Pokémon. The flower on its back catches the sun's rays. The sunlight is then absorbed and used for energy.

Armor Class: 16
Hit Points: 102 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Nature
Saving Throws: Strength, Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Starting Moves: Tackle, Growl, Leech Seed, Vine Whip, Petal Dance, Poison Powder, Sleep Powder, Take Down, Razor Leaf, Sweet Scent

Level 14: Growth, Double-Edge, Worry Seed

Level 18: Synthesis, Solar Beam, Petal Blizzard

TM: 01, 05, 06, 09, 10, 11, 15, 16, 17, 20, 21, 22, 26, 27, 32, 36, 42, 44, 45, 48, 49, 53, 68, 75, 78, 86, 87, 88, 90, 96, 100

CHARMANDER #004

Type: Fire
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Dragon
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Lizard Pokémon. The flame at the tip of its tail makes a sound as it burns. You can only hear it in quiet places.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Solar Power: Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

Evolution: Charmander can evolve into Charmeleon at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Growl, Scratch
Level 2: Ember, Smokescreen
Level 6: Dragon Rage, Scary Face
Level 10: Fire Fang, Slash
Level 14: Flame Burst, Flamethrower
Level 18: Fire Spin, Inferno

TM: 01, 02, 06, 10, 11, 17, 21, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 48, 49, 50, 56, 61, 65, 75, 80, 87, 88, 90, 100

Egg Moves: Air Cutter, Ancient Power, Beat Up, Belly Drum, Bite, Counter, Crunch, Dragon Dance, Dragon Rush, Flare Blitz, Focus Punch, Metal Claw, Outrage, Rock Slide, Swords Dance

CHARMELEON #005

Type: Fire

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Dragon

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Flame Pokémon. Tough fights could excite this Pokémon. When excited, it may breathe out bluish-white flames.

Armor Class: 14

Hit Points: 40 | **Hit Dice:** d8

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Solar Power: Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

Evolution: Charmeleon can evolve into Charizard at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Growl, Scratch, Ember, Smokescreen

Level 6: Dragon Rage

Level 10: Scary Face

Level 14: Fire Fang, Flame Burst, Slash

Level 18: Flamethrower, Fire Spin, Inferno

TM: 01, 02, 06, 10, 11, 17, 21, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 48, 49, 50, 56, 61, 65, 75, 80, 87, 88, 90, 100

CHARIZARD #006

Type: Fire/Flying

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Monster, Dragon

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Flame Pokémon. When this Pokémon expels a blast of superhot fire, the red flame at the tip of its tail burns more intensely.

Armor Class: 16

Hit Points: 102 | **Hit Dice:** d12

Speed: 30ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Athletics

Saving Throws: Dexterity, Strength

Vulnerabilities: Electric, Rock, Water

Resistances: Bug, Fairy, Fighting, Fire, Grass, Steel

Immunities: Ground

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Solar Power: Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

Starting Moves: Growl, Air Slash, Scratch, Ember, Dragon Claw, Shadow Claw, Wing Attack, Smokescreen, Dragon Rage, Scary Face

Level 14: Fire Fang, Flame Burst, Slash

Level 18: Flamethrower, Fire Spin, Heat Wave, Inferno, Flare Blitz

TM: 01, 02, 05, 06, 10, 11, 15, 17, 19, 21, 22, 26, 27, 31, 32, 35, 28, 29, 40, 42, 43, 44, 45, 48, 49, 50, 51, 52, 56, 58, 59, 61, 65, 68, 75, 76, 78, 80, 82, 87, 88, 90, 100

SQUIRTLE #007

Type: Water

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



The Tiny Turtle Pokémon. Shoots water at prey while in the water. Withdraws into its shell when in danger.

Armor Class: 14

Hit Points: 18 | **Hit Dice:** d6

Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Squirtle can evolve into Wartortle at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Tackle, Tail Whip

Level 2: Water Gun, Withdraw

Level 6: Bubble, Bite, Rapid Spin

Level 10: Protect, Water Pulse

Level 14: Aqua Tail, Skull Bash, Iron Defense

Level 18: Rain Dance, Hydro Pump

TM: 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 42, 44, 48, 55, 56, 74, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Jet, Aqua Ring, Aura Sphere, Brine, Dragon Pulse, Fake Out, Flail, Foresight, Haze, Mirror Coat, Mist, Mud Sport, Muddy Water, Refresh, Water Spout, Yawn

WARTORTLE #008

Type: Water

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Turtle Pokémon. When tapped on its head, this Pokémon will pull it in, but its tail will still stick out a little bit.

Armor Class: 15

Hit Points: 50 | **Hit Dice:** d8

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Wartortle can evolve into Blastoise at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Tackle, Tail Whip, Water Gun, Withdraw

Level 6: Bubble, Bite

Level 10: Rapid Spin, Protect

Level 14: Water Pulse, Aqua Tail, Skull Bash

Level 18: Iron Defense, Rain Dance, Hydro Pump

TM: 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 48, 55, 56, 74, 87, 88, 90, 94, 98, 100

BLASTOISE #009

Type: Water

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Shellfish Pokémon. Once it takes aim at its enemy, it blasts out water with even more force than a fire hose.

Armor Class: 17

Hit Points: 122 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution, Strength

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Starting Moves: Tackle, Flash Cannon, Tail Whip, Water Gun, Withdraw, Bubble, Bite, Rapid Spin, Protect

Level 14: Water Pulse, Aqua Tail, Skull Bash

Level 18: Iron Defense, Rain Dance, Hydro Pump

TM: 01, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 42, 44, 45, 48, 52, 55, 56, 68, 74, 78, 80, 82, 87, 88, 90, 91, 94, 97, 98, 100

CATERPIE #010

Type: Bug

Classification: Tiny | SR 1/8

Minimum Level Found: 1

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



The Worm Pokémon. If you touch the feeler on top of its head, it will release a horrible stink to protect itself.

Armor Class: 11

Hit Points: 15 | Hit Dice: d6

Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	8 (-1)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

HIDDEN ABILITY

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Evolution: Caterpie can evolve into Metapod at level 4 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: String Shot, Tackle

Level 2: Bug Bite

METAPOD #011

Type: Bug

Classification: Tiny | SR 1

Minimum Level Found: 2

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



The Cocoon Pokémon. Hardens its shell to protect itself. However, a large impact may cause it to pop out of its shell.

Armor Class: 12

Hit Points: 29 | Hit Dice: d8

Speed: 5ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Metapod can evolve into Butterfree at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Harden

BUTTERFREE #012

Type: Bug/Flying

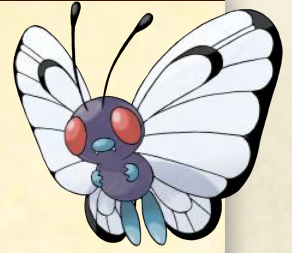
Classification: Medium | SR 6

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



The Butterfly Pokémon. Its wings, covered with poisonous powder, repel water. This allows it to fly in the rain.

Armor Class: 14

Hit Points: 38 | Hit Dice: d10

Speed: 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics, Persuasion

Saving Throws: Dexterity, Charisma

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

HIDDEN ABILITY

Tinted Lens: This Pokémon's moves ignore resistances.

Starting Moves: Confusion, Gust

Level 6: Poison Powder, Sleep Powder, Stun Spore, Psybeam

Level 10: Silver Wind, Supersonic, Safeguard

Level 14: Whirlwind, Bug Buzz, Rage Powder

Level 18: Captivate, Tailwind, Air Slash, Quiver Dance

TM: 06, 09, 10, 11, 15, 17, 18, 19, 20, 21, 22, 27, 29, 30, 32, 40, 42, 44, 45, 46, 48, 53, 62, 68, 77, 83, 85, 87, 88, 89, 90, 100

WEEDLE #013

Type: Bug/Poison
Classification: Tiny | SR 1/8
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Hairy Bug Pokémon. Beware of the sharp stinger on its head. It hides in grass and bushes where it eats leaves.

Armor Class: 11
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

HIDDEN ABILITY

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Evolution: Weedle can evolve into Kakuna at level 4 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Poison Sting, String Shot
Level 2: Bug Bite

KAKUNA #014

Type: Bug/Poison
Classification: Tiny | SR 1
Minimum Level Found: 2
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Cocoon Pokémon. Able to move only slightly. When endangered, it may stick out its stinger and poison its enemy.

Armor Class: 12
Hit Points: 29 | **Hit Dice:** d8
Speed: 5ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Kakuna can evolve into Beedrill at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Harden

BEEDRILL #015

Type: Bug/Poison
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Poison Bee Pokémon. It has three poisonous stingers on its forelegs and its tail. They are used to jab its enemy repeatedly.

Armor Class: 14
Hit Points: 47 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Starting Moves: Fury Attack, Twineedle
Level 6: Rage, Pursuit
Level 10: Focus Energy, Venoshock, Assurance
Level 14: Toxic Spikes, Pin Missile, Poison Jab
Level 18: Agility, Endeavor, Fell Stinger

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 31, 32, 36, 40, 42, 44, 45, 46, 48, 54, 59, 62, 66, 75, 81, 83, 84, 87, 88, 89, 90, 100

PIDGEY #016

Type: Normal/Flying
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Tiny Bird Pokémon. Very docile. If attacked, it will often kick up sand to protect itself rather than fight back.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 20ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

HIDDEN ABILITY

Big Pecks: This Pokémon's AC cannot be reduced by an opponent's moves.

Evolution: Pidgey can evolve into Pidgeotto at level 6 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Tackle
Level 2: Sand Attack, Gust
Level 6: Quick Attack, Whirlwind
Level 10: Twister, Feather Dance
Level 14: Agility, Wing Attack, Roost
Level 18: Tailwind, Mirror Move, Air Slash, Hurricane

TM: 01, 06, 10, 11, 17, 18, 19, 21, 27, 32, 40, 44, 45, 46, 48, 51, 76, 87, 88, 89, 90, 100

Egg Moves: Air Cutter, Air Slash, Brave Bird, Defog, Feint, Foresight, Pursuit, Steel Wing, Uproar

PIDGEOTTO #017

Type: Normal/Flying
Classification: Medium | SR 3
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Bird Pokémon. This Pokémon is full of vitality. It constantly flies around its large territory in search of prey.

Armor Class: 13
Hit Points: 40 | **Hit Dice:** d8
Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

HIDDEN ABILITY

Big Pecks: This Pokémon's AC cannot be reduced by an opponent's moves.

Evolution: Pidgeotto can evolve into Pidgeot at level 14 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Tackle, Sand Attack, Gust
Level 6: Quick Attack, Whirlwind
Level 10: Twister, Feather Dance
Level 14: Agility, Wing Attack, Roost
Level 18: Tailwind, Mirror Move, Air Slash, Hurricane

TM: 01, 06, 10, 11, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 51, 76, 87, 88, 89, 90, 100

PIDGEOT #018

Type: Normal/Flying
Classification: Medium | SR 10
Minimum Level Found: 8
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Bird Pokémon. This Pokémon flies at Mach 2 speed, seeking prey. Its large talons are feared as wicked weapons.

Armor Class: 16
Hit Points: 77 | **Hit Dice:** d12
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

HIDDEN ABILITY

Big Pecks: This Pokémon's AC cannot be reduced by an opponent's moves.

Starting Moves: Gust, Quick Attack, Sand Attack, Tackle, Whirlwind
Level 10: Twister, Feather Dance
Level 14: Agility, Wing Attack
Level 18: Roost, Tailwind, Mirror Move, Air Slash, Hurricane

TM: 01, 06, 10, 11, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 51, 68, 76, 87, 88, 89, 90, 100

RATTATA #019

Type: Normal
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Mouse Pokémon. Will chew on anything with its fangs. If you see one, you can be certain that 40 more live in the area.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Perception, Stealth
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 30ft

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Evolution: Rattata can evolve into Raticate at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Tackle, Tail Whip
Level 2: Quick Attack, Focus Energy, Bite
Level 6: Pursuit, Hyper Fang, Assurance
Level 10: Crunch, Sucker Punch
Level 14: Super Fang, Double-Edge, Endeavor

TM: 01, 06, 10, 11, 12, 13, 14, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 57, 73, 86, 87, 88, 89, 90, 93, 100

Egg Moves: Bite, Counter, Final Gambit, Flame Wheel, Fury Swipes, Last Resort, Me First, Revenge, Reversal, Screech, Swagger, Uproar

RATICATE #020

Type: Normal
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mouse Pokémon. Its hind feet are webbed. They act as flippers, so it can swim in rivers and hunt for prey.

Armor Class: 15
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Perception, Stealth
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 50ft

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Starting Moves: Quick Attack, Tackle, Tail Whip, Focus Energy, Scary Face, Swords Dance, Bite
Level 6: Pursuit, Assurance
Level 10: Hyper Fang, Crunch
Level 14: Sucker Punch, Super Fang
Level 18: Double-Edge, Endeavor

TM: 01, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 57, 68, 73, 75, 86, 87, 88, 89, 90, 93, 100

SPEAROW #021

Type: Normal/Flying
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Tiny Bird Pokémon. Inept at flying high. However, it can fly around very fast to protect its territory.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 10ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Evolution: Spearow can evolve into Fearow at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Growl, Peck, Leer
Level 2: Pursuit, Fury Attack
Level 6: Aerial Ace, Mirror Move
Level 10: Assurance, Agility
Level 14: Focus Energy, Roost
Level 18: Drill Peck

TM: 01, 06, 10, 11, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 54, 76, 87, 88, 89, 90, 100

Egg Moves: Astonish, Feint Attack, False Swipe, Feather Dance, Quick Attack, Razor Wind, Scary Face, Sky Attack, Tri Attack, Uproar, Whirlwind

FEAROW #022

Type: Normal/Flying
Classification: Medium | SR 5
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Beak Pokémon. A Pokémon that dates back many years. If it senses danger, it flies high and away, instantly.

Armor Class: 15
Hit Points: 40 | **Hit Dice:** d8
Speed: 15ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Starting Moves: Growl, Leer, Peck, Pluck, Pursuit
Level 6: Fury Attack, Aerial Ace, Mirror Move
Level 10: Assurance, Agility
Level 14: Focus Energy
Level 18: Roost, Drill Peck, Drill Run

TM: 01, 06, 10, 11, 15, 17, 18, 19, 21, 32, 40, 42, 44, 45, 46, 49, 51, 54, 68, 76, 87, 88, 89, 90, 100

EKANS #023

Type: Poison

Classification: Small | SR 1/2

Minimum Level Found: 1

Egg Group: Field, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Snake Pokémon. The older it gets, the longer it grows. At night, it wraps its long body around tree branches to rest.

Armor Class: 13

Hit Points: 16 | **Hit Dice:** d6

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	8 (-1)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Deception

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 30ft

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Evolution: Ekans can evolve into Arbok at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Leer, Wrap, Poison Sting

Level 2: Bite, Glare

Level 6: Screech, Acid

Level 10: Spit Up, Stockpile, Swallow

Level 14: Acid Spray, Mud Bomb, Gastro Acid

Level 18: Haze, Coil, Gunk Shot, Belch

TM: 06, 09, 10, 11, 17, 18, 21, 26, 27, 32, 34, 36, 39, 41, 42, 44, 45, 46, 48, 59, 66, 78, 80, 83, 84, 87, 88, 90, 97, 100

Egg Moves: Beat Up, Disable, Iron Tail, Poison Fang, Poison Tail, Pursuit, Scary Face, Slam, Snatch, Spite, Sucker Punch, Switcheroo

ARBOK #024

Type: Poison

Classification: Large | SR 6

Minimum Level Found: 5

Egg Group: Field, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Cobra Pokémon. The frightening patterns on its belly have been studied. Six variations have been confirmed.

Armor Class: 15

Hit Points: 45 | **Hit Dice:** d10

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception, Intimidation

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 50ft

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Bite, Crunch, Fire Fang, Ice Fang, Leer, Poison Sting, Thunder Fang, Wrap

Level 6: Glare, Screech

Level 10: Acid, Spit Up, Stockpile, Swallow

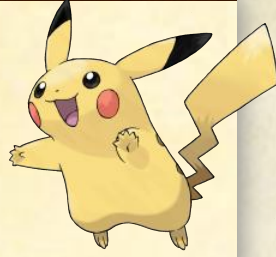
Level 14: Acid Spray, Mud Bomb, Gastro Acid

Level 18: Haze, Coil, Gunk Shot, Belch

TM: 06, 09, 10, 11, 15, 17, 18, 21, 26, 27, 32, 34, 36, 39, 41, 42, 44, 45, 46, 59, 66, 68, 78, 80, 82, 83, 84, 87, 88, 90, 97, 100

PIKACHU #025

Type: Electric
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field, Fairy
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Mouse Pokémon. This forest-dwelling Pokémon stores electricity in its cheeks, so you'll feel a tingly shock if you touch it.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Evolution: Pikachu can evolve into Raichu at level 8 and above with the help of a Thunder Stone, or Alolan Raichu at level 8 and above with the help of an Alola Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Tail Whip, Thunder Shock, Play Nice
Level 2: Growl, Quick Attack
Level 6: Electro Ball, Thunder Wave, Feint
Level 10: Double Team, Spark, Discharge, Nuzzle
Level 14: Slam, Thunderbolt, Agility
Level 18: Wild Charge, Light Screen, Thunder

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 31, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 86, 87, 88, 90, 93, 100

RAICHU #026

Type: Electric
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Field, Fairy
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Mouse Pokémon. When electricity builds up inside its body, it becomes feisty. It also glows in the dark.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Starting Moves: Quick Attack, Tail Whip, Thunder Shock, Thunderbolt

TM: 06, 10, 15, 16, 17, 19, 21, 24, 25, 27, 31, 32, 42, 44, 45, 46, 48, 52, 56, 57, 68, 72, 73, 86, 87, 88, 90, 93, 100

SANDSHREW #027

Type: Ground
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Mouse Pokémon. Its body is dry. When it gets cold at night, its hide is said to become coated with a fine dew.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking, 15ft. burrowing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 60ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Sand Rush: This Pokémon is immune to Sandstorm damage, and its speed is doubled in desert terrain, or during a Sandstorm.

Evolution: Sandshrew can evolve into Sandslash at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Scratch, Sand Attack
Level 2: Poison Sting, Rollout, Rapid Spin, Fury Cutter

Level 6: Magnitude, Swift

Level 10: Fury Swipes, Sand Tomb, Slash

Level 14: Dig, Gyro Ball

Level 18: Swords Dance, Sandstorm, Earthquake

TM: 06, 10, 11, 17, 20, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 56, 65, 74, 75, 78, 80, 81, 84, 87, 88, 90, 100

Egg Moves: Chip Away, Counter, Crush Claw, Endure, Flail, Metal Claw, Mud Shot, Night Slash, Rapid Spin, Rock Climb, Rock Slide, Rototiller, Safeguard, Swords Dance

SANDSLASH #028

Type: Ground
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mouse Pokémon. It is skilled at slashing enemies with its claws. If broken, they start to grow back in a day.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking, 25ft. burrowing, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Sand Rush: This Pokémon is immune to Sandstorm damage, and its speed is doubled in desert terrain, or during a Sandstorm.

Starting Moves: Crush Claw, Defense Curl, Poison Sting, Sand Attack, Scratch, Rollout, Rapid Spin, Fury Cutter

Level 6: Magnitude, Swift

Level 10: Fury Swipes, Sand Tomb

Level 14: Slash, Dig

Level 18: Gyro Ball, Swords Dance, Sandstorm, Earthquake

TM: 06, 10, 11, 15, 17, 20, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 44, 46, 48, 52, 56, 65, 68, 71, 74, 75, 78, 80, 81, 84, 87, 88, 90, 100

NIDORAN ♀ #029

Type: Poison
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Poison Pin Pokémon. A mild-mannered Pokémon that does not like to fight. Beware—its small horn secretes venom.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Evolution: Nidoran ♀ can evolve into Nidorina at level 6 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Growl, Scratch
Level 2: Tail Whip, Double Kick
Level 6: Poison Sting, Fury Swipes
Level 10: Bite, Helping Hand
Level 14: Toxic Spikes, Flatter
Level 18: Crunch, Captivate, Poison Fang

TM: 06, 09, 10, 11, 13, 14, 17, 18, 21, 24, 25, 27, 32, 36, 40, 42, 44, 45, 46, 48, 49, 65, 84, 87, 88, 90, 100

Egg Moves: Beat Up, Charm, Chip Away, Counter, Disable, Endure, Focus Energy, Iron Tail, Poison Tail, Pursuit, Supersonic, Take Down, Venom Drench

NIDORINA #030

Type: Poison
Classification: Small | SR 4
Minimum Level Found: 5
Egg Group: Monster, Field
Gender Rate: 0% M / 100% F
Evolution Stage: 2/3 | 2 ASI



The Poison Pin Pokémon. When resting deep in its burrow, its barbs always retract. This is proof that it is relaxed.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Evolution: Nidorina can evolve into Nidoqueen at level 14 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Growl, Scratch, Tail Whip, Double Kick
Level 6: Poison Sting
Level 10: Fury Swipes, Bite
Level 14: Helping Hand, Toxic Spikes
Level 18: Flatter, Crunch, Captivate, Poison Fang

TM: 06, 09, 10, 11, 13, 14, 17, 18, 21, 24, 25, 27, 32, 36, 40, 42, 44, 45, 46, 48, 49, 65, 84, 87, 88, 90, 100

NIDOQUEEN #031

Type: Poison/Ground
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Monster, Field
Gender Rate: 0% M / 100% F
Evolution Stage: 3/3 | 2 ASI



The Drill Pokémon. Tough scales cover the sturdy body of this Pokémon. It appears that the scales grow in cycles.

Armor Class: 16
Hit Points: 122 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Ground, Ice, Psychic, Water
Resistances: Fairy, Fighting, Bug, Poison, Rock
Immunities: Electric

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Double Kick, Poison Sting, Scratch, Tail Whip, Chip Away

Level 14: Body Slam

Level 18: Earth Power, Superpower

TM: 05, 06, 09, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 30, 31, 32, 34, 35, 36, 37, 38, 39, 40, 41, 42, 44, 45, 46, 48, 52, 56, 60, 65, 68, 71, 78, 80, 82, 84, 87, 88, 90, 94, 100.

NIDORAN ♂ #032

Type: Poison
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Poison Pin Pokémon. Its large ears are always kept upright. If it senses danger, it will attack with a poisonous sting.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Evolution: Nidoran ♂ can evolve into Nidorino at level 6 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Leer, Peck

Level 2: Focus Energy, Double Kick

Level 6: Poison Sting, Fury Attack

Level 10: Horn Attack, Helping Hand

Level 14: Toxic Spikes, Flatter

Level 18: Poison Jab, Captivate, Horn Drill

TM: 06, 09, 10, 11, 13, 14, 17, 18, 21, 24, 25, 27, 32, 36, 42, 44, 45, 46, 48, 49, 65, 67, 84, 87, 88, 90, 100

Egg Moves: Amnesia, Beat Up, Confusion, Counter, Disable, Sucker Punch, Supersonic, Take Down, Venom Drench

NIDORINO #033

Type: Poison
Classification: Small | SR 4
Minimum Level Found: 5
Egg Group: Monster, Field
Gender Rate: 100% M / 0% F
Evolution Stage: 2/3 | 2 ASI



The Poison Pin Pokémon. Its horn contains venom. If it stabs an enemy with the horn, the impact makes the poison leak out.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Evolution: Nidorino can evolve into Nidoking at level 14 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Leer, Peck, Focus Energy, Double Kick

Level 6: Poison Sting
Level 10: Fury Attack, Horn Attack
Level 14: Helping Hand, Toxic Spikes
Level 18: Flatter, Poison Jab, Captivate, Horn Drill

TM: 06, 09, 10, 11, 13, 14, 17, 18, 21, 24, 25, 27, 32, 36, 42, 44, 45, 46, 48, 49, 65, 67, 84, 87, 88, 90, 100

NIDOKING #034

Type: Poison/Ground
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Monster, Field
Gender Rate: 100% M / 0% F
Evolution Stage: 3/3 | 2 ASI



The Drill Pokémon. Its steel-like hide adds to its powerful tackle. Its horns are so hard, they can pierce a diamond.

Armor Class: 15
Hit Points: 112 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Ground, Ice, Psychic, Water
Resistances: Fairy, Fighting, Bug, Poison, Rock
Immunities: Electric

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Double Kick, Focus Energy, Peck, Poison Sting, Chip Away, Thrash
Level 18: Earth Power, Megahorn

TM: 05, 06, 09, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 30, 31, 32, 34, 35, 36, 37, 38, 39, 41, 42, 44, 45, 46, 48, 49, 52, 60, 65, 67, 68, 71, 78, 80, 82, 84, 87, 88, 90, 94, 100

CLEFAIRY #035

Type: Fairy
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Fairy
Gender Rate: 25% M / 75% F
Evolution Stage: 2/3 | 2 ASI



The Fairy Pokémon. Adored for their cute looks and playfulness. They are thought to be rare, as they do not appear often.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon
Senses: Darkvision 30ft

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

HIDDEN ABILITY

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Evolution: Clefairy can evolve into Clefable at level 8 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Disarming Voice, Encore, Growl, Pound, Spotlight

Level 2: Sing, Double Slap

Level 6: Defense Curl, Follow Me, Bestow

Level 10: Wake-Up Slap, Minimize

Level 14: Stored Power, Metronome, Cosmic Power

Level 18: Lucky Chant, Body Slam, Moonlight, Moonblast, Gravity, Meteor Mash, Healing Wish, After You

TM: 01, 03, 04, 06, 10, 11, 13, 14, 16, 17, 18, 20, 21, 22, 24, 25, 25, 27, 29, 30, 31, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 57, 73, 77, 85, 86, 87, 88, 90, 99, 100

CLEFABLE #036

Type: Fairy
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Fairy
Gender Rate: 25% M / 75% F
Evolution Stage: 3/3 | 2 ASI



The Fairy Pokémon. They appear to be very protective of their own world. It is a kind of fairy, rarely seen by people.

Armor Class: 15
Hit Points: 51 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon
Senses: Darkvision 50ft

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

HIDDEN ABILITY

Unaware: When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

Starting Moves: Disarming Voice, Double Slap, Metronome, Minimize, Sing, Spotlight

TM: 01, 03, 04, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 35, 38, 42, 44, 45, 48, 49, 52, 56, 57, 68, 73, 77, 85, 86, 87, 88, 90, 99, 100

VULPIX #037

Type: Fire
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 25% M / 75% F
Evolution Stage: 1/2 | 3 ASI



The Fox Pokémon. Both its fur and its tails are beautiful. As it grows, the tails split and form more tails.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel
Senses: Darkvision 30ft

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Evolution: Vulpix can evolve into Ninetales at level 8 and above with the help of a Fire Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Ember, Tail Whip
Level 2: Roar, Baby-Doll Eyes, Quick Attack
Level 6: Confuse Ray, Fire Spin, Payback
Level 10: Will-O-Wisp, Feint Attack, Hex
Level 14: Flame Burst, Extrasensory, Safeguard
Level 18: Flamethrower, Imprison, Fire Blast, Grudge, Captivate, Inferno

TM: 05, 06, 10, 11, 17, 20, 21, 27, 32, 35, 38, 42, 43, 44, 45, 48, 50, 53, 61, 66, 77, 87, 88, 90, 97, 100

Egg Moves: Captivate, Disable, Energy Ball, Extrasensory, Feint Attack, Flail, Flare Blitz, Heat Wave, Hex, Howl, Hypnosis, Power Swap, Psych Up, Secret Power, Spite, Tail Slap

NINETALES #038

Type: Fire
Classification: Medium | SR 7
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 25% M / 75% F
Evolution Stage: 2/2 | 3 ASI



The Fox Pokémon. According to an enduring legend, nine noble saints were united and reincarnated as this Pokémon.

Armor Class: 17
Hit Points: 40 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	11 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel
Senses: Darkvision 50ft

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Starting Moves: Confuse Ray, Flamethrower, Imprison, Nasty Plot, Quick Attack, Safeguard

TM: 03, 04, 05, 06, 10, 11, 15, 17, 20, 21, 22, 27, 32, 35, 38, 42, 43, 44, 45, 48, 50, 53, 61, 66, 68, 77, 85, 88, 90, 97, 100

JIGGLYPUFF #039

Type: Normal/Fairy
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Fairy
Gender Rate: 25% M / 75% F
Evolution Stage: 2/3 | 2 ASI



The Balloon Pokémon. Uses its cute round eyes to enrapture its foe. It then sings a pleasing melody that lulls the foe to sleep.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Performance, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark
Immunities: Dragon, Ghost

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Competitive: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

HIDDEN ABILITY

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Evolution: Jigglypuff can evolve into Wigglytuff at level 8 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Sing, Defense Curl
Level 2: Pound, Disarming Voice, Play Nice
Level 6: Disable, Double Slap
Level 10: Rollout, Round, Spit Up, Stockpile, Swallow, Wake-Up Slap
Level 14: Rest, Body Slam, Gyro Ball, Mimic
Level 18: Hyper Voice, Double-Edge

TM: 01, 06, 10, 11, 13, 14, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 57, 73, 74, 77, 85, 86, 87, 88, 90, 93, 99, 100

WIGGLYTUFF #040

Type: Normal/Fairy
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Fairy
Gender Rate: 25% M / 75% F
Evolution Stage: 3/3 | 2 ASI



The Balloon Pokémon. Its body is very elastic. By inhaling deeply, it can continue to inflate itself without limit.

Armor Class: 15
Hit Points: 56 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark
Immunities: Dragon, Ghost

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Competitive: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

HIDDEN ABILITY

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Starting Moves: Defense Curl, Disable, Double-Edge, Double Slap, Play Rough, Sing

TM: 01, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 35, 38, 42, 44, 45, 48, 49, 52, 56, 57, 68, 73, 74, 77, 85, 86, 87, 88, 90, 93, 99, 100

ZUBAT #041

Type: Poison/Flying
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Bat Pokémon. Emits ultrasonic cries while it flies. They act as a sonar used to check for objects in its way.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Immunities: Ground
Senses: Blindsight 80ft

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Evolution: Zubat can evolve into Golbat at level 7 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Absorb
Level 2: Supersonic, Astonish, Bite
Level 6: Wing Attack, Confuse Ray, Air Cutter
Level 10: Swift, Poison Fang
Level 14: Mean Look, Leech Life, Haze
Level 18: Venoshock, Air Slash, Quick Guard

TM: 06, 09, 10, 11, 12, 17, 18, 19, 21, 27, 28, 30, 32, 36, 40, 41, 42, 44, 45, 46, 48, 51, 62, 66, 76, 87, 88, 89, 90, 100

Egg Moves: Brave Bird, Curse, Feint Attack, Gust, Hypnosis, Nasty Plot, Pursuit, Quick Attack, Whirlwind, Zen Headbutt

GOLBAT #042

Type: Poison/Flying
Classification: Medium | SR 7
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Bat Pokémon. It attacks in a stealthy manner, without warning. Its sharp fangs are used to bite and to suck blood.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Ice, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Immunities: Ground
Senses: Blindsight 100ft

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Evolution: Golbat can evolve into Crobat at level 14 and above when its loyalty is +2 or higher. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Absorb, Astonish, Bite, Screech, Supersonic
Level 6: Wing Attack, Confuse Ray, Air Cutter
Level 10: Swift, Poison Fang
Level 14: Mean Look, Leech Life
Level 18: Haze, Venoshock, Air Slash, Quick Guard

TM: 06, 09, 10, 11, 12, 15, 17, 18, 19, 21, 27, 28, 30, 32, 36, 40, 41, 42, 44, 45, 46, 48, 51, 62, 66, 68, 76, 87, 88, 89, 90, 100

ODDISH #043

Type: Grass/Poison
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Weed Pokémon. It may be mistaken for a clump of weeds. If you try to yank it out of the ground, it shrieks horribly.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Darkvision 30ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Evolution: Oddish can evolve into Gloom at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Absorb, Growth
Level 2: Sweet Scent, Acid
Level 6: Poison Powder, Stun Spore, Sleep Powder
Level 10: Mega Drain, Lucky Chant, Moonlight
Level 14: Giga Drain, Toxic
Level 18: Natural Gift, Moonblast, Petal Dance, Grassy Terrain

TM: 06, 09, 10, 11, 17, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 75, 83, 86, 87, 88, 90, 96, 99, 100

Egg Moves: After You, Charm, Flail, Ingrain, Nature Power, Razor Leaf, Secret Power, Swords Dance, Synthesis, Teeter Dance, Tickle

GLOOM #044

Type: Grass/Poison
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Weed Pokémon. Smells incredibly foul! However, around one out of a thousand people enjoy sniffing its nose-bending stink.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Darkvision 50ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Evolution: Gloom can evolve into Vileplume at level 14 and above with the help of a Leaf Stone, or Bellossom at level 14 and above with the help of a Sun Stone. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Absorb, Acid, Growth, Sweet Scent
Level 6: Poison Powder, Stun Spore, Sleep Powder
Level 10: Mega Drain, Lucky Chant
Level 14: Moonlight, Giga Drain, Toxic
Level 18: Natural Gift, Petal Dance, Petal Blizzard, Grassy Terrain

TM: 06, 09, 10, 11, 17, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 56, 75, 83, 86, 87, 88, 90, 96, 99, 100

VILEPLUME #045

Type: Grass/Poison
Classification: Small | SR 13
Minimum Level Found: 10
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Flower Pokémon. Flaps its broad flower petals to scatter its poisonous pollen. The flapping sound is very loud.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Nature, Survival, Persuasion
Saving Throws: Constitution, Charisma
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Darkvision 80ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Starting Moves: Aromatherapy, Mega Drain, Poison Powder, Stun Spore

Level 18: Petal Dance, Solar Beam, Petal Blizzard

TM: 06, 09, 10, 11, 15, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 53, 56, 68, 75, 83, 86, 87, 88, 90, 96, 99, 100

PARAS #046

Type: Bug/Grass
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Bug, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Mushroom Pokémon. Burrows under the ground to gnaw on tree roots. The mushrooms on its back absorb most of the nutrition.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water
Senses: Darkvision 30ft, Tremorsense 30ft

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Dry Skin: At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

HIDDEN ABILITY

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Paras can evolve into Parasect at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Scratch

Level 2: Poison Powder, Stun Spore, Absorb

Level 6: Fury Cutter

Level 10: Spore, Slash

Level 14: Growth

Level 18: Giga Drain, Aromatherapy, Rage Powder, X-Scissor

TM: 06, 09, 10, 11, 16, 17, 21, 22, 27, 28, 31, 32, 36, 49, 42, 44, 45, 46, 48, 53, 54, 75, 81, 86, 87, 88, 90, 96, 100

Egg Moves: Agility, Bug Bite, Counter, Cross Poison, Endure, False Swipe, Fell Stinger, Flail, Leech Seed, Light Screen, Metal Claw, Natural Gift, Psybeam, Pursuit, Rototiller, Screech, Sweet Scent, Wide Guard

PARASECT #047

Type: Bug/Grass
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Bug, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mushroom Pokémon. The bug host is drained of energy by the mushroom on its back. The mushroom appears to do all the thinking.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water
Senses: Darkvision 50ft, Tremorsense 60ft

Effect Spore: When hit by a melee attack, roll a d4. On a 4, deal an amount of grass damage equal to your proficiency modifier to your attacker.

Dry Skin: At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

HIDDEN ABILITY

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Starting Moves: Absorb, Cross Poison, Poison Powder, Scratch, Stun Spore

Level 6: Fury Cutter

Level 10: Spore

Level 14: Slash, Growth

Level 18: Giga Drain, Aromatherapy, Rage Powder, X-Scissor

TM: 06, 09, 10, 11, 15, 16, 17, 21, 22, 27, 28, 31, 32, 36, 40, 42, 44, 45, 46, 48, 53, 54, 68, 75, 81, 86, 87, 88, 90, 96, 100

VENONAT #048

Type: Bug/Poison
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Insect Pokémon. Its large eyes act as radar. In a bright place, you can see that they are clusters of many tiny eyes.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

Tinted Lens: This Pokémon's moves ignore resistances.

HIDDEN ABILITY

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Evolution: Venonat can evolve into Venomoth at level 9 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Disable, Foresight, Tackle

Level 2: Supersonic, Confusion

Level 6: Poison Powder, Psybeam

Level 10: Stun Spore, Signal Beam

Level 14: Sleep Powder, Leech Life

Level 18: Zen Headbutt, Poison Fang, Psychic

TM: 06, 09, 10, 11, 17, 21, 22, 27, 28, 29, 32, 36, 42, 44, 45, 46, 48, 83, 87, 88, 90, 100

Egg Moves: Agility, Baton Pass, Bug Bite, Giga Drain, Morning Sun, Rage Powder, Screech, Secret Power, Signal Beam, Skill Swap, Toxic Spikes

VENOMOTH #049

Type: Bug/Poison
Classification: Medium | SR 8
Minimum Level Found: 8
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Poison Moth Pokémon. The powdery scales on its wings are hard to remove from skin. They also contain poison that leaks out on contact.

Armor Class: 15
Hit Points: 64 | **Hit Dice:** d10
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 50ft

Shield Dust: Once per long rest, this Pokémon can ignore a negative status condition that results from an enemy move.

Tinted Lens: This Pokémon's moves ignore resistances.

HIDDEN ABILITY

Wonder Skin: This Pokémon has advantage on all saving throws against being burned, frozen, poisoned, or paralyzed.

Starting Moves: Disable, Foresight, Gust, Quiver Dance, Silver Wind, Supersonic, Tackle, Confusion, Poison Powder, Psybeam
Level 10: Stun Spore, Signal Beam
Level 14: Sleep Powder, Leech Life
Level 18: Zen Headbutt, Poison Fang, Psychic, Bug Buzz

TM: 06, 09, 10, 11, 15, 17, 19, 21, 22, 27, 28, 29, 32, 36, 40, 42, 44, 45, 46, 48, 53, 62, 68, 83, 87, 88, 89, 90, 100

DIGLETT #050

Type: Ground
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Mole Pokémon. It prefers dark places. It spends most of its time underground, though it may pop up in caves.

Armor Class: 12
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. burrowing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Arena Trap: Grounded creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Evolution: Diglett can evolve into Dugtrio at level 8 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Sand Attack, Scratch
Level 2: Growl, Astonish
Level 6: Mud-Slap, Magnitude, Bulldoze
Level 10: Sucker Punch, Mud Bomb
Level 14: Earth Power, Dig, Slash
Level 18: Earthquake, Fissure

TM: 06, 10, 11, 17, 21, 26, 27, 32, 36, 37, 39, 40, 42, 44, 45, 46, 49, 65, 78, 80, 87, 88, 90, 100

Egg Moves: Ancient Power, Astonish, Beat Up, Endure, Feint Attack, Final Gambit, Headbutt, Memento, Mud Bomb, Pursuit, Reversal, Rock Slide, Screech, Up roar

DUGTRIO #051

Type: Ground
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mole Pokémon. A team of triplets that can burrow to a depth of 60 miles. It's reported that this triggers an earthquake.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d10
Speed: 30ft. burrowing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity, Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 120ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Arena Trap: Grounded creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Starting Moves: Growl, Night Slash, Sand Attack, Sand Tomb, Scratch, Tri Attack, Astonish, Rototiller
Level 6: Mud-Slap, Magnitude, Bulldoze
Level 10: Sucker Punch, Mud Bomb
Level 14: Earth Power, Dig
Level 18: Slash, Earthquake, Fissure

TM: 06, 10, 11, 15, 17, 21, 26, 27, 32, 34, 36, 37, 39, 40, 42, 44, 45, 46, 48, 49, 65, 68, 71, 78, 80, 87, 88, 90, 100

MEOWTH #052

Type: Normal
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Scratch Cat Pokémon. Appears to be more active at night. It loves round and shiny things. It can't stop itself from picking them up.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	8 (-1)	10 (+0)	12 (+1)

Proficient Skills: Persuasion, Deception, Sleight of Hand
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 30ft

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Evolution: Meowth can evolve into Persian at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Growl, Scratch
Level 2: Bite, Fake Out
Level 6: Fury Swipes, Screech
Level 10: Feint Attack, Taunt
Level 14: Pay Day, Slash
Level 18: Nasty Plot, Assurance, Captivate, Night Slash, Feint

TM: 01, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 40, 41, 42, 44, 45, 46, 48, 49, 65, 66, 77, 85, 87, 88, 89, 90, 97, 100

Egg Moves: Amnesia, Assist, Charm, Flail, Foul Play, Hypnosis, Iron Tail, Last Resort, Odor Sleuth, Psych Up, Punishment, Snatch, Spite, Tail Whip

PERSIAN #053

Type: Normal
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Classy Cat Pokémon. The gem in its forehead glows on its own! It walks with all the grace and elegance of a proud queen.

Armor Class: 15
Hit Points: 40 | **Hit Dice:** d10
Speed: 35ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	8 (-1)	12 (+1)	14 (+2)

Proficient Skills: Persuasion, Deception, Sleight of Hand
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 50ft

Limber: This Pokémon is immune to being paralyzed.

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Bite, Fake Out, Growl, Play Rough, Scratch, Swift, Switcheroo

Level 6: Fury Swipes, Screech

Level 10: Feint Attack, Taunt

Level 14: Power Gem

Level 18: Slash, Nasty Plot, Assurance, Captivate, Night Slash, Feint

TM: 01, 05, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 63, 65, 65, 66, 77, 85, 87, 88, 89, 90, 97, 100

PSYDUCK #054

Type: Water
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Duck Pokémon. Always tormented by headaches. It uses psychic powers, but whether it intends to do so is not known.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Insight
Saving Throws: Constitution, Wisdom
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Cloud Nine: While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

HIDDEN ABILITY

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Evolution: Psyduck can evolve into Golduck at level 9 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Scratch, Water Sport

Level 2: Tail Whip, Water Gun, Confusion

Level 6: Fury Swipes, Water Pulse, Disable

Level 10: Screech, Zen Headbutt

Level 14: Aqua Tail, Soak, Psych Up

Level 18: Amnesia, Hydro Pump, Wonder Room

TM: 03, 04, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 29, 31, 32, 40, 42, 44, 45, 48, 55, 56, 65, 77, 87, 88, 90, 94, 98, 100

Egg Moves: Clear Smog, Confuse Ray, Cross Chop, Encore, Foresight, Future Sight, Hypnosis, Light Screen, Mud Bomb, Psybeam, Psychic, Refresh, Secret Power, Simple Beam, Sleep Talk, Synchronoise, Yawn

GOLDUCK #055

Type: Water
Classification: Medium | SR 10
Minimum Level Found: 8
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Duck Pokémon. Its long, slim limbs end in broad flippers. They are used for swimming gracefully in lakes.

Armor Class: 16
Hit Points: 72 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Insight
Saving Throws: Constitution, Wisdom
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Cloud Nine: While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

HIDDEN ABILITY

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Starting Moves: Aqua Jet, Me First, Scratch, Tail Whip, Water Gun, Water Sport, Confusion, Fury Swipes, Water Pulse, Disable

Level 10: Screech, Zen Headbutt

Level 14: Aqua Tail, Soak

Level 18: Psych Up, Amnesia, Hydro Pump, Wonder Room

TM: 03,04, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 27, 29, 31, 32, 40, 42, 44, 45, 47, 48, 52, 55, 56, 65, 68, 77, 87, 88, 90, 94, 98, 100

MANKEY #056

Type: Fighting
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Pig Monkey Pokémon. An agile Pokémon that lives in trees. It angers easily and will not hesitate to attack anything.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Dexterity, Strength
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Vital Spirit: This Pokémon cannot be put to sleep.

Anger Point: After suffering a critical hit, this Pokémon doubles the damage dice for a single move it activates on the following turn.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Evolution: Mankey can evolve into Primeape at level 8 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Covet, Focus Energy, Leer, Low Kick, Scratch

Level 2: Fury Swipes, Karate Chop

Level 6: Pursuit, Seismic Toss, Swagger

Level 10: Cross Chop, Assurance

Level 14: Punishment, Thrash, Stomping Tantrum

Level 18: Close Combat, Screech, Outrage, Final Gambit

TM: 01, 06, 08, 10, 11, 12, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 39, 40, 42, 45, 46, 47, 48, 50, 52, 56, 62, 66, 78, 80, 84, 87, 88, 89, 90, 100

Egg Moves: Beat Up, Close Combat, Counter, Encore, Focus Punch, Foresight, Meditate, Revenge, Reversal, Rock Slide, Sleep Talk, Smelling Salts

PRIMEAPE #057

Type: Fighting
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Pig Monkey Pokémon. It stops being angry only when nobody else is around. To view this moment is very difficult.

Armor Class: 15
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Dexterity, Strength
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Vital Spirit: This Pokémon cannot be put to sleep.

Anger Point: After suffering a critical hit, this Pokémon doubles the damage dice for a single move it activates on the following turn.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Starting Moves: Fling, Focus Energy, Leer, Low Kick, Rage, Scratch, Fury Swipes, Karate Chop
Level 6: Pursuit, Seismic Toss
Level 10: Swagger, Cross Chop, Assurance
Level 14: Punishment, Thrash
Level 18: Stomping Tantrum, Close Combat, Screech, Outrage, Final Gambit

TM: 01, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 39, 40, 42, 44, 45, 46, 47, 48, 50, 52, 56, 62, 66, 68, 71, 78, 80, 84, 87, 88, 89, 90, 100

GROWLITHE #058

Type: Fire
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 75% M / 25% F
Evolution Stage: 1/2 | 3 ASI



The Puppy Pokémon. A Pokémon with a friendly nature. However, it will bark fiercely at anything invading its territory.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Justified: When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

Evolution: Growlithe can evolve into Arcanine at level 8 and above with the help of a Fire Stone. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Bite, Roar
Level 2: Ember, Leer, Odor Sleuth
Level 6: Helping Hand, Flame Wheel
Level 10: Reversal, Fire Fang, Take Down
Level 14: Flame Burst, Agility, Retaliate, Flamethrower
Level 18: Crunch, Heat Wave, Outrage, Flare Blitz

TM: 05, 06, 10, 11, 17, 20, 21, 27, 32, 35, 38, 40, 42, 43, 44, 45, 46, 48, 50, 61, 87, 88, 90, 93, 95, 100

Egg Moves: Body Slam, Close Combat, Covet, Crunch, Double Kick, Double-Edge, Fire Spin, Flare Blitz, Heat Wave, Howl, Iron Tail, Morning Sun, Safeguard, Thrash

ARCANINE #059

Type: Fire
Classification: Large | SR 11
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 75% M / 25% F
Evolution Stage: 2/2 | 3 ASI



The Legendary Pokémon. A legendary Pokémon in the East. Many people are charmed by the grace and beauty of its running.

Armor Class: 16
Hit Points: 80 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Arcana
Saving Throws: Dexterity, Strength
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Justified: When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

Starting Moves: Bite, Fire Fang, Odor Sleuth, Roar, Thunder Fang

Level 14: Extreme Speed

TM: 05, 06, 10, 11, 15, 17, 20, 21, 22, 27, 32, 35, 38, 40, 42, 43, 44, 45, 46, 48, 50, 61, 68, 78, 87, 88, 90, 93, 95, 100

POLIWAG #060

Type: Water
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Tadpole Pokémon. The direction of the spiral on the belly differs by area. It is more adept at swimming than walking.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 20ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

HIDDEN ABILITY

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Evolution: Poliwhag can evolve into Poliwhirl at level 7 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Water Sport

Level 2: Water Gun, Hypnosis, Bubble

Level 6: Double Slap, Rain Dance

Level 10: Body Slam, Bubble Beam

Level 14: Mud Shot, Belly Drum, Wake-Up Slap

Level 18: Hydro Pump, Mud Bomb

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 29, 32, 42, 44, 45, 46, 48, 55, 87, 88, 90, 94, 98, 100

Egg Moves: Bubble Beam, Encore, Endeavor, Endure, Haze, Ice Ball, Mind Reader, Mist, Mud Shot, Refresh, Splash, Water Pulse, Water Sport

POLIWHIRL #061

Type: Water
Classification: Small | SR 3
Minimum Level Found: 5
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Tadpole Pokémon. Under attack, it uses its belly spiral to put the foe to sleep. It then makes its escape.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d8
Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

HIDDEN ABILITY

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Evolution: Poliwhirl can evolve into Poliwrath at level 14 and above with the help of a Water Stone, or Politoed at level 14 and above while holding a King's Rock. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Hypnosis, Water Gun, Water Sport, Bubble

Level 6: Double Slap, Rain Dance

Level 10: Body Slam, Bubble Beam

Level 14: Mud Shot

Level 18: Belly Drum, Wake-Up Slap, Hydro Pump, Mud Bomb

TM: 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 29, 31, 32, 42, 44, 45, 46, 48, 55, 56, , 78, 87, 88, 90, 94, 98, 100

POLIWRATH #062

Type: Water/Fighting
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Tadpole Pokémon. Swims powerfully using all the muscles in its body. It can even overtake world-class swimmers.

Armor Class: 16
Hit Points: 97 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Electric, Grass, Psychic, Fairy, Flying
Resistances: Water, Fire, Ice, Steel, Rock, Bug, Dark

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

HIDDEN ABILITY

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Starting Moves: Bubble Beam, Double Slap, Hypnosis, Submission

Level 14: Dynamic Punch

Level 18: Mind Reader, Circle Throw

TM: 01, 06, 07, 08, 10, 13, 14, 15, 17, 18, 21, 26, 27, 29, 31, 32, 39, 42, 44, 45, 46, 47, 48, 52, 55, 56, 66, 68, 78, 80, 84, 87, 88, 90, 94, 98, 100

ABRA #063

Type: Psychic
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 1/3 | 2 ASI



The Psi Pokémon. Sleeps 18 hours a day. If it senses danger, it will teleport itself to safety even as it sleeps.

Armor Class: 12
Hit Points: 15 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	8 (-1)	12 (+1)	12 (+1)	10 (+0)

Proficient Skills: Arcana, Insight
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 10ft

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Evolution: Abra can evolve into Kadabra at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Teleport, Scratch

TM: 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 53, 56, 57, 63, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

Egg Moves: Ally Switch, Barrier, Encore, Fire Punch, Guard Split, Guard Swap, Ice Punch, Knock Off, Power Trick, Psycho Shift, Skill Swap, Thunder Punch

KADABRA #064

Type: Psychic
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 2/3 | 2 ASI



The Psi Pokémon. Many odd things happen if this Pokémon is close by. For example, it makes clocks run backward.

Armor Class: 14
Hit Points: 40 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Proficient Skills: Arcana, Insight
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 20ft

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Evolution: Kadabra can evolve into Alakazam at level 14 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Confusion, Kinesis, Teleport

Level 6: Disable

Level 10: Psybeam, Miracle Eye, Reflect

Level 14: Psycho Cut, Recover, Telekinesis, Psychic

Level 18: Ally Switch, Role Play, Future Sight, Trick

TM: 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 53, 56, 57, 63, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

ALAKAZAM #065

Type: Psychic
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 3/3 | 2 ASI



The Psi Pokémon. A Pokémon that can memorize anything. It never forgets what it learns—that's why this Pokémon is smart.

Armor Class: 17
Hit Points: 87 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	16 (+3)	16 (+3)	10 (+0)

Proficient Skills: Arcana, Insight
Saving Throws: Charisma, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 30ft

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

Starting Moves: Confusion, Kinesis, Teleport, Disable, Psybeam, Miracle Eye, Reflect

Level 14: Psycho Cut, Recover, Telekinesis, Psychic
Level 18: Ally Switch, Calm Mind, Future Sight, Trick

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 52, 53, 56, 57, 63, 68, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

MACHOP #066

Type: Fighting
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 1/3 | 2 ASI



The Superpower Pokémon. Very powerful in spite of its small size. Its mastery of many types of martial arts makes it very tough.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

No Guard: Any attack made by or against this Pokémon has advantage.

HIDDEN ABILITY

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

Evolution: Machop can evolve into Machoke at level 8 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Leer, Low Kick, Focus Energy
Level 2: Karate Chop, Foresight
Level 6: Low Sweep, Seismic Toss, Revenge
Level 10: Knock Off, Vital Throw, Wake-Up Slap
Level 14: Dual Chop, Submission, Bulk Up
Level 18: Cross Chop, Scary Face, Dynamic Punch

TM: 01, 06, 08, 10, 11, 16, 17, 18, 21, 23, 26, 27, 31, 32, 35, 38, 39, 42, 44, 45, 46, 47, 48, 52, 56, 66, 78, 80, 84, 87, 88, 90, 100

Egg Moves: Bullet Punch, Close Combat, Counter, Encore, Fire Punch, Heavy Slam, Ice Punch, Knock Off, Light Screen, Meditate, Power Trick, Quick Guard, Rock Slide, Rolling Kick, Smelling Salts, Thunder Punch, Tickle

MACHOKE #067

Type: Fighting
Classification: Medium | SR 5
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 2/3 | 2 ASI



The Superpower Pokémon. The belt around its waist holds back its energy. Without it, this Pokémon would be unstoppable.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

No Guard: Any attack made by or against this Pokémon has advantage.

HIDDEN ABILITY

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

Evolution: Machoke can evolve into Machop at level 16 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Focus Energy, Karate Chop, Leer, Low Kick, Foresight
Level 6: Low Sweep, Seismic Toss, Revenge
Level 10: Knock Off, Vital Throw, Wake-Up Slap
Level 14: Dual Chop, Submission, Bulk Up
Level 18: Cross Chop, Scary Face, Dynamic Punch

TM: 01, 06, 08, 10, 11, 16, 17, 18, 21, 23, 26, 27, 31, 32, 35, 38, 39, 42, 44, 45, 46, 47, 48, 52, 56, 66, 78, 80, 84, 87, 88, 90, 100

MACHAMP #068

Type: Fighting
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 3/3 | 2 ASI



The Superpower Pokémon. One arm alone can move mountains. Using all four arms, this Pokémon fires off awesome punches.

Armor Class: 15
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

No Guard: Any attack made by or against this Pokémon has advantage.

HIDDEN ABILITY

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

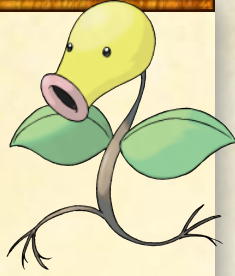
Starting Moves: Focus Energy, Karate Chop, Leer, Low Kick, Strength, Wide Guard, Foresight, Low Sweep, Seismic Toss, Revenge, Knock Off, Vital Throw, Wake-Up Slap

Level 14: Dual Chop, Submission, Bulk Up
Level 18: Cross Chop, Scary Face, Dynamic Punch

TM: 01, 06, 08, 10, 11, 15, 16, 17, 18, 21, 23, 26, 27, 31, 32, 35, 38, 39, 42, 44, 45, 46, 47, 48, 52, 56, 66, 68, 71, 78, 80, 84, 87, 88, 90, 100

BELLSPROUT #069

Type: Grass/Poison
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Flower Pokémon. Prefers hot and humid places. It ensnares tiny bugs with its vines and devours them.

Armor Class: 11
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 20ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Evolution: Bellsprout can evolve into Weepinbell at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Vine Whip
Level 2: Growth, Wrap
Level 6: Sleep Powder, Poison Powder, Stun Spore
Level 10: Acid, Knock Off
Level 14: Sweet Scent, Gastro Acid
Level 18: Razor Leaf, Poison Jab, Slam, Wring Out

TM: 06, 09, 10, 11, 17, 21, 22, 27, 32, 33, 36, 42, 44, 45, 46, 48, 53, 75, 83, 84, 86, 87, 88, 90, 96, 100

Egg Moves: Acid Spray, Belch, Bullet Seed, Clear Smog, Encore, Giga Drain, Ingrain, Leech Life, Magical Leaf, Natural Gift, Power Whip, Reflect, Swords Dance, Synthesis, Tickle, Weather Ball, Worry Seed

WEEPINBELL #070

Type: Grass/Poison
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Flycatcher Pokémon. When hungry, it swallows anything that moves. Its hapless prey is dissolved by strong acids.

Armor Class: 13
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 40ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Evolution: Weepinbell can evolve into Victreebel at level 14 and above with the help of a Leaf Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Growth, Vine Whip, Wrap
Level 6: Sleep Powder, Poison Powder, Stun Spore
Level 10: Acid
Level 14: Knock Off, Sweet Scent
Level 18: Gastro Acid, Razor Leaf, Poison Jab, Slam, Wring Out

TM: 06, 09, 10, 11, 17, 21, 22, 27, 32, 33, 36, 42, 44, 45, 46, 48, 53, 75, 83, 84, 86, 87, 88, 90, 96, 100

VICTREEBEL #071

Type: Grass/Poison
Classification: Large | SR 12
Minimum Level Found: 10
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Flycatcher Pokémon. Lures prey with the sweet aroma of honey. Swallowed whole, the prey is dissolved in a day, bones and all.

Armor Class: 14
Hit Points: 122 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 60ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Starting Moves: Leaf Tornado, Razor Leaf, Sleep Powder, Spit Up, Stockpile, Swallow, Sweet Scent, Vine Whip

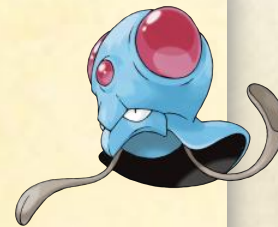
Level 14: Leaf Storm

Level 18: Leaf Blade

TM: 06, 09, 10, 11, 15, 17, 21, 22, 27, 32, 33, 36, 42, 44, 45, 46, 48, 53, 68, 75, 83, 84, 86, 87, 88, 90, 96, 100

TENTACOOOL #072

Type: Water/Poison
Classification: Small | SR 2
Minimum Level Found: 1
Egg Group: Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Jellyfish Pokémon. It can sometimes be found all dry and shriveled up on a beach. Toss it back into the sea to revive it.

Armor Class: 14
Hit Points: 18 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Electric, Ground, Psychic
Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

Liquid Ooze: If an enemy uses a leeching or absorb move against this Pokémon, the Pokémon must make a DC 12 CON save or become poisoned.

HIDDEN ABILITY

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Evolution: Tentacool can evolve into Tentacruel at level 8 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Poison Sting
Level 2: Supersonic, Constrict, Acid
Level 6: Toxic Spikes, Water Pulse, Wrap
Level 10: Acid Spray, Bubble Beam
Level 14: Barrier, Poison Jab, Brine
Level 18: Screech, Hex, Sludge Wave, Hydro Pump, Wring Out

TM: 06, 07, 09, 10, 13, 14, 17, 18, 20, 21, 27, 32, 34, 36, 42, 44, 45, 46, 48, 55, 66, 75, 83, 84, 87, 88, 90, 94, 98, 99, 100

Egg Moves: Acupressure, Aqua Ring, Aurora Beam, Bubble, Confuse Ray, Haze, Knock Off, Mirror Coat, Muddy Water, Rapid Spin, Safeguard, Tickle

TENTACRUEL #073

Type: Water/Poison
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Jellyfish Pokémon. Its 80 tentacles can stretch and contract freely. They wrap around prey and weaken it with poison.

Armor Class: 17
Hit Points: 50 | **Hit Dice:** d10
Speed: 20ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Sleight of Hand
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Ground, Psychic
Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

Liquid Ooze: If an enemy uses a leeching or absorb move against this Pokémon, the Pokémon must make a DC 12 CON save or become poisoned.

HIDDEN ABILITY

Rain Dish: In rainy conditions, this Pokémon heals for an amount of HP equal to its proficiency bonus at the end of each of its turns.

Starting Moves: Acid, Constrict, Poison Sting, Reflect Type, Supersonic

Level 6: Toxic Spikes, Water Pulse, Wrap

Level 10: Acid Spray, Bubble Beam

Level 14: Barrier, Poison Jab

Level 18: Brine, Screech, Hex, Sludge Wave, Hydro Pump, Wring Out

TM: 06, 07, 09, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 34, 36, 42, 44, 45, 46, 48, 55, 66, 68, 75, 83, 84, 87, 88, 90, 94, 98, 99, 100

GEODUDE #074

Type: Rock/Ground
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Rock Pokémon. Commonly found near mountain trails and the like. If you step on one by accident, it gets angry.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft

Rock Head: This Pokémon takes no recoil damage.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Evolution: Geodude can evolve into Graveler at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Tackle
Level 2: Mud Sport, Rock Polish, Rollout
Level 6: Magnitude, Rock Throw, Smack Down
Level 10: Bulldoze, Self-Destruct
Level 14: Stealth Rock, Rock Blast, Earthquake
Level 18: Explosion, Double-Edge, Stone Edge

TM: 06, 10, 11, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 64, 69, 71, 74, 78, 80, 87, 88, 90, 96, 100

Egg Moves: Autotomize, Block, Curse, Endure, Flail, Focus Punch, Hammer Arm, Mega Punch, Rock Climb, Rock Slide, Wide Guard

GRAVELER #075

Type: Rock/Ground
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Rock Pokémon. Often seen rolling down mountain trails. Obstacles are just things to roll straight over, not avoid.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 50ft

Rock Head: This Pokémon takes no recoil damage.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Evolution: Graveler can evolve into Golem at level 14 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Mud Sport, Rock Polish, Tackle, Rollout
Level 6: Magnitude, Rock Throw, Smack Down
Level 10: Bulldoze, Self-Destruct
Level 14: Stealth Rock, Rock Blast, Earthquake
Level 18: Explosion, Double-Edge, Stone Edge

TM: 06, 10, 11, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 64, 69, 71, 74, 78, 8087, 88, 90, 96, 100

GOLEM #076

Type: Rock/Ground
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Megaton Pokémon. Once it sheds its skin, its body turns tender and whitish. Its hide hardens when it's exposed to air.

Armor Class: 16
Hit Points: 117 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 80ft

Rock Head: This Pokémon takes no recoil damage.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Starting Moves: Defense Curl, Mud Sport, Rock Polish, Tackle, Steamroller, Magnitude, Rock Throw, Smack Down, Bulldoze, Self-Destruct
Level 14: Stealth Rock, Rock Blast, Earthquake
Level 18: Explosion, Double-Edge, Stone Edge, Heavy Slam

TM: 05, 06, 10, 11, 15, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 52, 56, 64, 68, 69, 71, 74, 78, 80, 87, 88, 90, 96, 100

PONYTA #077

Type: Fire
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Fire Horse Pokémon. Capable of jumping incredibly high. Its hooves and sturdy legs absorb the impact of a hard landing.

Armor Class: 14
Hit Points: 18 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Evolution: Ponyta can evolve into Rapidash at level 10 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle
Level 2: Tail Whip, Ember
Level 6: Flame Wheel, Stomp
Level 10: Flame Charge, Fire Spin
Level 14: Take Down, Inferno, Agility
Level 18: Fire Blast, Bounce, Flare Blitz

TM: 06, 10, 11, 17, 21, 22, 27, 32, 35, 38, 42, 43, 44, 45, 48, 49, 50, 61, 87, 88, 90, 93, 100

Egg Moves: Ally Switch, Captivate, Charm, Double Kick, Double-Edge, Flame Wheel, Horn Drill, Hypnosis, Iron Tail, Low Kick, Morning Sun, Thrash

RAPIDASH #078

Type: Fire
Classification: Large | SR 11
Minimum Level Found: 10
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Fire Horse Pokémon. Just loves to run. If it sees something faster than itself, it will give chase at top speed.

Armor Class: 16
Hit Points: 98 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Starting Moves: Ember, Fury Attack, Growl, Megahorn, Poison Jab, Quick Attack, Tail Whip, Flame Wheel, Stomp, Flame Charge, Fire Spin
Level 14: Take Down, Inferno, Agility
Level 18: Fire Blast, Bounce, Flare Blitz

TM: 06, 10, 11, 15, 17, 21, 22, 27, 32, 35, 38, 42, 43, 44, 45, 48, 49, 50, 61, 67, 68, 84, 87, 88, 90, 93, 100

SLOWPOKE #079

Type: Water/Psychic
Classification: Medium | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Dopey Pokémon. Incredibly slow and sluggish. It is quite content to loll about without worrying about the time.

Armor Class: 12
Hit Points: 20 | **Hit Dice:** d8
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Evolution: Slowpoke can evolve into Slowbro at level 10 and above, or Slowking at level 10 and above while holding a King's Rock. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Starting Moves: Curse, Tackle, Yawn
Level 2: Growl, Water Gun
Level 6: Confusion, Disable
Level 10: Headbutt
Level 14: Water Pulse, Zen Headbutt, Slack Off, Amnesia
Level 18: Psychic, Rain Dance, Psych Up, Heal Pulse

TM: 03, 04, 06, 07, 10, 11, 13, 14, 16, 17, 18, 20, 21, 26, 27, 29, 30, 32, 35, 38, 42, 44, 45, 48, 49, 55, 73, 77, 78, 85, 86, 87, 88, 90, 92, 94, 100

Egg Moves: Belch, Belly Drum, Block, Future Sight, Me First, Mud Sport, Safeguard, Sleep Talk, Snore, Stomp, Wonder Room, Zen Headbutt

SLOWBRO #080

Type: Water/Psychic
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Monster, Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Hermit Crab Pokémon. Lives lazily by the sea. If the Shellder on its tail comes off, it becomes a Slowpoke again.

Armor Class: 16
Hit Points: 97 | **Hit Dice:** d10
Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

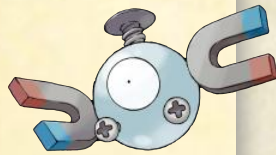
Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Starting Moves: Curse, Growl, Tackle, Withdraw, Yawn, Water Gun, Confusion, Disable
Level 10: Headbutt
Level 14: Water Pulse, Zen Headbutt, Slack Off
Level 18: Amnesia, Psychic, Rain Dance, Psych Up, Heal Pulse

TM: 03, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 26, 27, 29, 30, 31, 32, 35, 38, 40, 42, 44, 45, 48, 49, 52, 55, 56, 68, 73, 77, 78, 85, 86, 87, 90, 92, 94, 100

MAGNEMITE #081

Type: Electric/Steel
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/3 | 2 ASI



The Magnet Pokémon. It is hatched with the ability to defy gravity. It floats while emitting powerful electromagnetic waves.

Armor Class: 14
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Proficient Skills: Insight, Acrobatics
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Electric, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

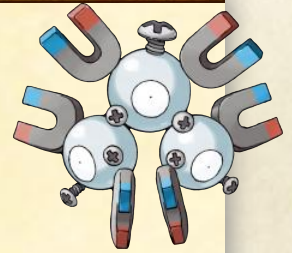
Evolution: Magnemite can evolve into Magnetron at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Supersonic, Tackle
Level 2: Thunder Shock, Magnet Bomb, Thunder Wave
Level 6: Light Screen, Sonic Boom, Spark
Level 10: Mirror Shot, Metal Sound
Level 14: Electro Ball, Flash Cannon, Screech, Discharge
Level 18: Lock-On, Magnet Rise, Gyro Ball, Zap Cannon

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 32, 33, 42, 44, 48, 57, 64, 72, 73, 74, 77, 87, 88, 90, 91, 93, 100

MAGNETON #082

Type: Electric/Steel
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/3 | 2 ASI



The Magnet Pokémon. Generates strange radio signals. It raises the temperature by 3.6 degrees Fahrenheit within 3,300 feet.

Armor Class: 16
Hit Points: 55 | **Hit Dice:** d10
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

Proficient Skills: Insight, Acrobatics
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Electric, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Evolution: Magnetron can evolve into Magnezone at level 15 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Magnet Bomb, Supersonic, Tackle, Thunder Shock, Tri Attack, Thunder Wave, Electric Terrain
Level 6: Light Screen, Sonic Boom
Level 10: Spark, Mirror Shot, Metal Sound
Level 14: Electro Ball, Flash Cannon, Screech
Level 18: Discharge, Lock-On, Magnet Rise, Gyro Ball, Zap Cannon

TM: 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 32, 33, 42, 44, 48, 57, 64, 68, 72, 73, 74, 77, 87, 88, 90, 91, 93, 100

FARFETCH'D #083

Type: Normal/Flying
Classification: Tiny | SR 3
Minimum Level Found: 1
Egg Group: Flying, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Wild Duck Pokémon. They live where reedy plants grow. Farfetch'd are rarely seen, so it's thought their numbers are decreasing.

Armor Class: 14
Hit Points: 25 | **Hit Dice:** d8
Speed: 25ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Starting Moves: Fury Cutter, Leer, Peck, Poison Jab, Sand Attack

Level 2: Fury Attack, Aerial Ace

Level 6: Knock Off, Slash

Level 10: Air Cutter, Swords Dance

Level 14: Agility, Night Slash

Level 18: Acrobatics, Feint, False Swipe, Air Slash, Brave Bird

TM: 01, 06, 10, 11, 17, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 51, 54, 59, 62, 75, 76, 77, 84, 87, 88, 89, 90, 100

Egg Moves: Covet, Curse, Feather Dance, Flail, Foresight, Gust, Leaf Blade, Mirror Move, Mud-Slap, Slash, Quick Attack, Revenge, Roost, Simple Beam, Steel Wing, Trump Card

DODUO #084

Type: Normal/Flying
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Twin Bird Pokémon. Its short wings make flying difficult. Instead, this Pokémon runs at high speed on developed legs.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception, Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Evolution: Doduo can evolve into Dodrio at level 9 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Growl, Peck

Level 2: Quick Attack, Rage

Level 6: Fury Attack, Pursuit, Pluck

Level 10: Double Hit, Agility

Level 14: Uproar, Acupressure, Swords Dance, Jump Kick

Level 18: Drill Peck, Endeavor, Thrash

TM: 01, 06, 10, 11, 17, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 75, 87, 88, 90, 100

Egg Moves: Assurance, Brave Bird, Endeavor, Feint, Flail, Haze, Mirror Move, Natural Gift, Quick Attack, Supersonic

DODRIO #085

Type: Normal/Flying
Classification: Medium | SR 9
Minimum Level Found: 8
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Triple Bird Pokémon. One of Doduo's two heads splits to form a unique species. It runs close to 40 mph in prairies.

Armor Class: 15
Hit Points: 64 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Tangled Feet: Attacks against this Pokémon have disadvantage when it is confused.

Starting Moves: Growl, Peck, Quick Attack, Rage, Tri Attack, Fury Attack, Pursuit, Pluck

Level 10: Double Hit, Agility

Level 14: Uproar, Acupressure, Swords Dance

Level 18: Jump Kick, Drill Peck, Endeavor, Thrash

TM: 01, 06, 10, 11, 12, 15, 17, 19, 21, 27, 32, 40, 41, 42, 44, 45, 46, 48, 49, 51, 66, 68, 75, 76, 87, 88, 90, 100

SEEL #086

Type: Water
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Sea Lion Pokémon. Loves freezing-cold conditions. Relishes swimming in a frigid climate of around 14 degrees Fahrenheit.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

HIDDEN ABILITY

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Evolution: Seel can evolve into Dewgong at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Headbutt, Growl

Level 2: Water Sport, Icy Wind

Level 6: Encore, Ice Shard, Rest

Level 10: Aqua Ring, Aurora Beam

Level 14: Aqua Jet, Brine, Take Down, Dive

Level 18: Aqua Tail, Ice Beam, Safeguard, Hail

TM: 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 46, 48, 49, 56, 67, 87, 88, 90, 94, 98, 100

Egg Moves: Belch, Disable, Encore, Entrainment, Fake Out, Horn Drill, Icicle Spear, Lick, Perish Song, Signal Beam, Slam, Sleep Talk, Spit Up, Stockpile, Swallow, Water Pulse

DEWGONG #087

Type: Water/Ice
Classification: Large | SR 10
Minimum Level Found: 8
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Sea Lion Pokémon. Its entire body is a snowy white. Unharmed by even intense cold, it swims powerfully in icy waters.

Armor Class: 16
Hit Points: 72 | **Hit Dice:** d12
Speed: 15ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

HIDDEN ABILITY

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Starting Moves: Growl, Headbutt, Icy Wind, Sheer Cold, Signal Beam, Encore, Ice Shard
Level 10: Rest, Aqua Ring, Aurora Beam
Level 14: Aqua Jet, Brine, Take Down, Dive
Level 18: Aqua Tail, Ice Beam, Safeguard, Hail

TM: 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 42, 44, 45, 46, 48, 49, 56, 67, 68, 79, 87, 88, 90, 94, 98, 100

GRIMER #088

Type: Poison
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Sludge Pokémon. Made of congealed sludge. It smells too putrid to touch. Even weeds won't grow in its path.

Armor Class: 12
Hit Points: 19 | **Hit Dice:** d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

HIDDEN ABILITY

Poison Touch: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Evolution: Grimer can evolve into Muk at level 10 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Poison Gas, Pound
Level 2: Harden, Mud-Slap
Level 6: Disable, Sludge, Mud Bomb
Level 10: Minimize, Fling
Level 14: Sludge Bomb, Sludge Wave, Screech
Level 18: Gunk Shot, Acid Armor, Memento, Belch

TM: 06, 09, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 34, 36, 38, 39, 41, 42, 44, 45, 48, 56, 64, 66, 80, 83, 84, 87, 88, 90, 100

Egg Moves: Acid Spray, Curse, Explosion, Haze, Imprison, Lick, Mean Look, Scary Face, Shadow Punch, Shadow Sneak, Spit Up, Stockpile, Swallow

MUK #089

Type: Poison

Classification: Medium | SR 10

Minimum Level Found: 8

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Sludge Pokémon. Smells so awful, it can cause fainting. Through degeneration of its nose, it lost its sense of smell.

Armor Class: 16

Hit Points: 80 | Hit Dice: d12

Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	20 (+5)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 40ft

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

HIDDEN ABILITY

Poison Touch: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Starting Moves: Harden, Mud-Slap, Poison Gas, Pound, Disable, Sludge, Mud Bomb, Venom Drench

Level 10: Minimize, Fling

Level 14: Sludge Bomb, Sludge Wave, Screech

Level 18: Gunk Shot, Acid Armor, Memento, Belch

TM: 06, 09, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 31, 32, 34, 35, 36, 39, 41, 42, 44, 45, 46, 48, 52, 56, 64, 66, 68, 80, 83, 84, 87, 88, 90, 97, 100

SHELLDER #090

Type: Water

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Water 3

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Bivalve Pokémon. The shell can withstand any attack. However, when it is open, the tender body is exposed.

Armor Class: 14

Hit Points: 18 | Hit Dice: d6

Speed: 5ft. walking, 15ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Skill Link: Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: Shellder can evolve into Cloyster at level 8 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Tackle, Water Gun

Level 2: Withdraw, Supersonic

Level 6: Icicle Spear, Protect

Level 10: Leer, Clamp

Level 14: Ice Shard, Razor Shell, Aurora Beam, Whirlpool

Level 18: Brine, Iron Defense, Ice Beam, Shell Smash, Hydro Pump

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 64, 66, 87, 90, 94, 100

Egg Moves: Aqua Ring, Avalanche, Barrier, Bubble Beam, Icicle Spear, Mud Shot, Rapid Spin, Rock Blast, Screech, Take Down, Twineedle, Water Pulse

CLOYSTER #091

Type: Water/Ice
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Bivalve Pokémon. For protection, it uses its harder-than-diamond shell. It also shoots spikes from the shell.

Armor Class: 18
Hit Points: 55 | **Hit Dice:** d12
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Skill Link: Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Aurora Beam, Hydro Pump, Protect, Shell Smash, Supersonic, Toxic Spikes, Withdraw
Level 6: Spike Cannon
Level 14: Spikes
Level 18: Icicle Crash

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 41, 42, 44, 45, 48, 64, 66, 67, 68, 79, 84, 87, 88, 90, 94, 100

GASTLY #092

Type: Ghost/Poison
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Gas Pokémon. Said to appear in decrepit, deserted buildings. It has no real shape, as it appears to be made of a gas.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Dark, Ghost, Psychic, Ground
Resistances: Bug, Fairy, Grass, Poison
Immunities: Fighting, Normal
Senses: Darkvision 30ft

Levitate: This Pokémon is immune to ground moves.

Evolution: Gastly can evolve into Haunter at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Hypnosis, Lick
Level 2: Spite, Mean Look
Level 6: Curse, Night Shade
Level 10: Confuse Ray, Sucker Punch, Payback
Level 14: Shadow Ball, Dream Eater
Level 18: Dark Pulse, Destiny Bond, Hex, Nightmare

TM: 06, 09, 10, 11, 12, 17, 18, 21, 24, 27, 29, 30, 32, 36, 41, 42, 44, 45, 46, 48, 53, 61, 63, 64, 66, 77, 83, 85, 87, 88, 90, 92, 97, 99, 100

Egg Moves: Astonish, Clear Smog, Disable, Explosion, Fire Punch, Grudge, Haze, Ice Punch, Perish Song, Psywave, Reflect Type, Scary Face, Thunder Punch, Will-O-Wisp

HAUNTER #093

Type: Ghost/Poison
Classification: Medium | SR 5
Minimum Level Found: 5
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Gas Pokémon. By licking, it saps the victim's life. It causes shaking that won't stop until the victim's demise.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	6 (-2)	15 (+2)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Dark, Ghost, Psychic, Ground
Resistances: Bug, Fairy, Grass, Poison
Immunities: Fighting, Normal
Senses: Darkvision 50ft

Levitate: This Pokémon is immune to ground moves.

Evolution: Haunter can evolve into Gengar at level 14 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Hypnosis, Lick, Shadow Punch, Spite, Mean Look

Level 6: Curse, Night Shade

Level 10: Confuse Ray, Sucker Punch

Level 14: Payback, Shadow Ball

Level 18: Dream Eater, Dark Pulse, Destiny Bond, Hex, Nightmare

TM: 06, 09, 10, 11, 12, 17, 18, 21, 24, 27, 29, 30, 32, 36, 41, 42, 44, 45, 46, 48, 53, 56, 61, 63, 64, 65, 66, 77, 83, 84, 85, 87, 88, 90, 92, 97, 99, 100

GENGAR #094

Type: Ghost/Poison
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Shadow Pokémon. A Gengar is close by if you feel a sudden chill. It may be trying to lay a curse on you.

Armor Class: 15
Hit Points: 102 | **Hit Dice:** d12
Speed: 35ft. walking, 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution, Charisma
Vulnerabilities: Dark, Ghost, Psychic, Ground
Resistances: Bug, Fairy, Grass, Poison
Immunities: Fighting, Normal
Senses: Darkvision 80ft

Cursed Body: When hit by a melee attack, this Pokémon may roll 1d4. On a result of 4, the opponent who made the attack cannot use the same move on its next turn.

Starting Moves: Hypnosis, Lick, Shadow Punch, Spite, Mean Look, Curse, Night Shade, Confuse Ray, Sucker Punch

Level 14: Payback, Shadow Ball

Level 18: Dream Eater, Dark Pulse, Destiny Bond, Hex, Nightmare

TM: 06, 09, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 31, 32, 36, 41, 42, 44, 45, 46, 48, 52, 53, 56, 61, 63, 64, 65, 66, 68, 77, 83, 84, 85, 87, 88, 90, 92, 97, 99, 100

ONIX #095

Type: Rock/Ground
Classification: Huge | SR 10
Minimum Level Found: 5
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Rock Snake Pokémon. Burrows at high speed in search of food. The tunnels it leaves are used as homes by Diglett.

Armor Class: 17
Hit Points: 65 | **Hit Dice:** d10
Speed: 25ft. walking, 25ft. burrowing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 120ft

Rock Head: This Pokémon takes no recoil damage.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Onix can evolve into Steelix at level 14 and above while holding a Metal Coat. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Bind, Harden, Mud Sport, Tackle, Curse, Rock Throw, Rock Tomb

Level 6: Rage, Stealth Rock, Rock Polish

Level 10: Gyro Ball, Smack Down, Dragon Breath, Slam

Level 14: Screech, Rock Slide, Sand Tomb, Iron Tail

Level 18: Dig, Stone Edge, Double-Edge, Sandstorm

TM: 05, 06, 10, 11, 12, 17, 21, 23, 26, 27, 32, 37, 39, 41, 42, 44, 45, 48, 59, 64, 66, 69, 71, 74, 77, 78, 80, 82, 87, 88, 90, 91, 96, 100

Egg Moves: Block, Defense Curl, Explosion, Flail, Slam, Rock Blast, Rock Climb, Rock Slide, Rollout, Rototiller, Stealth Rock

DROWZEE #096

Type: Psychic
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Hypnosis Pokémon. If you sleep by it all the time, it will sometimes show you dreams it had eaten in the past.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Insight, Persuasion
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Insomnia: This Pokémon is immune to sleep.

Forewarn: When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Evolution: Drowzee can evolve into Hypno at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Hypnosis, Pound

Level 2: Disable, Confusion

Level 6: Headbutt, Poison Gas

Level 10: Meditate, Psybeam

Level 14: Psych Up

Level 18: Synchronoise, Zen Headbutt, Swagger, Psychic, Nasty Plot, Psyshock, Future Sight

TM: 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 47, 48, 56, 73, 77, 85, 89, 87, 88, 89, 90, 92, 99, 100

Egg Moves: Assist, Barrier, Fire Punch, Flatter, Guard Swap, Ice Punch, Nasty Plot, Psycho Cut, Role Play, Secret Power, Skill Swap, Thunder Punch

HYPNO #097

Type: Psychic
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Hypnosis Pokémon. Avoid eye contact if you come across one. It will try to put you to sleep by using its pendulum.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	8 (-1)	16 (+3)	8 (-1)

Proficient Skills: Insight, Persuasion
Saving Throws: Charisma, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 20ft

Insomnia: This Pokémon is immune to sleep.

Forewarn: When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Confusion, Disable, Future Sight, Hypnosis, Nasty Plot, Nightmare, Pound, Switcheroo

Level 6: Headbutt, Poison Gas

Level 10: Meditate, Psybeam

Level 14: Psych Up

Level 18: Synchronoise, Zen Headbutt, Swagger, Psychic, Psyshock

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 47, 48, 52, 56, 68, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

KRABBY #098

Type: Water
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The River Crab Pokémon. Its pincers are superb weapons. They sometimes break off during battle, but they grow back fast.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Survival, Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Hyper Cutter: This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Evolution: Krabby can evolve into Kingler at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Bubble, Mud Sport

Level 2: Vice Grip, Leer, Harden

Level 6: Bubble Beam, Mud Shot

Level 10: Metal Claw, Stomp

Level 14: Protect, Guillotine, Slam

Level 18: Brine, Crabhammer, Flail

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 46, 48, 54, 55, 56, 75, 80, 81, 87, 88, 90, 94, 100

Egg Moves: Agility, Ally Switch, Amnesia, Ancient Power, Bide, Chip Away, Dig, Endure, Flail, Haze, Knock Off, Slam, Swords Dance, Tickle

KINGLER #099

Type: Water
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Pincer Pokémon. One claw grew massively and is as hard as steel. It has 10,000-horsepower strength. However, it is too heavy.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Survival, Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Hyper Cutter: This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Bubble, Leer, Mud Sport, Vice Grip, Wide Guard, Harden
Level 6: Bubble Beam, Mud Shot
Level 10: Metal Claw, Stomp
Level 14: Protect, Slam
Level 18: Guillotine, Brine, Crabhammer, Flail

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 46, 48, 54, 55, 56, 60, 68, 75, 80, 81, 87, 88, 90, 94, 100

VOLTORB #100

Type: Electric
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/2 | 3 ASI



The Ball Pokémon. It is said to camouflage itself as a Poké Ball. It will self-destruct with very little stimulus.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Soundproof: This Pokémon is immune to sound-based moves.

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Evolution: Voltorb can evolve into Electrode at level 8 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Charge, Tackle
Level 2: Sonic Boom, Spark, Eerie Impulse
Level 6: Rollout, Screech, Charge Beam
Level 10: Swift, Electro Ball, Self-Destruct
Level 14: Light Screen, Magnet Rise
Level 18: Discharge, Explosion, Gyro Ball, Mirror Coat

TM: 06, 10, 12, 16, 17, 18, 21, 24, 25, 27, 32, 41, 42, 44, 46, 48, 57, 64, 72, 73, 74, 87, 88, 90, 93, 100

ELECTRODE #101

Type: Electric
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Ball Pokémon. Stores electrical energy inside its body. Even the slightest shock could trigger a huge explosion.

Armor Class: 17
Hit Points: 50 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Soundproof: This Pokémon is immune to sound-based moves.

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

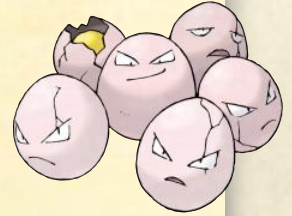
Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Starting Moves: Charge, Sonic Boom, Tackle, Spark, Eerie Impulse, Magnetic Flux
Level 6: Rollout, Screech, Charge Beam
Level 10: Swift, Electro Ball, Self-Destruct
Level 14: Light Screen
Level 18: Magnet Rise, Discharge, Explosion, Gyro Ball, Mirror Coat

TM: 06, 10, 12, 15, 16, 17, 18, 21, 24, 25, 27, 32, 31, 42, 44, 46, 48, 57, 64, 68, 72, 74, 87, 88, 90, 93, 100

EXEGGCUTE #102

Type: Grass/Psychic
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Egg Pokémon. The heads attract each other and spin around. There must be six heads for it to maintain balance.

Armor Class: 14
Hit Points: 19 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark, Fire, Flying, Ghost, Ice, Poison
Resistances: Electric, Fighting, Grass, Ground, Psychic, Water

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Evolution: Exeggcute can evolve into Exeggutor at level 8 and above with the help of a Leaf Stone or Alolan Exeggutor at level 8 and above with the help of an Alola Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Barrage, Hypnosis, Uproar
Level 2: Reflect, Leech Seed
Level 6: Bullet Seed, Stun Spore
Level 10: Poison Powder, Sleep Powder
Level 14: Confusion, Worry Seed
Level 18: Natural Gift, Solar Beam, Extrasensory, Bestow

TM: 06, 10, 11, 16, 17, 21, 22, 27, 29, 32, 33, 36, 42, 44, 45, 46, 48, 53, 64, 75, 77, 83, 85, 86, 87, 88, 90, 92, 96, 100

Egg Moves: Ancient Power, Block, Curse, Giga Drain, Grassy Terrain, Ingrain, Leaf Storm, Lucky Chant, Moonlight, Natural Gift, Nature Power, Power Swap, Psych Up, Reflect, Skill Swap, Synthesis

EXEGGUTOR #103

Type: Grass/Psychic
Classification: Large | SR 8
Minimum Level Found: 5
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Coconut Pokémon. Its cries are very noisy. This is because each of the three heads thinks about whatever it likes.

Armor Class: 15
Hit Points: 56 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark, Fire, Flying, Ghost, Ice, Poison
Resistances: Electric, Fighting, Grass, Ground, Psychic, Water

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Starting Moves: Barrage, Confusion, Hypnosis, Seed Bomb, Stomp
Level 6: Psyshock
Level 10: Egg Bomb
Level 18: Wood Hammer, Leaf Storm

TM: 03, 06, 10, 11, 15, 16, 17, 21, 22, 27, 29, 32, 33, 36, 42, 44, 45, 46, 48, 53, 64, 68, 75, 77, 83, 85, 86, 87, 88, 90, 92, 96, 100

CUBONE #104

Type: Ground
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Lonely Pokémon. Wears the skull of its deceased mother. Its cries echo inside the skull and come out as a sad melody.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Rock Head: This Pokémon takes no recoil damage.

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

HIDDEN ABILITY

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Evolution: Cubone can evolve into Marowak at level 8 and above or Alolan Marowak at level 8 and above with the help of an Alola Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Growl, Tail Whip
Level 2: Bone Club, Headbutt
Level 6: Leer, Focus Energy
Level 10: Bonemerang, Rage, False Swipe
Level 14: Thrash, Fling, Stomping Tantrum
Level 18: Endeavor, Double-Edge, Retaliate, Bone Rush

TM: 06, 10, 11, 13, 14, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 46, 48, 49, 54, 56, 59, 75, 78, 80, 87, 88, 90, 100

Egg Moves: Ancient Power, Belly Drum, Chip Away, Detect, Double Kick, Endure, Iron Head, Perish Song, Rock Slide, Screech, Skull Bash, Swords Dance

MAROWAK #105

Type: Ground
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Bone Keeper Pokémon. Small and weak, this Pokémon is adept with its bone club. It has grown more vicious over the ages.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Rock Head: This Pokémon takes no recoil damage.

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

HIDDEN ABILITY

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Starting Moves: Bone Club, Growl, Headbutt, Tail Whip

Level 6: Leer, Focus Energy

Level 10: Bonemerang, Rage

Level 14: False Swipe, Thrash

Level 18: Stomping Tantrum, Fling, Endeavor, Double-Edge, Retaliate, Bone Rush

TM: 06, 10, 11, 13, 14, 15, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 46, 48, 49, 52, 54, 56, 59, 68,, 71, 75, 78, 80, 87, 88, 90, 100

HITMONLEE #106

Type: Fighting
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 100% M / 0% F
Evolution Stage: 2/2 | 3 ASI



The Kicking Pokémon. When kicking, the sole of its foot turns as hard as a diamond on impact and destroys its enemy.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Limber: This Pokémon is immune to being paralyzed.

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

HIDDEN ABILITY

Unburden: While this Pokémon is not holding an item, it gains 10 feet to its speed.

Starting Moves: Double Kick, Revenge, Reversal, Meditate, Rolling Kick

Level 6: Jump Kick, Brick Break

Level 10: Focus Energy, Feint, Foresight

Level 14: High Jump Kick, Mind Reader

Level 18: Wide Guard, Blaze Kick, Endure, Mega Kick, Close Combat

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 46, 47, 48, 52, 56, 71, 78, 80, 84, 87, 88, 90, 100

HITMONCHAN #107

Type: Fighting
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 100% M / 0% F
Evolution Stage: 2/2 | 3 ASI



The Punching Pokémon. Punches in corkscrew fashion. It can punch its way through a concrete wall like a drill.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Comet Punch, Pursuit, Revenge, Agility

Level 6: Bullet Punch, Mach Punch

Level 10: Feint, Vacuum Wave, Fire Punch, Ice Punch, Thunder Punch

Level 14: Quick Guard, Sky Uppercut, Mega Punch

Level 18: Detect, Focus Punch, Counter, Close Combat

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 46, 48, 52, 56, 71, 78, 80, 87, 88, 90, 100

LICKITUNG #108

Type: Normal
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Licking Pokémon. Its tongue spans almost seven feet and moves more freely than its forelegs. Its licks can cause paralysis.

Armor Class: 14
Hit Points: 70 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

HIDDEN ABILITY

Cloud Nine: While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

Evolution: Lickitung can evolve into Lickilicky at the time it learns 'Rollout'. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Lick, Supersonic, Defense Curl

Level 6: Knock Off, Wrap

Level 10: Stomp, Disable

Level 14: Slam, Rollout

Level 18: Chip Away, Me First, Refresh, Screech, Power Whip, Wring Out

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 56, 59, 68, 75, 77, 78, 80, 82, 85, 87, 88, 90, 94, 100

Egg Moves: Amnesia, Belly Drum, Body Slam, Curse, Hammer Arm, Magnitude, Muddy Water, Sleep Talk, Smelling Salts, Snore, Substitute, Zen Headbutt

KOFFING #109

Type: Poison

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Poison Gas Pokémon. In hot places, its internal gases could expand and explode without any warning. Be very careful!

Armor Class: 14

Hit Points: 18 | **Hit Dice:** d6

Speed: 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Deception

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Levitate: This Pokémon is immune to ground moves.

Evolution: Koffing can evolve into Weezing at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Poison Gas, Tackle

Level 2: Smog, Smokescreen

Level 6: Assurance, Clear Smog, Sludge

Level 10: Self-Destruct, Haze

Level 14: Gyro Ball, Sludge Bomb

Level 18: Explosion, Destiny Bond, Memento, Belch

TM: 06, 09, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 61, 64, 66, 74, 83, 87, 88, 90, 97, 100

Egg Moves: Curse, Destiny Bond, Grudge, Pain Split, Psybeam, Psywave, Screech, Spit Up, Spite, Stockpile, Swallow, Toxic Spikes, Will-O-Wisp

WEEZING #110

Type: Poison

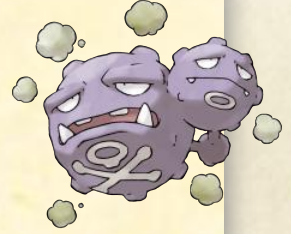
Classification: Medium | SR 10

Minimum Level Found: 8

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Poison Gas Pokémon. This Pokémon lives and grows by absorbing poison gas, dust, and germs that exist inside garbage.

Armor Class: 16

Hit Points: 88 | **Hit Dice:** d10

Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Deception

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Double Hit, Poison Gas, Smog, Smokescreen, Tackle, Assurance, Clear Smog, Sludge

Level 10: Self-Destruct, Haze

Level 14: Gyro Ball, Sludge Bomb

Level 18: Explosion, Destiny Bond, Memento, Belch

TM: 06, 09, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 61, 64, 66, 68, 74, 83, 87, 88, 90, 97, 100

RHYHORN #111

Type: Ground/Rock
Classification: Medium | SR 3
Minimum Level Found: 1
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Spikes Pokémon. A Pokémon with a one-track mind. Once it charges, it won't stop running until it falls asleep.

Armor Class: 13
Hit Points: 40 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 40ft

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Evolution: Rhyhorn can evolve into Rhydon at level 11 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Horn Attack, Tail Whip
Level 2: Fury Attack, Scary Face
Level 6: Smack Down, Stomp
Level 10: Bulldoze, Chip Away, Head Smash
Level 14: Rock Blast, Drill Run, Take Down, Stone Edge
Level 18: Earthquake, Megahorn, Horn Drill, Double-Edge

TM: 05, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 66, 67, 69, 71, 75, 78, 80, 84, 87, 88, 90, 100

Egg Moves: Counter, Crunch, Crush Claw, Curse, Dragon Rush, Fire Fang, Guard Split, Ice Fang, Iron Tail, Magnitude, Metal Burst, Reversal, Rock Climb, Rock Slide, Rototiller, Skull Bash, Swords Dance, Thunder

RHYDON #112

Type: Ground/Rock
Classification: Large | SR 11
Minimum Level Found: 10
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Drill Pokémon. Its brain developed when it began walking on its hind legs. Its armor-like hide even repels molten lava.

Armor Class: 15
Hit Points: 128 | **Hit Dice:** d12
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 60ft

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Evolution: Rhydon can evolve into Rhyperior at level 16 and above while holding a Protector. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Fury Attack, Hammer Arm, Horn Attack, Scary Face, Tail Whip, Smack Down, Stomp, Bulldoze, Chip Away
Level 14: Rock Blast, Drill Run, Take Down, Chip Away, Head Smash
Level 18: Stone Edge, Earthquake, Megahorn, Horn Drill, Double-Edge

TM: 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 52, 56, 59, 65, 66, 67, 68, 69, 71, 75, 78, 80, 82, 84, 87, 88, 90, 94, 100

CHANSEY #113

Type: Normal
Classification: Medium | SR 7
Minimum Level Found: 5
Egg Group: Fairy
Gender Rate: 0% M / 100% F
Evolution Stage: 2/3 | 2 ASI



The Egg Pokémon. A gentle and kindhearted Pokémon that shares its nutritious eggs if it sees an injured Pokémon.

Armor Class: 13
Hit Points: 75 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	18 (+4)

Proficient Skills: Arcana, Medicine
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokéball.

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

HIDDEN ABILITY

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

Evolution: Chansey can evolve into Blissey at level 14 and above if it has a Loyalty level of +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Growl, Pound, Tail Whip, Refresh
Level 6: Double Slap, Soft-Boiled
Level 10: Bestow, Minimize, Take Down
Level 14: Sing, Fling
Level 18: Heal Pulse, Egg Bomb, Light Screen, Healing Wish, Double-Edge

TM: 01, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 49, 56, 57, 68, 73, 77, 78, 80, 85, 86, 87, 88, 90, 93, 99, 100

TANGELA #114

Type: Grass
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Vine Pokémon. Its identity is obscured by masses of thick blue vines. The vines are said to never stop growing.

Armor Class: 15
Hit Points: 35 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

HIDDEN ABILITY

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Evolution: Tangela can evolve into Tangrowth at the time it learns 'Ancient Power'. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Constrict, Ingrain, Sleep Powder, Vine Whip, Absorb
Level 6: Poison Powder, Bind
Level 10: Growth, Mega Drain
Level 14: Knock Off, Stun Spore, Natural Gift, Ancient Power,
Level 18: Giga Drain, Slam, Tickle, Wring Out, Power Whip, Grassy Terrain

TM: 06, 10, 11, 15, 17, 21, 22, 27, 32, 33, 36, 42, 44, 45, 46, 48, 53, 68, 75, 83, 86, 87, 88, 90, 96, 100

Egg Moves: Amnesia, Confusion, Endeavor, Flail, Giga Drain, Leaf Storm, Leech Seed, Mega Drain, Natural Gift, Nature Power, Power Swap, Rage, Powder, Reflect

KANGASKHAN #115

Type: Normal
Classification: Large | SR 10
Minimum Level Found: 8
Egg Group: Monster
Gender Rate: 0% M / 100% F
Evolution Stage: 1/1 | 4 ASI



The Parent Pokémon. Raises its young in its belly pouch. Won't run from any fight to keep its young protected.

Armor Class: 18
Hit Points: 60 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Athletics, Intimidation, Perception
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Scrappy: This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Comet Punch, Leer, Fake Out, Tail Whip, Bite, Double Hit

Level 10: Rage, Mega Punch

Level 14: Chip Away, Dizzy Punch, Crunch

Level 18: Endure, Outrage, Sucker Punch, Reversal

TM: 01, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 22, 24, 25, 26, 27, 30, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 46, 48, 52, 56, 65, 68, 78, 80, 87, 88, 90, 94, 100

Egg Moves: Circle Throw, Counter, Crush Claw, Disable, Double-Edge, Endeavor, Focus Energy, Focus Punch, Foresight, Hammer Arm, Safeguard, Stomp, Substitute, Trump Card, Uproar

HORSEA #116

Type: Water
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Dragon Pokémon. If it senses any danger, it will vigorously spray water or a special type of ink from its mouth.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Horsea can evolve into Seadra at level 9 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Bubble

Level 2: Smokescreen, Leer

Level 6: Water Gun, Twister

Level 10: Bubble Beam, Focus Energy

Level 14: Brine, Agility

Level 18: Dragon Pulse, Dragon Dance, Hydro Pump

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 91, 94, 98, 100

Egg Moves: Aurora Beam, Clear Smog, Disable, Rage, Dragon Breath, Flail, Muddy Water, Octazooka, Outrage, Razor Wind, Signal Beam, Splash, Water Pulse

SEADRA #117

Type: Water
Classification: Small | SR 8
Minimum Level Found: 8
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Dragon Pokémon. Touching the back fin causes numbness. It hooks its tail to coral to stay in place while sleeping.

Armor Class: 15
Hit Points: 64 | **Hit Dice:** d10
Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Evolution: Seadra can evolve into Kingdra at level 14 and above while holding a Dragon Scale. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Bubble, Hydro Pump, Leer, Smokescreen, Water Gun, Twister
Level 10: Bubble Beam, Focus Energy
Level 14: Brine
Level 18: Agility, Dragon Pulse, Dragon Dance

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 68, 87, 88, 90, 91, 94, 98, 100

GOLDEEN #118

Type: Water
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Goldfish Pokémon. When it is time for them to lay eggs, they can be seen swimming up rivers and falls in large groups.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Water Veil: This Pokémon is immune to burning.

HIDDEN ABILITY

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Evolution: Goldeen can evolve into Seaking at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Peck, Tail Whip, Water Sport
Level 2: Supersonic, Horn Attack
Level 6: Flail, Water Pulse
Level 10: Aqua Ring, Fury Attack
Level 14: Agility, Waterfall
Level 18: Horn Drill, Soak, Megahorn

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 67, 84, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Tail, Body Slam, Haze, Hydro Pump, Mud Shot, Mud Sport, Mud-Slap, Psybeam, Signal Beam, Skull Bash, Sleep Talk

SEAKING #119

Type: Water
Classification: Medium | SR 9
Minimum Level Found: 8
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Goldfish Pokémon. It is the male's job to make a nest by carving out boulders in a stream using the horn on its head.

Armor Class: 15
Hit Points: 72 | **Hit Dice:** d12
Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Water Veil: This Pokémon is immune to burning.

HIDDEN ABILITY

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Starting Moves: Peck, Poison Jab, Tail Whip, Water Sport, Supersonic, Horn Attack, Flail, Water Pulse
Level 10: Aqua Ring, Fury Attack
Level 14: Agility, Waterfall
Level 18: Horn Drill, Soak, Megahorn

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 67, 68, 84, 87, 88, 90, 94, 98, 100

STARYU #120

Type: Water
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/2 | 3 ASI



The Star Shape Pokémon. As long as the center section is unharmed, this Pokémon can grow back fully even if it is chopped to bits.

Armor Class: 14
Hit Points: 16 | **Hit Dice:** d6
Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Blindsight 100ft

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokéball.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Evolution: Staryu can evolve into Starmie at level 9 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Harden, Tackle
Level 2: Water Gun, Rapid Spin, Recover
Level 6: Psywave, Swift
Level 10: Bubble Beam, Camouflage, Gyro Ball
Level 14: Brine, Minimize, Reflect Type, Confuse Ray
Level 18: Power Gem, Psychic, Light Screen, Cosmic Power, Hydro Pump

TM: 06, 07, 10, 13, 14, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 44, 48, 55, 73, 74, 77, 87, 88, 90, 91, 94, 98, 99, 100

STARMIE #121

Type: Water/Psychic
Classification: Small | SR 9
Minimum Level Found: 8
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Mysterious Pokémon. The center section is named the core. People think it is communicating when it glows in seven colors.

Armor Class: 17
Hit Points: 64 | **Hit Dice:** d10
Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel
Senses: Blindsight 120ft

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

HIDDEN ABILITY

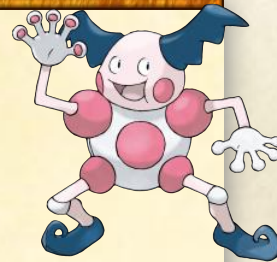
Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Starting Moves: Hydro Pump, Rapid Spin, Recover, Spotlight, Swift, Water Gun
Level 18: Confuse Ray

TM: 03, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 44, 48, 55, 68, 73, 74, 77, 85, 86, 87, 88, 90, 91, 92, 94, 98, 99, 100.

MR. MIME #122

Type: Psychic/Fairy
Classification: Medium | SR 9
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Barrier Pokémon. Always practicing its pantomime act. It makes enemies believe something exists that really doesn't.

Armor Class: 17
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

Proficient Skills: Performance
Saving Throws: Charisma
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Truesight 10ft

Soundproof: This Pokémon is immune to sound-based moves.

Filter: When hit by a move type this Pokémon is vulnerable to, it may roll a d4. In a result of 4, it does not take the additional damage.

HIDDEN ABILITY

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

Starting Moves: Barrier, Confusion, Guard Swap, Magical Leaf, Misty Terrain, Power Swap, Quick Guard, Wide Guard, Copycat, Meditate, Double Slap
Level 6: Mimic, Psywave, Encore
Level 10: Light Screen, Reflect, Psybeam
Level 14: Substitute, Recycle, Trick
Level 18: Psychic, Role Play, Baton Pass, Safeguard

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 40, 41, 42, 44, 45, 46, 48, 52, 53, 56, 57, 66, 68, 73, 77, 83, 85, 86, 87, 88, 90, 92, 99, 100

SCYTHER #123

Type: Bug/Flying
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Mantis Pokémon. Leaps out of tall grass and slices prey with its scythes. The movement looks like that of a ninja.

Armor Class: 16
Hit Points: 58 | **Hit Dice:** d10
Speed: 30ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

HIDDEN ABILITY

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

Evolution: Scyther can evolve into Scizor at level 14 and above while holding a Metal Coat. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Leer, Quick Attack, Vacuum Wave, Focus Energy, Pursuit

Level 6: False Swipe, Agility, Wing Attack,

Level 10: Fury Cutter, Slash,

Level 14: Razor Wind, Double Team

Level 18: X-Scissor, Night Slash, Double Hit, Air Slash, Swords Dance, Feint

TM: 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 27, 31, 32, 40, 42, 44, 45, 46, 48, 51, 54, 59, 68, 75, 81, 87, 88, 89, 90, 100

Egg Moves: Baton Pass, Bug Buzz, Counter, Defog, Endure, Light Screen, Night Slash, Quick Guard, Razor Wind, Reversal, Safeguard, Silver Wind, Steel Wing

JYNX #124

Type: Ice/Psychic
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 0% M / 100% F
Evolution Stage: 2/2 | 3 ASI



The Human Shape Pokémon. Appears to move to a rhythm of its own, as if it were dancing. It wiggles its hips as it walks.

Armor Class: 15
Hit Points: 67 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	16 (+3)	16 (+3)

Proficient Skills: Deception, Insight
Saving Throws: Charisma
Vulnerabilities: Bug, Dark, Fire, Ghost, Rock, Steel
Resistances: Ice, Psychic

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Forewarn: When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

HIDDEN ABILITY

Dry Skin: At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

Starting Moves: Draining Kiss, Pound, Lick, Lovely Kiss, Powder Snow

Level 6: Double Slap, Ice Punch

Level 10: Heart Stamp, Mean Look

Level 14: Fake Tears, Wake-Up Slap

Level 18: Avalanche, Body Slam, Wring Out, Perish Song, Blizzard

TM: 03, 04, 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 48, 49, 52, 53, 56, 66, 68, 70, 77, 79, 85, 86, 87, 88, 90, 92, 100

ELECTABUZZ #125

Type: Electric
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 2/3 | 2 ASI



The Electric Pokémon. If a major power outage occurs, it is certain that this Pokémon has eaten electricity at a power plant.

Armor Class: 15
Hit Points: 68 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Electabuzz can evolve into Electivire at level 15 and above while holding an Electrizer. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Leer, Quick Attack, Thunder Shock, Low Kick

Level 6: Swift, Shock Wave

Level 10: Thunder Wave, Electro Ball, Light Screen

Level 14: Thunder Punch, Discharge

Level 18: Screech, Thunderbolt, Thunder

TM: 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 29, 31, 32, 42, 44, 45, 46, 47, 48, 52, 56, 57, 68, 72, 73, 87, 88, 90, 93, 100

MAGMAR #126

Type: Fire
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 2/3 | 2 ASI



The Spitfire Pokémon. Born in an active volcano. Its body is always cloaked in flames, so it looks like a big ball of fire.

Armor Class: 15
Hit Points: 68 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Magmar can evolve into Magmortar at level 15 and above while holding a Magmarizer. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Ember, Leer, Smog, Smokescreen

Level 6: Feint Attack, Fire Spin, Clear Smog

Level 10: Flame Burst, Confuse Ray

Level 14: Fire Punch, Sunny Day

Level 18: Lava Plume, Flamethrower, Fire Blast

TM: 06, 10, 11, 15, 17, 21, 27, 29, 31, 32, 35, 38, 42, 43, 44, 45, 46, 47, 48, 50, 52, 56, 61, 68, 87, 88, 90, 100

PINSIR #127

Type: Bug
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Stag Beetle Pokémon. Grips its prey in its pincers and squeezes hard! It can't move if it's cold out, so it lives in warm places.

Armor Class: 16
Hit Points: 60 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (+-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

Hyper Cutter: This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

Mold Breaker: This Pokémon's moves ignore any abilities that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, Sturdy, etc.)

HIDDEN ABILITY

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Starting Moves: Focus Energy, Vice Grip, Bind, Seismic Toss, Harden
Level 6: Revenge, Vital Throw
Level 10: Double Hit, Brick Break
Level 14: X-Scissor, Submission, Swords Dance
Level 18: Storm Throw, Thrash, Superpower, Guillotine

TM: 06, 08, 10, 11, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 42, 44, 45, 46, 48, 52, 54, 56, 59, 68, 71, 75, 78, 80, 81, 87, 88, 90, 100

Egg Moves: Bug Bite, Close Combat, Feint Attack, False Swipe, Feint, Flail, Fury Attack, Me First, Quick Attack, Superpower

TAUROS #128

Type: Normal
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 100% M / 0% F
Evolution Stage: 1/1 | 4 ASI



The Wild Bull Pokémon. A rowdy Pokémon with a lot of stamina. Once running, it won't stop until it hits something.

Armor Class: 16
Hit Points: 70 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Proficient Skills: Athletics, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Anger Point: After suffering a critical hit, this Pokémon doubles the damage dice for a single move it activates on the following turn.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Tackle, Tail Whip, Rage, Horn Attack, Scary Face
Level 6: Pursuit, Rest
Level 10: Payback
Level 14: Work Up, Zen Headbutt, Take Down
Level 18: Swagger, Thrash, Giga Impact

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 32, 35, 37, 38, 39, 42, 44, 45, 48, 66, 67, 68, 71, 78, 80, 87, 88, 90, 93, 94, 100

MAGIKARP #129

Type: Water

Classification: Small | SR 1/4

Minimum Level Found: 1

Egg Group: Water 2, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Fish Pokémon. Famous for being very unreliable. It can be found swimming in seas, lakes, rivers, and shallow puddles.

Armor Class: 12

Hit Points: 17 | **Hit Dice:** d6

Speed: 5ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	6 (-2)	8 (-1)	10 (+0)

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Magikarp can evolve into Gyarados at level 8 and above. When it evolves, its health increases by double its level, and it gains 16 points to add to its ability scores (max 20).

Starting Moves: Splash

Level 2: Tackle

Level 6: Flail

GYARADOS #130

Type: Water/Flying

Classification: Huge | SR 10

Minimum Level Found: 8

Egg Group: Water 2, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Atrocious Pokémon. Brutally vicious and enormously destructive. Known for totally destroying cities in ancient times.

Armor Class: 16

Hit Points: 80 | **Hit Dice:** d12

Speed: 30ft. walking, 40ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Intimidation

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Rock

Resistances: Bug, Fighting, Fire, Steel, Water

Immunities: Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Starting Moves: Bite, Thrash

Level 10: Leer, Twister, Ice Fang

Level 14: Aqua Tail, Scary Face, Dragon Rage, Crunch

Level 18: Hydro Pump, Dragon Dance, Hurricane, Rain Dance, Hyper Beam

TM: 05, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 24, 25, 26, 27, 32, 35, 37, 38, 41, 42, 44, 45, 48, 55, 59, 66, 68, 71, 73, 78, 82, 87, 88, 90, 94, 97, 98, 100

LAPRAS #131

Type: Water/Ice
Classification: Large | SR 10
Minimum Level Found: 5
Egg Group: Monster, Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Transport Pokémon. A gentle soul that can understand human speech. It can ferry people across the sea on its back.

Armor Class: 16
Hit Points: 70 | **Hit Dice:** d10
Speed: 10ft. walking, 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Proficient Skills: Survival, Persuasion
Saving Throws: Strength, Charisma
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

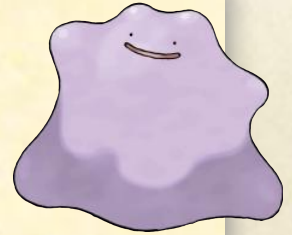
Starting Moves: Growl, Sing, Water Gun, Mist, Confuse Ray, Ice Shard
Level 6: Water Pulse, Body Slam
Level 10: Rain Dance, Perish Song
Level 14: Ice Beam
Level 18: Brine, Safeguard, Hydro Pump, Sheer Cold

TM: 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 27, 29, 32, 42, 44, 45, 48, 49, 67, 68, 78, 79, 85, 87, 88, 90, 94, 98, 100

Egg Moves: Ancient Power, Avalanche, Curse, Dragon Dance, Dragon Pulse, Fissure, Foresight, Freeze-Dry, Future Sight, Horn Drill, Refresh, Sleep Talk, Substitute, Tickle, Whirlpool

DITTO #132

Type: Normal
Classification: Tiny | SR 3
Minimum Level Found: 1
Egg Group: Ditto
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Transform Pokémon. When it spots an enemy, its body transfigures into an almost-perfect copy of its opponent.

Armor Class: 13
Hit Points: 19 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	12 (+1)

Proficient Skills: Deception, Insight
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Truesight 20ft

Limber: This Pokémon is immune to being paralyzed.

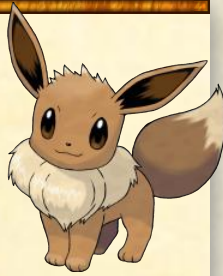
HIDDEN ABILITY

Imposter: This Pokémon can use Transform as a bonus action.

Starting Moves: Transform

EVEE #133

Type: Normal
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Evolution Pokémon. Eevee's genes are the key to solving the mysteries of Pokémon evolution.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Adaptability: When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

HIDDEN ABILITY

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to.

Evolution: Starting at level 8, Eevee can evolve into Vaporeon with a Water Stone, Jolteon with a Thunder Stone, Flareon with a Fire Stone, Leafeon with a Leaf Stone, Glaceon with an Ice Stone, Espeon during the day with a Loyalty level of +2 or higher, Umbreon at night with a Loyalty level of +2 or higher, or Sylveon at any time with a Loyalty level of +2 or higher if it knows a fairy-type move. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Starting Moves: Covet, Growl, Helping Hand, Tackle, Tail Whip
Level 2: Sand Attack, Baby-Doll Eyes, Quick Attack
Level 6: Bite, Swift
Level 10: Refresh, Take Down
Level 14: Charm, Baton Pass
Level 18: Double-Edge, Last Resort, Trump Card

TM: 01, 06, 10, 11, 17, 18, 21, 27, 30, 32, 42, 44, 45, 48, 49, 87, 88, 90, 100

Egg Moves: Captivate, Charm, Covet, Curse, Detect, Endure, Fake Tears, Flail, Natural Gift, Stored Power, Synchronoise, Tickle, Wish, Yawn

VAPOREON #134

Type: Water
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Bubble Jet Pokémon. Its cell structure is similar to water molecules. It melts into the water and becomes invisible.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d10
Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

HIDDEN ABILITY

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Starting Moves: Helping Hand, Tackle, Tail Whip, Water Gun, Sand Attack, Baby-Doll Eyes
Level 6: Quick Attack, Water Pulse
Level 10: Aurora Beam, Aqua Ring
Level 14: Acid Armor, Haze
Level 18: Muddy Water, Last Resort, Hydro Pump

TM: 01, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 30, 32, 42, 44, 45, 48, 49, 55, 68, 87, 88, 90, 94, 98, 100

JOLTEON #135

Type: Electric
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Lightning Pokémon. A sensitive Pokémon that easily becomes sad or angry. Every time its mood changes, it charges power.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Volt Absorb: This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

HIDDEN ABILITY

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

Starting Moves: Helping Hand, Tackle, Tail Whip, Thunder Shock, Sand Attack, Baby-Doll Eyes
Level 6: Quick Attack, Double Kick
Level 10: Thunder Fang, Pin Missile
Level 14: Agility, Thunder Wave
Level 18: Discharge, Last Resort, Thunder

TM: 01, 05, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 44, 45, 48, 49, 57, 68, 72, 73, 87, 88, 90, 93, 100

FLAREON #136

Type: Fire
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Flame Pokémon. It has a flame chamber inside its body. It inhales, then breathes out fire that is over 3,000 degrees Fahrenheit.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

Starting Moves: Ember, Helping Hand, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes
Level 6: Quick Attack, Bite
Level 10: Fire Fang, Fire Spin
Level 14: Scary Face
Level 18: Smog, Lava Plume, Last Resort, Flare Blitz

TM: 01, 05, 06, 10, 11, 15, 17, 18, 21, 27, 30, 32, 35, 38, 42, 43, 44, 45, 48, 49, 50, 61, 68, 87, 88, 90, 100

PORYGON #137

Type: Normal
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/3 | 2 ASI



The Virtual Pokémon. The only Pokémon that people anticipate can fly into space. None has managed the feat yet, however.

Armor Class: 14
Hit Points: 35 | **Hit Dice:** d8
Speed: 20ft. walking, 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: History
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

Download: Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Evolution: Porygon can evolve into Porygon2 at level 9 and above while holding an Upgrade. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Conversion, Conversion 2, Sharpen, Tackle, Psybeam
Level 6: Agility, Recover
Level 10: Magnet Rise
Level 14: Signal Beam, Recycle, Discharge, Lock-On
Level 18: Tri Attack, Magic Coat, Zap Cannon

TM: 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 29, 30, 32, 40, 42, 44, 46, 48, 57, 68, 73, 77, 85, 87, 88, 90, 92, 100

OMANYTE #138

Type: Rock/Water
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Water 1, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Spiral Pokémon. An ancient Pokémon that was recovered from a fossil. It swam by cleverly twisting its 10 tentacles about.

Armor Class: 15
Hit Points: 28 | **Hit Dice:** d8
Speed: 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 20ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Omanyte can evolve into Omastar at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Constrict, Withdraw
Level 2: Bite, Water Gun
Level 6: Rollout, Leer
Level 10: Mud Shot
Level 14: Brine, Protect, Ancient Power
Level 18: Tickle, Rock Blast, Shell Smash, Hydro Pump

TM: 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 32, 37, 39, 42, 44, 45, 46, 48, 55, 69, 74, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Aurora Beam, Bide, Bubble Beam, Haze, Knock Off, Muddy Water, Reflect Type, Rock Slide, Slam, Spikes, Supersonic, Toxic Spikes, Water Pulse, Whirlpool, Wring Out

OMASTAR #139

Type: Rock/Water
Classification: Small | SR 11
Minimum Level Found: 8
Egg Group: Water 1, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Spiral Pokémon. Its sharp beak rings its mouth. Its shell was too big for it to move freely, so it became extinct.

Armor Class: 16
Hit Points: 105 | **Hit Dice:** d12
Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 50ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Constrict, Spike Cannon, Withdraw, Bite, Water Gun, Rollout, Leer

Level 10: Mud Shot

Level 14: Brine, Protect, Ancient Power

Level 18: Tickle, Rock Blast, Shell Smash, Hydro Pump

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 32, 37, 39, 42, 44, 45, 46, 48, 55, 68, 69, 71, 74, 80, 87, 88, 90, 94, 98, 100

KABUTO #140

Type: Rock/Water
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Water 1, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Shellfish Pokémon. A Pokémon that was recovered from a fossil. It used the eyes on its back while hiding on the seafloor.

Armor Class: 14
Hit Points: 28 | **Hit Dice:** d8
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 20ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Kabuto can evolve into Kabutops at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Harden, Scratch

Level 2: Absorb, Leer

Level 6: Mud Shot

Level 10: Sand Attack, Endure

Level 14: Aqua Jet, Mega Drain

Level 18: Metal Sound, Ancient Power, Wring Out

TM: 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 32, 37, 39, 40, 42, 44, 45, 46, 48, 55, 69, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Aurora Beam, Bubble Beam, Confuse Ray, Dig, Flail, Foresight, Giga Drain, Icy Wind, Knock Off, Mud Shot, Rapid Spin, Screech, Take Down

KABUTOPS #141

Type: Rock/Water
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Water 1, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Shellfish Pokémon. A slim and fast swimmer. It sliced its prey with its sharp sickles and drank the body fluids.

Armor Class: 16
Hit Points: 89 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Darkvision 50ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Feint, Harden, Leer, Scratch, Slash, Absorb, Mud Shot

Level 10: Sand Attack, Endure

Level 14: Aqua Jet, Mega Drain

Level 18: Metal Sound, Ancient Power, Wring Out, Night Slash

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 55, 68, 69, 71, 75, 80, 81, 87, 88, 90, 94, 96, 98, 100

AERODACTYL #142

Type: Rock/Flying
Classification: Large | SR 13
Minimum Level Found: 10
Egg Group: Flying
Gender Rate: 87% M / 13% F
Evolution Stage: 1/1 | 4 ASI



The Fossil Pokémon. A savage Pokémon that died out in ancient times. It was resurrected using DNA taken from amber.

Armor Class: 16
Hit Points: 102 | **Hit Dice:** d12
Speed: 20ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Investigation
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Ice, Rock, Steel, Water
Resistances: Bug, Fire, Flying, Normal, Poison
Immunities: Ground
Senses: Darkvision 50ft

Rock Head: This Pokémon takes no recoil damage.

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Bite, Fire Fang, Ice Fang, Iron Head, Scary Face, Supersonic, Thunder Fang, Wing Attack, Roar, Agility, Ancient Power

Level 14: Crunch

Level 18: Take Down, Sky Drop, Hyper Beam, Rock Slide, Giga Impact

TM: 02, 05, 06, 10, 11, 12, 15, 17, 18, 19, 21, 23, 26, 27, 32, 35, 37, 38, 39, 40, 41, 42, 44, 45, 46, 48, 51, 58, 59, 66, 68, 69, 71, 76, 78, 80, 87, 88, 90, 100

Egg Moves: Assurance, Curse, Dragon Breath, Foresight, Pursuit, Roost, Steel Wing, Tailwind, Whirlwind, Wide Guard

SNORLAX #143

Type: Normal
Classification: Large | SR 14
Minimum Level Found: 10
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Sleeping Pokémon. Will eat anything, even if the food happens to be a little moldy. It never gets an upset stomach.

Armor Class: 15
Hit Points: 132 | **Hit Dice:** d12
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Immunity: This Pokémon is immune to becoming poisoned.

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

HIDDEN ABILITY

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Starting Moves: Tackle, Defense Curl, Amnesia, Lick, Chip Away, Yawn, Body Slam

Level 14: Rest, Snore, Sleep Talk, Giga Impact, High Horsepower

Level 18: Rollout, Block, Belly Drum, Crunch, Heavy Slam

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 68, 78, 80, 87, 88, 90, 93, 94, 100

ARTICUNO #144

Type: Ice/Flying
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Freeze Pokémon. A legendary bird Pokémon. It freezes water that is contained in winter air and makes it snow.

Armor Class: 18
Hit Points: 246 | **Hit Dice:** d12
Speed: 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Insight, Intimidation
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Fire, Rock, Steel
Resistances: Bug, Grass
Immunities: Ground
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

Starting Moves: Gust, Powder Snow, Mist, Ice Shard, Mind Reader, Ancient Power, Agility, Reflect

Level 18: Hail, Tailwind, Ice Beam, Blizzard, Roost, Hurricane, Sheer Cold, Freeze-Dry

TM: 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 19, 21, 27, 32, 33, 37, 40, 42, 44, 48, 51, 58, 68, 70, 76, 79, 97, 88, 89, 90, 100

ZAPDOS #145

Type: Electric/Flying
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Electric Pokémon. This legendary bird Pokémon is said to appear when the sky turns dark and lightning showers down.

Armor Class: 17
Hit Points: 232 | **Hit Dice:** d12
Speed: 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Insight, Intimidation
Saving Throws: Dexterity, Strength
Vulnerabilities: Ice, Rock
Resistances: Bug, Fighting, Flying, Grass, Steel
Immunities: Ground
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

Starting Moves: Peck, Thunder Shock, Thunder Wave, Detect, Pluck, Ancient Power, Charge, Agility
Level 18: Discharge, Rain Dance, Light Screen, Drill Peck, Thunder, Roost, Zap Cannon, Magnetic Flux

TM: 05, 06, 10, 11, 15, 16, 17, 18, 19, 21, 24, 25, 27, 32, 37, 40, 42, 44, 48, 51, 57, 58, 68, 72, 73, 76, 87, 88, 89, 90, 93, 100

MOLTRES #146

Type: Fire/Flying
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Flame Pokémon. A legendary bird Pokémon. As it flaps its flaming wings, even the night sky will turn red.

Armor Class: 16
Hit Points: 232 | **Hit Dice:** d12
Speed: 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Arcana, Insight, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Steel
Immunities: Ground
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Starting Moves: Ember, Wing Attack, Fire Spin, Agility, Endure, Ancient Power, Flamethrower
Level 18: Burn Up, Safeguard, Air Slash, Sunny Day, Heat Wave, Solar Beam, Sky Attack, Roost, Hurricane

TM: 05, 06, 10, 11, 15, 17, 18, 19, 20, 21, 22, 27, 32, 35, 38, 40, 42, 43, 44, 48, 50, 51, 58, 61, 68, 76, 87, 88, 89, 90, 100

DRATINI #147

Type: Dragon
Classification: Small | SR 1
Minimum Level Found: 1
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Dragon Pokémon. Long thought to be a myth, this Pokémon's existence was only recently confirmed by a fisherman who caught one.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

HIDDEN ABILITY

Marvel Scale: This Pokémon's AC increase by 2 when suffering from a negative status condition.

Evolution: Dratini can evolve into Dragonair at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Leer, Wrap
Level 2: Thunder Wave, Twister
Level 6: Dragon Rage, Slam
Level 10: Agility
Level 14: Dragon Tail, Aqua Tail, Safeguard
Level 18: Dragon Rush, Dragon Dance, Outrage, Hyper Beam

TM: 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 32, 35, 38, 42, 44, 45, 48, 59, 73, 82, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Jet, Dragon Dance, Dragon Pulse, Dragon Rush, Dragon Breath, Extreme Speed, Haze, Iron Tail, Light Screen, Mist, Supersonic, Water Pulse

DRAGONAIR #148

Type: Dragon
Classification: Large | SR 6
Minimum Level Found: 5
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Dragon Pokémon. According to a witness, its body was surrounded by a strange aura that gave it a mystical look.

Armor Class: 14
Hit Points: 53 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

HIDDEN ABILITY

Marvel Scale: This Pokémon's AC increase by 2 when suffering from a negative status condition.

Evolution: Dragonair can evolve into Dragonite at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Leer, Thunder Wave, Twister, Wrap
Level 6: Dragon Rage, Slam
Level 10: Agility
Level 14: Dragon Tail, Safeguard
Level 18: Aqua Tail, Dragon Rush, Dragon Dance, Outrage, Hyper Beam

TM: 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 27, 32, 35, 38, 42, 44, 45, 48, 59, 73, 82, 87, 88, 90, 94, 98, 100

DRAGONITE #149

Type: Dragon/Flying
Classification: Large | SR 14
Minimum Level Found: 15
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Dragon Pokémon. It is said that this Pokémon lives somewhere in the sea and that it flies. However, these are only rumors.

Armor Class: 17
Hit Points: 173 | **Hit Dice:** d12
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	8 (-1)	14 (+2)	14 (+2)

Proficient Skills: Arcana, Insight
Saving Throws: Wisdom, Strength
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

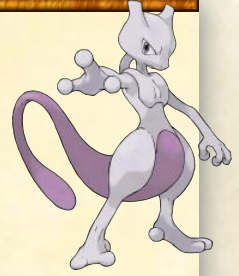
Multiscale: If this Pokémon is at full health, the first damage dealt to it is halved.

Starting Moves: Fire Punch, Leer, Roost, Thunder Punch, Wing Attack, Wrap, Thunder Wave, Twister, Dragon Rage, Slam, Agility, Dragon Tail
Level 18: Aqua Tail, Dragon Rush, Safeguard, Dragon Dance, Outrage, Hyper Beam, Hurricane

TM: 02, 05, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 51, 52, 56, 58, 59, 68, 71, 73, 76, 78, 80, 82, 87, 88, 90, 94, 98, 100

MEWTWO #150

Type: Psychic
Classification: Medium | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Genetic Pokémon. Its DNA is almost the same as Mew's. However, its size and disposition are vastly different.

Armor Class: 18
Hit Points: 486 | **Hit Dice:** d20
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

Proficient Skills: Arcana, Insight, History, Religion
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft, Truesight 30ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Confusion, Disable, Psywave, Safeguard, Swift, Future Sight, Psych Up, Miracle Eye, Psycho Cut, Guard Swap, Power Swap, Recover, Psychic, Barrier, Aura Sphere, Amnesia, Mist, Me First, Psystrike, Laser Focus

TM: 03, 04, 06, 07, 08, 10, 11, 12, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 33, 35, 37, 38, 39, 40, 41, 42, 44, 47, 48, 52, 53, 56, 57, 59, 61, 63, 69, 71, 73, 77, 78, 80, 84, 85, 86, 87, 88, 90, 92, 100

MEW #151

Type: Psychic
Classification: Tiny | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The New Species Pokémon. When viewed through a microscope, this Pokémon's short, fine, delicate hair can be seen.

Armor Class: 18
Hit Points: 486 | **Hit Dice:** d20
Speed: 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Proficient Skills: Arcana, Insight, History, Religion
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft, Truesight 50ft

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Starting Moves: Pound, Reflect Type, Transform, Mega Punch, Metronome, Psychic, Barrier, Ancient Power, Amnesia, Me First, Baton Pass, Nasty Plot, Aura Sphere

TM: EVERY TM

CHIKORITA #152

Type: Grass
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Leaf Pokémon. In battle, Chikorita waves its leaf around to keep the foe at bay. However, a sweet fragrance also wafts from the leaf, becalming the battling Pokémon and creating a cozy, friendly atmosphere all around.

Armor Class: 14
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

Evolution: Chikorita can evolve into Bayleef at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle
Level 2: Razor Leaf, Poison Powder
Level 6: Synthesis, Reflect, Magical Leaf
Level 10: Natural Gift, Sweet Scent, Light Screen
Level 14: Body Slam, Safeguard
Level 18: Aromatherapy, Solar Beam

TM: 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Ancient Power, Aromatherapy, Body Slam, Counter, Flail, Grass Whistle, Grassy Terrain, Heal Pulse, Ingrain, Leaf Storm, Leech Seed, Nature Power, Refresh, Vine Whip, Wring Out

BAYLEEF #153

Type: Grass

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Grass

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Leaf Pokémon. Bayleef's neck is ringed by curled-up leaves. Inside each tubular leaf is a small shoot of a tree. The fragrance of this shoot makes people peppy.

Armor Class: 15

Hit Points: 40 | **Hit Dice:** d8

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

Evolution: Bayleef can evolve into Meganium at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Growl, Poison Powder, Razor Leaf, Tackle, Synthesis

Level 6: Reflect, Magical Leaf

Level 10: Natural Gift, Sweet Scent

Level 14: Light Screen, Body Slam

Level 18: Safeguard, Aromatherapy, Solar Beam

TM: 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

MEGANIUM #154

Type: Grass

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Monster, Grass

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Herb Pokémon. The fragrance of Meganium's flower soothes and calms emotions. In battle, this Pokémon gives off more of its becalming scent to blunt the foe's fighting spirit.

Armor Class: 17

Hit Points: 112 | **Hit Dice:** d12

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution, Strength

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

Starting Moves: Growl, Petal Dance, Poison Powder, Razor Leaf, Tackle, Synthesis, Reflect, Magical Leaf, Natural Gift

Level 14: Sweet Scent, Light Screen, Body Slam, Petal Blizzard

Level 18: Safeguard, Aromatherapy, Solar Beam

TM: 01, 06, 10, 11, 15, 16, 17, 20, 21, 22, 26, 27, 32, 33, 42, 44, 45, 48, 49, 53, 68, 75, 78, 82, 86, 87, 88, 90, 96, 100

CYDAQUIL #155

Type: Fire

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



The Fire Mouse Pokémon. Cyndaquil protects itself by flaring up the flames on its back. The flames are vigorous if the Pokémon is angry. However, if it is tired, the flames splutter fitfully with incomplete combustion.

Armor Class: 13

Hit Points: 16 | Hit Dice: d6

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Evolution: Cyndaquil can evolve into Quilava at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Leer, Tackle

Level 2: Smokescreen, Ember, Quick Attack

Level 6: Flame Wheel, Defense Curl

Level 10: Flame Charge, Swift

Level 14: Lava Plume, Flamethrower, Inferno

Level 18: Rollout, Double-Edge, Eruption, Burn Up

TM: 01, 06, 10, 11, 17, 21, 27, 32, 35, 38, 40, 42, 43, 44, 45, 48, 50, 61, 87, 88, 90, 93, 96, 100

Egg Moves: Covet, Crush Claw, Double Kick, Double-Edge, Extrasensory, Flame Burst, Flare Blitz, Foresight, Fury Swipes, Howl, Nature Power, Quick Attack, Reversal, Thrash

QUILAVA #156

Type: Fire

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Volcano Pokémon. Quilava keeps its foes at bay with the intensity of its flames and gusts of superheated air. This Pokémon applies its outstanding nimbleness to dodge attacks even while scorching the foe with flames.

Armor Class: 14

Hit Points: 45 | Hit Dice: d8

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Evolution: Quilava can evolve into Typhlosion at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Leer, Smokescreen, Tackle, Ember, Quick Attack

Level 6: Flame Wheel, Defense Curl

Level 10: Swift, Flame Charge

Level 14: Lava Plume, Flamethrower

Level 18: Inferno, Rollout, Double-Edge, Eruption, Burn Up

TM: 01, 05, 06, 10, 11, 17, 21, 27, 31, 32, 35, 38, 40, 42, 43, 44, 45, 48, 50, 61, 87, 88, 90, 93, 96, 100

TYPHLOSION #157

Type: Fire
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 3/3 | 2 ASI



The Volcano Pokémon. Typhlosion obscures itself behind a shimmering heat haze that it creates using its intensely hot flames. This Pokémon creates blazing explosive blasts that burn everything to cinders.

Armor Class: 16
Hit Points: 87 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

Starting Moves: Ember, Gyro Ball, Leer, Smokescreen, Tackle, Quick Attack, Flame Wheel, Defense Curl, Swift
Level 14: Flame Charge, Lava Plume, Flamethrower
Level 18: Inferno, Rollout, Double-Edge, Eruption, Burn Up

TM: 01, 05, 06, 10, 11, 15, 17, 21, 22, 26, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 48, 50, 52, 56, 61, 65, 68, 74, 78, 80, 87, 88, 90, 93, 96, 100

TOTODILE #158

Type: Water
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Water 1
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Big Jaw Pokémon. Despite the smallness of its body, Totodile's jaws are very powerful. While the Pokémon may think it is just playfully nipping, its bite has enough power to cause serious injury.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Evolution: Totodile can evolve into Croconaw at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Leer, Scratch
Level 2: Water Gun, Rage, Bite
Level 6: Scary Face, Ice Fang, Flail
Level 10: Crunch, Chip Away
Level 14: Slash, Screech, Thrash
Level 18: Aqua Tail, Superpower, Hydro Pump

TM: 01, 02, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 55, 56, 65, 75, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Ancient Power, Crunch, Dragon Claw, Dragon Dance, Flatter, Hydro Pump, Ice Punch, Metal Claw, Mud Sport, Rock Slide, Thrash, Water Sport

CROCONAW #159

Type: Water

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Big Jaw Pokémon. Once Croconaw has clamped its jaws on its foe, it will absolutely not let go. Because the tips of its fangs are forked back like barbed fishhooks, they become impossible to remove when they have sunk in.

Armor Class: 15

Hit Points: 50 | Hit Dice: d8

Speed: 30ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Strength

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Evolution: Croconaw can evolve into Feraligatr at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Leer, Scratch, Water Gun, Rage, Bite

Level 6: Scary Face, Ice Fang

Level 10: Flail, Crunch

Level 14: Chip Away, Slash, Screech

Level 18: Thrash, Aqua Tail, Superpower, Hydro Pump

TM: 01, 02, 05, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 55, 56, 65, 75, 80, 87, 88, 90, 94, 98, 100

FERALIGATR #160

Type: Water

Classification: Large | SR 13

Minimum Level Found: 10

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Big Jaw Pokémon. Feraligatr intimidates its foes by opening its huge mouth. In battle, it will kick the ground hard with its thick and powerful hind legs to charge at the foe at an incredible speed.

Armor Class: 16

Hit Points: 107 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Agility, Leer, Rage, Scratch, Water Gun, Bite, Scary Face, Ice Fang, Flail, Crunch

Level 14: Chip Away, Slash, Screech

Level 18: Thrash, Aqua Tail, Superpower, Hydro Pump

TM: 01, 02, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 48, 52, 55, 56, 65, 68, 75, 78, 80, 82, 87, 88, 90, 94, 98, 100

SENTRET #161

Type: Normal
Classification: Small | SR 1/8
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Scout Pokémon. When Sentret sleeps, it does so while another stands guard. The sentry wakes the others at the first sign of danger. When this Pokémon becomes separated from its pack, it becomes incapable of sleep due to fear.

Armor Class: 11
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Evolution: Sentret can evolve into Furret at level 5 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Foresight, Scratch, Defense Curl
Level 2: Quick Attack, Fury Swipes
Level 6: Helping Hand, Follow Me
Level 10: Slam, Rest, Sucker Punch
Level 14: Amnesia, Baton Pass
Level 18: Me First, Hyper Voice

TM: 01, 06, 10, 11, 13, 17, 18, 21, 22, 24, 27, 30, 31, 32, 35, 42, 44, 45, 46, 48, 49, 56, 57, 59, 65, 86, 87, 88, 89, 90, 94, 100

Egg Moves: Assist, Captivate, Charm, Covet, Double-Edge, Focus Energy, Iron Tail, Last Resort, Natural Gift, Pursuit, Reversal, Slash, Substitute, Trick

FURRET #162

Type: Normal
Classification: Medium | SR 5
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Long Body Pokémon. Furret has a very slim build. When under attack, it can slickly squirm through narrow spaces and get away. In spite of its short limbs, this Pokémon is very nimble and fleet.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d10
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Starting Moves: Agility, Coil, Defense Curl, Foresight, Quick Attack, Scratch, Fury Swipes
Level 6: Helping Hand, Follow Me
Level 10: Slam, Rest
Level 14: Sucker Punch, Amnesia
Level 18: Baton Pass, Me First, Hyper Voice

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 42, 44, 45, 46, 48, 49, 52, 56, 57, 59, 65, 68, 86, 87, 88, 89, 90, 94, 100

HOOTHOOT #163

Type: Normal/Flying
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Owl Pokémon. It cries out at the same time every day. A long time ago, people cherished it and considered it a divine messenger sent to tell the time.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 15ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Stealth
Saving Throws: Wisdom
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground
Senses: Darkvision 60ft

Insomnia: This Pokémon is immune to sleep.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Tinted Lens: This Pokémon's moves ignore resistances.

Evolution: Hoothoot can evolve into Noctowl at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

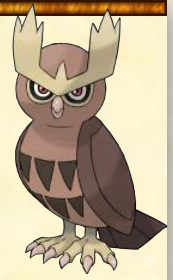
Starting Moves: Foresight, Growl, Tackle, Hypnosis
Level 2: Peck, Confusion, Echoed Voice
Level 6: Zen Headbutt, Psycho Shift, Extrasensory
Level 10: Take Down, Reflect, Air Slash
Level 14: Uproar, Roost, Moonblast
Level 18: Synchronoise, Dream Eater

TM: 01, 06, 10, 11, 17, 18, 19, 21, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 49, 51, 76, 77, 85, 87, 88, 90, 100

Egg Moves: Agility, Defog, Feint Attack, Feather Dance, Mirror Move, Night Shade, Sky Attack, Supersonic, Whirlwind, Wing Attack

NOCTOWL #164

Type: Normal/Flying
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Owl Pokémon. When it turns its head entirely upside down, you know it's troubled by something. If you don't leave it be, it will peck you.

Armor Class: 15
Hit Points: 40 | **Hit Dice:** d10
Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Perception, Stealth
Saving Throws: Wisdom
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground
Senses: Darkvision 100ft

Insomnia: This Pokémon is immune to sleep.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Tinted Lens: This Pokémon's moves ignore resistances.

Starting Moves: Foresight, Growl, Hypnosis, Sky Attack, Tackle, Peck, Confusion, Echoed Voice
Level 6: Zen Headbutt, Psycho Shift
Level 10: Extrasensory, Take Down
Level 14: Reflect, Air Slash, Uproar
Level 18: Roost, Moonblast, Synchronoise, Dream Eater

TM: 01, 06, 10, 11, 15, 17, 18, 19, 21, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 77, 85, 87, 88, 90, 100

LEDYBA #165

Type: Bug/Flying
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Five Star Pokémon. These very cowardly Pokémon join together and use Reflect to protect their nest.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking, 25ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Ledyba can evolve into Ledian at level 6 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Tackle
Level 2: Supersonic, Swift, Light Screen, Reflect
Level 6: Safeguard, Mach Punch, Silver Wind, Comet Punch
Level 10: Baton Pass, Agility
Level 14: Bug Buzz, Air Slash, Double-Edge

TM: 06, 10, 11, 16, 17, 19, 20, 21, 22, 27, 31, 32, 33, 40, 42, 44, 45, 46, 48, 56, 62, 75, 83, 87, 88, 89, 90, 100

Egg Moves: Bide, Bug Bite, Bug Buzz, Dizzy Punch, Drain Punch, Encore, Focus Punch, Knock Off, Psybeam, Screech, Silver Wind, Tailwind

LEDIAN #166

Type: Bug/Flying
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Five Star Pokémon. It flies through the night sky, sprinkling sparkly dust. According to some, if that dust sticks to you, good things will happen to you.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Nature
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

Starting Moves: Supersonic, Swift, Tackle, Light Screen, Reflect, Safeguard
Level 6: Mach Punch, Silver Wind
Level 10: Comet Punch, Baton Pass
Level 14: Agility, Bug Buzz
Level 18: Air Slash, Double-Edge

TM: 06, 10, 11, 15, 16, 17, 19, 20, 21, 22, 27, 31, 32, 33, 40, 42, 44, 45, 46, 48, 52, 56, 62, 68, 75, 83, 87, 88, 89, 90, 100

SPINARAK #167

Type: Bug/Poison
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The String Spit Pokémon. Although the poison from its fangs isn't that strong, it's potent enough to weaken prey that gets caught in its web.

Armor Class: 12
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Insomnia: This Pokémon is immune to sleep.

HIDDEN ABILITY

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Evolution: Spinarak can evolve into Ariados at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Constrict, Poison Sting, String Shot
Level 2: Absorb, Infestation, Scary Face
Level 6: Night Shade, Shadow Sneak, Fury Swipes
Level 10: Sucker Punch, Spider Web
Level 14: Agility, Pin Missile, Psychic
Level 18: Toxic Thread, Poison Jab, Cross Poison, Sticky Web

TM: 06, 09, 10, 11, 17, 21, 22, 27, 28, 29, 32, 36, 42, 44, 45, 46, 48, 81, 83, 84, 87, 88, 90, 100

Egg Moves: Baton Pass, Disable, Electroweb, Night Slash, Poison Jab, Psybeam, Pursuit, Rage Powder, Signal Beam, Sonic Boom, Toxic Spikes, Twineedle

ARIADOS #168

Type: Bug/Poison
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Long Leg Pokémon. Every night, it wanders around in search of prey, whose movements it restrains by spewing threads before it bites into them with its fangs.

Armor Class: 14
Hit Points: 55 | **Hit Dice:** d10
Speed: 30ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 60ft

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Insomnia: This Pokémon is immune to sleep.

HIDDEN ABILITY

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

Starting Moves: Bug Bite, Constrict, Focus Energy, Poison Sting, String Shot, Swords Dance, Absorb, Infestation, Scary Face, Fell Stinger, Venom Drench
Level 6: Night Shade, Shadow Sneak
Level 10: Fury Swipes, Sucker Punch, Spider Web
Level 14: Agility, Pin Missile
Level 18: Toxic Thread, Psychic, Poison Jab, Cross Poison, Sticky Web

TM: 06, 09, 10, 11, 15, 17, 21, 22, 27, 28, 29, 32, 36, 42, 44, 45, 46, 48, 67, 68, 75, 81, 83, 84, 87, 88, 90, 100

CROBAT #169

Type: Poison/Flying
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Bat Pokémon. It feeds on the blood of living people and Pokémon. If it can't drink any blood for even a short while, it becomes weak and unable to fly.

Armor Class: 17
Hit Points: 112 | **Hit Dice:** d12
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Ice, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Immunities: Ground
Senses: Blindsight 120ft

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Starting Moves: Absorb, Astonish, Bite, Cross Poison, Screech, Supersonic, Wing Attack, Confuse Ray, Air Cutter, Swift, Poison Fang, Mean Look

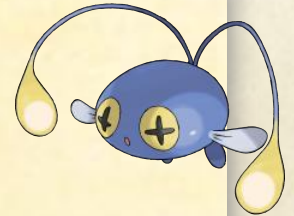
Level 14: Leech Life

Level 18: Haze, Venoshock, Air Slash, Quick Guard

TM: 06, 09, 10, 11, 12, 15, 17, 18, 19, 21, 27, 28, 30, 32, 36, 40, 41, 42, 44, 45, 46, 48, 51, 62, 66, 68, 76, 81, 87, 88, 89, 90, 97, 100

CHINCHOU #170

Type: Water/Electric
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Angler Pokémon. Its two antennae glow softly to lure in prey, making it a useful Pokémon for night fishing.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Grass, Ground
Resistances: Fire, Flying, Ice, Steel, Water

Volt Absorb: This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

HIDDEN ABILITY

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Evolution: Chinchou can evolve into Lanturn at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Bubble, Supersonic
Level 2: Thunder Wave, Electro Ball, Water Gun
Level 6: Confuse Ray, Bubble Beam
Level 10: Spark, Signal Beam, Flail
Level 14: Discharge, Take Down
Level 18: Aqua Ring, Hydro Pump, Charge, Ion Deluge

TM: 06, 07, 10, 13, 14, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 55, 57, 72, 73, 87, 88, 90, 93, 94, 98, 99, 100

Egg Moves: Agility, Amnesia, Brine, Flail, Mist, Psybeam, Screech, Shock Wave, Soak, Water Pulse, Whirlpool

LANTURN #171

Type: Water/Electric
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Light Pokémon. It lives far down in the depths of the ocean. It blinds its prey with light, using the moment they're dazzled to swallow them whole.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d12
Speed: 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth
Saving Throws: Dexterity
Vulnerabilities: Grass, Ground
Resistances: Fire, Flying, Ice, Steel, Water

Volt Absorb: This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Illuminate: This Pokémon knows the Light cantrip and can cast it at will.

HIDDEN ABILITY

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Starting Moves: Bubble, Spit Up, Stockpile, Thunder Wave, Electro Ball, Water Gun, Eerie Impulse

Level 6: Confuse Ray, Bubble Beam

Level 10: Spark, Signal Beam

Level 14: Flail, Discharge

Level 18: Take Down, Aqua Ring, Hydro Pump, Charge, Ion Deluge

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 55, 57, 68, 72, 73, 87, 88, 90, 93, 94, 98, 99, 100

PICHU #172

Type: Electric
Classification: Tiny | SR 1/8
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Tiny Mouse Pokémon. It still can't use electricity well. When it's surprised or excited, it discharges electricity unintentionally.

Armor Class: 11
Hit Points: 12 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Evolution: Pichu can evolve into Pikachu at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Charm, Thunder Shock

Level 2: Tail Whip, Sweet Kiss, Nasty Plot

Level 6: Thunder Wave, Volt Tackle

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 86, 87, 88, 90, 93, 100

Egg Moves: Bestow, Bide, Charge, Disarming Voice, Double Slap, Encore, Endure, Fake Out, Flail, Lucky Chant, Present, Reversal, Thunder Punch, Tickle, Volt Tackle, Wish

CLEFFA #173

Type: Fairy

Classification: Tiny | SR 1/8

Minimum Level Found: 1

Egg Group: Undiscovered

Gender Rate: 25% M / 75% F

Evolution Stage: 1/3 | 2 ASI



The Star Shape Pokémon. On nights with many shooting stars, they gather in packs and dance in circles. If you should see them, something good will happen!

Armor Class: 11

Hit Points: 12 | **Hit Dice:** d6

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Insight, Persuasion

Saving Throws: Wisdom, Charisma

Vulnerabilities: Poison, Steel

Resistances: Bug, Dark, Fighting

Immunities: Dragon

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Magic Guard: If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

HIDDEN ABILITY

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Evolution: Cleffa can evolve into Clefairy at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Charm, Pound, Encore

Level 2: Sing, Sweet Kiss, Copycat

Level 6: Magical Leaf

TM: 01, 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 100

Egg Moves: Amnesia, Aromatherapy, Belly Drum, Covet, Fake Tears, Heal Pulse, Metronome, Mimic, Misty Terrain, Present, Splash, Stored Power, Substitute, Tickle, Wish

IGGLYBUFF #174

Type: Normal/Fairy

Classification: Tiny | SR 1/8

Minimum Level Found: 1

Egg Group: Undiscovered

Gender Rate: 25% M / 75% F

Evolution Stage: 1/3 | 2 ASI



The Balloon Pokémon. Left to its own devices, it will constantly practice singing. You should make it take a break so it doesn't hurt its throat.

Armor Class: 10

Hit Points: 12 | **Hit Dice:** d6

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Insight, Persuasion

Saving Throws: Wisdom, Charisma

Vulnerabilities: Poison, Steel

Resistances: Bug, Dark

Immunities: Dragon, Ghost

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Competitive: This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

HIDDEN ABILITY

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Evolution: Iggybuff can evolve into Jigglypuff at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Charm, Sing, Defense Curl

Level 2: Pound, Sweet Kiss, Copycat

TM: 01, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 93, 100

Egg Moves: Captivate, Covet, Feint Attack, Fake Tears, Gravity, Heal Pulse, Last Resort, Misty Terrain, Perish Song, Present, Punishment, Sleep Talk, Wish

TOGEPI #175

Type: Fairy
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Spike Ball Pokémon. As its energy, Togepi uses the positive emotions of compassion and pleasure exuded by people and Pokémon. This Pokémon stores up feelings of happiness inside its shell, then shares them with others.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

HIDDEN ABILITY

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Evolution: Togepi can evolve into Togetic at level 7 and above when its loyalty is +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Charm, Growl
Level 2: Metronome, Sweet Kiss, Yawn
Level 6: Encore, Follow Me
Level 10: Bestow, Wish, Ancient Power
Level 14: Safeguard, Baton Pass
Level 18: Double-Edge, Last Resort, After You

TM: 01, 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 99, 100

Egg Moves: Extrasensory, Foresight, Future Sight, Lucky Chant, Mirror Move, Morning Sun, Nasty Plot, Peck, Present, Psych Up, Psycho Shift, Secret Power, Stored Power, Substitute

TOGETIC #176

Type: Fairy/Flying
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Flying, Fairy
Gender Rate: 87% M / 13% F
Evolution Stage: 2/3 | 2 ASI



The Happiness Pokémon. Togetic is said to be a Pokémon that brings good fortune. When the Pokémon spots someone who is pure of heart, it is said to appear and share its happiness with that person.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Electric, Ice, Poison, Rock, Steel
Resistances: Bug, Dark, Fighting, Grass
Immunities: Dragon, Ground
Senses: Truesight 10ft

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

HIDDEN ABILITY

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Evolution: Togetic can evolve into Togekiss at level 15 and above with the help of a Shiny Stone. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Charm, Growl, Magical Leaf, Metronome, Sweet Kiss, Yawn
Level 6: Fairy Wind, Encore, Follow Me
Level 10: Bestow, Wish, Ancient Power
Level 14: Safeguard, Baton Pass
Level 18: Double-Edge, Last Resort, After You

TM: 01, 03, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 27, 29, 30, 31, 32, 33, 35, 38, 40, 42, 44, 45, 48, 49, 51, 56, 67, 68, 73, 76, 77, 85, 86, 87, 88, 90, 99, 100

NATU #177

Type: Psychic/Flying
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Tiny Bird Pokémon. The look in its eyes gives the impression that it's carefully observing you. If you approach it, Natu will hop away.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Insight, Perception
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Magic Bounce: Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

Evolution: Natu can evolve into Xatu at level 7 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Leer, Peck, Stored Power
Level 2: Night Shade, Teleport, Lucky Chant
Level 6: Ominous Wind, Confuse Ray
Level 10: Wish
Level 14: Psychic, Miracle Eye, Psycho Shift
Level 18: Future Sight, Guard Swap, Power Swap, Me First

TM: 03, 04, 06, 10, 11, 16, 17, 18, 19, 21, 22, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 51, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

Egg Moves: Ally Switch, Drill Peck, Feint Attack, Feather Dance, Haze, Psych Up, Quick Attack, Refresh, Roost, Simple Beam, Skill Swap, Steel Wing, Sucker Punch, Synchronoise, Zen Headbutt

XATU #178

Type: Psychic/Flying
Classification: Medium | SR 7
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mystic Pokémon. It's said that while this Pokémon has the power to predict the future, it's not powerful enough to change the future it sees.

Armor Class: 15
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (-1)	15 (+2)	10 (+0)

Proficient Skills: Insight, Perception
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground
Senses: Truesight 10ft

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Magic Bounce: Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

Starting Moves: Air Slash, Leer, Night Shade, Peck, Tailwind, Teleport, Lucky Chant
Level 6: Stored Power, Ominous Wind, Confuse Ray
Level 10: Wish
Level 14: Psychic, Miracle Eye
Level 18: Psycho Shift, Future Sight, Guard Swap, Power Swap, Me First

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 19, 21, 22, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 51, 68, 73, 76, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

MAREEP #179

Type: Electric
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Wool Pokémon. Rubbing its fleece generates electricity. You'll want to pet it because it's cute, but if you use your bare hand, you'll get a painful shock.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Evolution: Mareep can evolve into Flaaffy at level 5 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle, Thunder Wave
Level 2: Thunder Shock, Cotton Spore
Level 6: Charge, Take Down, Electro Ball
Level 10: Confuse Ray, Power Gem, Discharge
Level 14: Cotton Guard, Signal Beam
Level 18: Light Screen, Thunder

TM: 06, 10, 16, 17, 18, 20, 21, 24, 25, 27, 32, 42, 44, 45, 48, 49, 57, 73, 87, 88, 90, 93, 100

Egg Moves: After You, Agility, Body Slam, Charge, Eerie Impulse, Electric Terrain, Flatter, Iron Tail, Odor Sleuth, Reflect, Safeguard, Sand Attack, Screech, Take Down

FLAAFFY #180

Type: Electric
Classification: Small | SR 4
Minimum Level Found: 5
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Wool Pokémon. In the places on its body where fleece doesn't grow, its skin is rubbery and doesn't conduct electricity. Those spots are safe to touch.

Armor Class: 13
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Evolution: Flaaffy can evolve into Ampharos at level 11 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle, Thunder Shock, Thunder Wave, Cotton Spore
Level 6: Charge, Take Down
Level 10: Electro Ball, Confuse Ray
Level 14: Power Gem, Discharge
Level 18: Cotton Guard, Signal Beam, Light Screen, Thunder

TM: 06, 10, 16, 17, 18, 20, 21, 24, 25, 27, 31, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 87, 88, 90, 93, 100

AMPHAROS #181

Type: Electric
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Light Pokémon. The light from its tail can be seen from space. This is why you can always tell exactly where it is, which is why it usually keeps the light off.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Plus: This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

Starting Moves: Fire Punch, Growl, Tackle, Thunder Punch, Thunder Shock, Thunder Wave, Zap Cannon, Cotton Spore, Charge, Take Down, Electro Ball, Confuse Ray
Level 14: Power Gem, Discharge, Signal Beam
Level 18: Cotton Guard, Light Screen, Thunder, Dragon Pulse, Ion Deluge, Magnetic Flux

TM: 06, 10, 15, 16, 17, 18, 20, 21, 24, 25, 27, 31, 32, 42, 44, 45, 48, 49, 52, 56, 57, 59, 68, 72, 73, 78, 87, 88, 90, 93, 100

BELLOSSOM #182

Type: Grass
Classification: Tiny | SR 13
Minimum Level Found: 10
Egg Group: Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Flower Pokémon. A Bellossom grows flowers more beautifully if it has evolved from a smelly Gloom—the more stinky the better. At night, this Pokémon closes its petals and goes to sleep.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	15 (+2)

Proficient Skills: Nature, Performance
Saving Throws: Constitution, Charisma
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

HIDDEN ABILITY

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

Starting Moves: Leaf Blade, Magical Leaf, Mega Drain, Stun Spore, Sunny Day, Sweet Scent
Level 14: Quiver Dance
Level 18: Petal Dance, Leaf Storm, Petal Blizzard

TM: 06, 09, 10, 11, 15, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 56, 68, 75, 83, 86, 87, 88, 90, 96, 99, 100

MARILL #183

Type: Water/Fairy
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Water 1, Fairy
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Aqua Mouse Pokémon. When fishing for food at the edge of a fast-running stream, Marill wraps its tail around the trunk of a tree. This Pokémon's tail is flexible and configured to stretch.

Armor Class: 13
Hit Points: 19 | **Hit Dice:** d8
Speed: 25ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Constitution
Vulnerabilities: Electric, Grass, Poison
Resistances: Bug, Dark, Fighting, Fire, Ice, Water
Immunities: Dragon

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Huge Power: Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

HIDDEN ABILITY

Sap Sipper: This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Evolution: Marill can evolve into Azumarill at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Tackle, Water Gun, Tail Whip
Level 2: Water Sport, Bubble, Defense Curl, Rollout
Level 6: Bubble Beam, Helping Hand, Aqua Tail
Level 10: Play Rough, Aqua Ring, Rain Dance
Level 14: Double-Edge, Superpower
Level 18: Hydro Pump

TM: 01, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 31, 32, 42, 44, 45, 48, 55, 56, 86, 87, 88, 90, 94, 98, 100

AZUMARILL #184

Type: Water/Fairy
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Water 1, Fairy
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Aqua Rabbit Pokémon. Azumarill's long ears are indispensable sensors. By focusing its hearing, this Pokémon can identify what kinds of prey are around, even in rough and fast-running rivers.

Armor Class: 15
Hit Points: 51 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	13 (+1)

Proficient Skills: Acrobatics
Saving Throws: Constitution
Vulnerabilities: Electric, Grass, Poison
Resistances: Bug, Dark, Fighting, Fire, Ice, Water
Immunities: Dragon

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Huge Power: Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

HIDDEN ABILITY

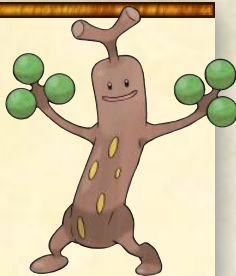
Sap Sipper: This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Starting Moves: Tackle, Tail Whip, Water Gun, Water Sport, Bubble, Defense Curl, Rollout, Bubble Beam
Level 6: Helping Hand, Aqua Tail
Level 10: Play Rough, Aqua Ring
Level 14: Rain Dance, Double-Edge
Level 18: Superpower, Hydro Pump

TM: 01, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 27, 31, 32, 42, 44, 45, 48, 52, 55, 56, 68, 78, 86, 87, 88, 90, 94, 98, 100

SUDOWOODO #185

Type: Rock
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Imitation Pokémon. It's so popular with the elderly that there's a magazine devoted to this Pokémon. Fans obsess over the particular length and angle of its arms.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 60ft

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Starting Moves: Copycat, Flail, Low Kick, Rock Throw, Slam, Wood Hammer

Level 6: Mimic, Feint Attack, Tearful Look

Level 10: Rock Tomb, Block

Level 14: Rock Slide, Counter, Sucker Punch

Level 18: Double-Edge, Stone Edge, Hammer Arm, Head Smash

TM: 04, 06, 10, 11, 12, 17, 21, 23, 26, 27, 31, 32, 37, 39, 41, 42, 44, 45, 46, 48, 56, 64, 69, 71, 77, 78, 80, 87, 88, 90, 96, 100

POLITOED #186

Type: Water
Classification: Small | SR 12
Minimum Level Found: 10
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Frog Pokémon. The longer and more luxurious the curled hair on its head, the greater the number of Poliwhag and Poliwhirl that will obey it.

Armor Class: 16
Hit Points: 97 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

HIDDEN ABILITY

Drizzle: When this Pokémon enters an outside battle, the weather immediately changes to light rain for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Starting Moves: Bubble Beam, Double Slap, Hypnosis, Perish Song, Swagger

Level 14: Bounce

Level 18: Hyper Voice

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 29, 31, 32, 42, 44, 45, 46, 48, 49, 52, 55, 56, 66, 68, 78, 87, 88, 90, 94, 98, 100

HOPPIP #187

Type: Grass/Flying
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Fairy, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Cottonweed Pokémon. This Pokémon drifts and floats with the wind. If it senses the approach of strong winds, Hoppip links its leaves with other Hoppip to prepare against being blown away.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Evolution: Hoppip can evolve into Skiploom at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Splash, Synthesis
Level 2: Tail Whip, Tackle, Fairy Wind, Poison Powder
Level 6: Stun Spore, Sleep Powder
Level 10: Bullet Seed, Leech Seed, Acrobatics, Rage Powder
Level 14: Mega Drain, Cotton Spore, U-Turn, Worry Seed
Level 18: Giga Drain, Bounce, Memento

TM: 06, 10, 11, 17, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 53, 62, 75, 77, 83, 86, 87, 88, 89, 90, 99, 100

Egg Moves: Amnesia, Aromatherapy, Confusion, Cotton Guard, Double-Edge, Encore, Endure, Grassy Terrain, Helping Hand, Psych Up, Reflect, Seed Bomb, Worry Seed

SKIPLOOM #188

Type: Grass/Flying
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Fairy, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Cottonweed Pokémon. Skiploom's flower blossoms when the temperature rises above 64 degrees Fahrenheit. How much the flower opens depends on the temperature. For that reason, this Pokémon is sometimes used as a thermometer.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Evolution: Skiploom can evolve into Jumpluff at level 12 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Tackle, Tail Whip, Synthesis, Splash, Fairy Wind, Poison Powder
Level 6: Stun Spore, Sleep Powder, Bullet Seed
Level 10: Leech Seed, Mega Drain, Acrobatics
Level 14: Rage Powder, Cotton Spore
Level 18: U-Turn, Worry Seed, Giga Drain, Bounce, Memento

TM: 06, 10, 11, 17, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 53, 62, 75, 77, 83, 86, 87, 88, 89, 90, 99, 100

JUMPLUFF #189

Type: Grass/Flying
Classification: Small | SR 13
Minimum Level Found: 10
Egg Group: Fairy, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Cottonweed Pokémon. Jumpluff rides warm southern winds to cross the sea and fly to foreign lands. The Pokémon descends to the ground when it encounters cold air while it is floating.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Nature
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Starting Moves: Splash, Synthesis, Tackle, Tail Whip, Fairy Wind, Poison Powder, Stun Spore, Sleep Powder, Bullet Seed, Leech Seed, Mega Drain
Level 14: Acrobatics, Rage Powder
Level 18: Cotton Spore, U-Turn, Worry Seed, Giga Drain, Bounce, Memento

TM: 06, 10, 11, 15, 17, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 53, 62, 68, 75, 77, 83, 86, 87, 88, 89, 90, 99, 100

AIPOM #190

Type: Normal
Classification: Small | SR 3
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Long Tail Pokémon. It searches for prey from the tops of trees. When it spots its favorite food, Bounsweet, Aipom gets excited and pounces.

Armor Class: 14
Hit Points: 25 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics, Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

HIDDEN ABILITY

Skill Link: Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

Evolution: Aipom can evolve into Ambipom at the time 'Double Hit' is learned. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Scratch, Tail Whip, Sand Attack
Level 2: Astonish, Baton Pass
Level 6: Tickle, Fury Swipes, Swift
Level 10: Screech, Agility, Double Hit
Level 14: Fling, Nasty Plot
Level 18: Last Resort

TM: 01, 06, 10, 11, 12, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 40, 42, 44, 45, 46, 47, 48, 56, 62, 65, 66, 73, 85, 86, 87, 88, 89, 90, 100

Egg Moves: Agility, Beat Up, Bounce, Counter, Covet, Double Slap, Fake Out, Pursuit, Quick Guard, Revenge, Screech, Slam, Spite, Switcheroo

SUNKERN #191

Type: Grass

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Seed Pokémon. Sunkern tries to move as little as it possibly can. It does so because it tries to conserve all the nutrients it has stored in its body for its evolution. It will not eat a thing, subsisting only on morning dew.

Armor Class: 11

Hit Points: 18 | Hit Dice: d8

Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Senses: Tremorsense 20ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Solar Power: Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

HIDDEN ABILITY

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Evolution: Sunkern can evolve into Sunflora at level 7 and above with the help of a Sun Stone. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Absorb, Growth, Ingrain

Level 2: Grass Whistle, Mega Drain, Leech Seed

Level 6: Razor Leaf, Worry Seed, Giga Drain

Level 10: Endeavor, Synthesis, Natural Gift

Level 14: Solar Beam, Double-Edge, Sunny Day

Level 18: Seed Bomb

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Bide, Curse, Encore, Endure, Grass Whistle, Grassy Terrain, Helping Hand, Ingrain, Leech Seed, Morning Sun, Nature Power, Sweet Scent

SUNFLORA #192

Type: Grass

Classification: Small | SR 7

Minimum Level Found: 5

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Sun Pokémon. Sunflora converts solar energy into nutrition. It moves around actively in the daytime when it is warm. It stops moving as soon as the sun goes down for the night.

Armor Class: 14

Hit Points: 55 | Hit Dice: d10

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Senses: Tremorsense 60ft

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Solar Power: Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

HIDDEN ABILITY

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Starting Moves: Absorb, Flower Shield, Growth, Pound, Ingrain, Grass Whistle, Mega Drain, Leech Seed

Level 6: Razor Leaf, Worry Seed, Giga Drain

Level 10: Bullet Seed, Petal Dance, Natural Gift

Level 14: Solar Beam, Double-Edge, Sunny Day

Level 18: Leaf Storm, Petal Blizzard

TM: 06, 10, 11, 15, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 68, 75, 86, 87, 88, 90, 96, 100

YANMA #193

Type: Bug/Flying
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Clear Wing Pokémon. Yanma is capable of seeing 360 degrees without having to move its eyes. It is a great flier that is adept at making sudden stops and turning midair. This Pokémon uses its flying ability to quickly chase down targeted prey.

Armor Class: 13
Hit Points: 58 | **Hit Dice:** d10
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground
Senses: Darkvision 50ft

Speed Boost: This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

Compound Eyes: This Pokémon gets an additional +1 to attack rolls.

HIDDEN ABILITY

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Evolution: Yanma can evolve into Yanmega at the time 'Ancient Power' is learned. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Foresight, Tackle, Quick Attack, Double Team

Level 6: Sonic Boom, Detect, Supersonic

Level 10: Uproar, Pursuit

Level 14: Ancient Power, Hypnosis

Level 18: Wing Attack, Screech, U-Turn, Air Slash, Bug Buzz

TM: 06, 10, 11, 17, 19, 21, 22, 27, 29, 30, 32, 40, 42, 44, 45, 46, 51, 85, 87, 88, 89, 90, 100

Egg Moves: Double-Edge, Feint Attack, Feint, Leech Life, Pursuit, Reversal, Secret Power, Signal Beam, Silver Wind, Whirlwind

WOOPER #194

Type: Water/Ground
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Water Fish Pokémon. Wooper usually lives in water. However, it occasionally comes out onto land in search of food. On land, it coats its body with a gooey, toxic film.

Armor Class: 11
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

HIDDEN ABILITY

Unaware: When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

Evolution: Wooper can evolve into Quagsire at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Tail Whip, Water Gun

Level 2: Mud Sport, Mud Shot

Level 6: Slam, Mud Bomb

Level 10: Amnesia, Yawn

Level 14: Earthquake, Rain Dance

Level 18: Haze, Mist, Muddy Water

TM: 06, 07, 10, 13, 14, 17, 18, 20, 21, 26, 27, 32, 34, 36, 37, 42, 44, 45, 48, 55, 78, 83, 87, 88, 90, 94, 98, 100

Egg Moves: Acid Spray, After You, Ancient Power, Slam, Counter, Curse, Double Kick, Eerie Impulse, Encore, Guard Swap, Mud Sport, Recover, Safeguard, Sleep Talk, Spit Up, Spit Up, Stockpile, Swallow

QUAGSIRE #195

Type: Water/Ground

Classification: Medium | SR 6

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Water Fish Pokémon. Quagsire hunts for food by leaving its mouth wide open in water and waiting for its prey to blunder in unaware. Because the Pokémon does not move, it does not get very hungry.

Armor Class: 14

Hit Points: 45 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Survival, Athletics

Saving Throws: Constitution, Strength

Vulnerabilities: Grass

Resistances: Fire, Poison, Rock, Steel

Immunities: Electric

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

HIDDEN ABILITY

Unaware: When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

Starting Moves: Mud Sport, Tail Whip, Water Gun, Mud Shot

Level 6: Slam, Mud Bomb

Level 10: Amnesia, Yawn

Level 14: Earthquake, Rain Dance

Level 18: Haze, Mist, Muddy Water

TM: 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 26, 27, 31, 32, 34, 36, 37, 39, 42, 44, 45, 46, 48, 52, 55, 56, 68, 71, 78, 80, 83, 87, 88, 90, 94, 98, 100

ESPEON #196

Type: Psychic

Classification: Small | SR 8

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/2 | 3 ASI



The Sun Pokémon. Espeon is extremely loyal to any Trainer it considers to be worthy. It is said that this Pokémon developed its precognitive powers to protect its Trainer from harm.

Armor Class: 16

Hit Points: 45 | Hit Dice: d10

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	8 (-1)	16 (+3)	13 (+1)

Proficient Skills: Insight, Persuasion

Saving Throws: Wisdom, Charisma

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

HIDDEN ABILITY

Magic Bounce: Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

Starting Moves: Confusion, Helping Hand, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack

Level 6: Swift, Psybeam

Level 10: Future Sight, Psych Up

Level 14: Morning Sun, Last Resort

Level 18: Psychic, Power Swap

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 21, 27, 29, 30, 32, 33, 42, 44, 45, 48, 49, 68, 77, 85, 86, 87, 88, 90, 92, 99, 100

UMBREON #197

Type: Dark
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Moonlight Pokémon. Umbreon evolved as a result of exposure to the moon's waves. It hides silently in darkness and waits for its foes to make a move. The rings on its body glow when it leaps to attack.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	6 (-2)	15 (+2)	14 (+2)

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom, Charisma
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 30ft

Synchronize: If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Helping Hand, Pursuit, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack
Level 6: Confuse Ray, Feint Attack
Level 10: Assurance, Screech
Level 14: Moonlight, Last Resort
Level 18: Mean Look, Guard Swap

TM: 01, 06, 10, 11, 12, 15, 17, 18, 21, 27, 29, 30, 32, 41, 42, 44, 45, 48, 49, 66, 68, 77, 85, 87, 88, 90, 95, 97, 100

MURKROW #198

Type: Dark/Flying
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Darkness Pokémon. Murkrow was feared and loathed as the alleged bearer of ill fortune. This Pokémon shows strong interest in anything that sparkles or glitters. It will even try to steal rings from women.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d10
Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Insight, Deception
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Electric, Fairy, Ice, Rock
Resistances: Dark, Ghost, Grass
Immunities: Ground, Psychic
Senses: Darkvision 30ft

Insomnia: This Pokémon is immune to sleep.

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

HIDDEN ABILITY

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

Evolution: Murkrow can evolve into Honchkrow at level 10 and above with the help of a Dusk Stone. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Astonish, Peck
Level 2: Pursuit, Haze
Level 6: Wing Attack, Night Shade
Level 10: Assurance, Taunt
Level 14: Feint Attack, Mean Look
Level 18: Foul Play, Tailwind, Sucker Punch, Torment, Quash

TM: 04, 06, 10, 11, 12, 17, 18, 19, 21, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 51, 60, 63, 66, 73, 76, 77, 85, 87, 88, 90, 95, 97, 100

Egg Moves: Confuse Ray, Drill Peck, Feint Attack, Feather Dance, Flatter, Mirror Move, Perish Song, Psycho Shift, Screech, Sky Attack, Whirlwind, Wing Attack

SLOWKING #199

Type: Water/Psychic
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Monster, Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Royal Pokémon. Slowking undertakes research every day in an effort to solve the mysteries of the world. However, this Pokémon apparently forgets everything it has learned if the Shellder on its head comes off.

Armor Class: 16
Hit Points: 97 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	14 (+2)	14 (+2)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Starting Moves: Curse, Heal Pulse, Hidden Power, Power Gem, Tackle, Yawn, Growl, Water Gun, Confusion, Disable
Level 10: Headbutt, Water Pulse, Zen Headbutt
Level 14: Nasty Plot, Swagger
Level 18: Psychic, Trump Card, Psych Up

TM: 03, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 26, 27, 29, 30, 31, 32, 35, 38, 42, 44, 45, 48, 49, 52, 55, 56, 60, 68, 73, 77, 78, 82, 85, 86, 87, 88, 90, 92, 94, 100

MISDREAVUS #200

Type: Ghost
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Screech Pokémon. Misdreavus frightens people with a creepy, sobbing cry. The Pokémon apparently uses its red spheres to absorb the fearful feelings of foes and turn them into nutrition.

Armor Class: 15
Hit Points: 40 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom, Charisma
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 30ft

Levitate: This Pokémon is immune to ground moves.

Evolution: Misdreavus can evolve into Mismagius at level 10 and above with the help of a Dusk Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Growl, Psywave, Spite, Astonish
Level 6: Confuse Ray, Mean Look
Level 10: Hex, Psybeam, Pain Split
Level 14: Payback, Shadow Ball
Level 18: Perish Song, Grudge, Power Gem

TM: 04, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 57, 61, 63, 66, 73, 77, 85, 87, 88, 90, 92, 97, 99, 100

Egg Moves: Curse, Destiny Bond, Imprison, Me First, Memento, Nasty Plot, Ominous Wind, Psych Up, Screech, Shadow Sneak, Skill Swap, Spite, Sucker Punch, Wonder Room

UNOWN #201

Type: Psychic
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Symbol Pokémon. This Pokémon is shaped like ancient writing. It is a mystery as to which came first, the ancient writings or the various Unown. Research into this topic is ongoing but nothing is known.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d10
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Arcana, History
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 20ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Hidden Power

TM: 10

WOBBUFFET #202

Type: Psychic
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Patient Pokémon. Wobbuffet does nothing but endure attacks-it won't attack on its own. However, it won't endure an attack on its tail. When that happens, the Pokémon will try to take the foe with it using Destiny Bond.

Armor Class: 13
Hit Points: 56 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Wisdom, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 40ft

Shadow Tag: Creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

HIDDEN ABILITY

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Starting Moves: Counter, Destiny Bond, Mirror Coat, Safeguard

TM: 20

GIRAFARIG #203

Type: Normal/Psychic
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Long Neck Pokémon. Girafarig's rear head contains a tiny brain that is too small for thinking. However, the rear head doesn't need to sleep, so it can keep watch over its surroundings 24 hours a day.

Armor Class: 15
Hit Points: 48 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Bug, Dark
Resistances: Psychic
Immunities: Ghost

Inner Focus: This Pokémon is immune to flinching.

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

HIDDEN ABILITY

Sap Sipper: This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Starting Moves: Astonish, Confusion, Growl, Guard Swap, Power Swap, Tackle, Odor Sleuth, Assurance
Level 6: Stomp, Psybeam
Level 10: Agility, Double Hit, Zen Headbutt
Level 14: Crunch, Baton Pass
Level 18: Nasty Plot, Psychic

TM: 01, 03, 04, 06, 10, 11, 16, 17, 18, 21, 24, 25, 26, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 49, 53, 57, 73, 77, 78, 85, 86, 87, 88, 90, 92, 99, 100

Egg Moves: Amnesia, Beat Up, Double Kick, Foresight, Future Sight, Magic Coat, Mean Look, Mirror Coat, Psych Up, Razor Wind, Secret Power, Skill Swap, Take Down, Wish

PINECO #204

Type: Bug
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Bagworm Pokémon. Pineco hangs from a tree branch and patiently waits for prey to come along. If the Pokémon is disturbed while eating by someone shaking its tree, it drops down to the ground and explodes with no warning.

Armor Class: 13
Hit Points: 25 | **Hit Dice:** d8
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: Pineco can evolve into Forretress at level 9 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Protect, Tackle
Level 2: Self-Destruct, Bug Bite, Take Down
Level 6: Rapid Spin, Bide
Level 10: Natural Gift, Spikes, Payback
Level 14: Explosion, Iron Defense
Level 18: Gyro Ball, Double-Edge

TM: 06, 09, 10, 11, 16, 17, 21, 22, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 64, 66, 74, 78, 80, 87, 88, 90, 100

Egg Moves: Counter, Double-Edge, Endure, Flail, Pin Missile, Power Trick, Reflect, Revenge, Sand Tomb, Stealth Rock, Swift, Toxic Spikes

FORRETRESS #205

Type: Bug/Steel
Classification: Small | SR 12
Minimum Level Found: 8
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Bagworm Pokémon. Forretress conceals itself inside its hardened steel shell. The shell is opened when the Pokémon is catching prey, but it does so at such a quick pace that the shell's inside cannot be seen.

Armor Class: 18
Hit Points: 109 | **Hit Dice:** d12
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Autotomize, Mirror Shot, Protect, Tackle, Toxic Spikes, Self-Destruct, Bug Bite, Take Down, Rapid Spin, Bide

Level 10: Natural Gift, Spikes, Payback

Level 14: Explosion, Iron Defense

Level 18: Gyro Ball, Double-Edge, Magnet Rise, Zap Cannon, Heavy Slam

TM: 06, 09, 10, 11, 15, 16, 17, 21, 22, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 64, 66, 68, 69, 72, 74, 78, 80, 87, 88, 90, 91, 100

DUNSPARCE #206

Type: Normal
Classification: Medium | SR 2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Land Snake Pokémon. Dunsparce has a drill for its tail. It uses this tail to burrow into the ground backward. This Pokémon is known to make its nest in complex shapes deep under the ground.

Armor Class: 14
Hit Points: 20 | **Hit Dice:** d10
Speed: 30ft. walking, 20ft. burrowing, 10ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Blindsight 80ft, Tremorsense 80ft

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

Run Away: This Pokémon cannot be the target of an attack of opportunity.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Starting Moves: Defense Curl, Rage, Rollout

Level 2: Spite, Pursuit, Screech, Yawn

Level 6: Ancient Power, Body Slam, Drill Run

Level 10: Roost, Take Down, Coil, Dig

Level 14: Glare, Double-Edge, Endeavor, Air Slash

Level 18: Dragon Rush, Endure, Flail

TM: 04, 06, 10, 11, 13, 14, 17, 18, 19, 21, 22, 24, 25, 26, 27, 30, 32, 35, 38, 39, 42, 44, 45, 46, 48, 57, 73, 74, 77, 78, 80, 84, 85, 87, 88, 90, 93, 100

Egg Moves: Agility, Ancient Power, Astonish, Bide, Bite, Curse, Headbutt, Hex, Magic Coat, Rock Slide, Secret Power, Sleep Talk, Snore, Trump Card

GLIGAR #207

Type: Ground/Flying
Classification: Small | SR 3
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Fly Scorpion Pokémon. Gligar glides through the air without a sound as if it were sliding. This Pokémon hangs on to the face of its foe using its clawed hind legs and the large pincers on its forelegs, then injects the prey with its poison barb.

Armor Class: 16
Hit Points: 18 | **Hit Dice:** d8
Speed: 30ft. walking, 25ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics, Stealth
Saving Throws: Dexterity
Vulnerabilities: Ice, Water
Resistances: Bug, Fighting, Poison
Immunities: Electric, Ground
Senses: Darkvision 30ft

Hyper Cutter: This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Immunity: This Pokémon is immune to becoming poisoned.

Evolution: Gligar can evolve into Gliscor at level 10 and above while holding a Razor Fang at night. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

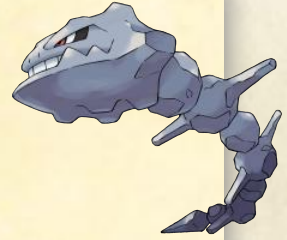
Starting Moves: Poison Sting, Sand Attack
Level 2: Harden, Knock Off, Quick Attack
Level 6: Fury Cutter, Feint Attack, Acrobatics
Level 10: Slash, U-Turn
Level 14: Screech, X-Scissor, Sky Uppercut
Level 18: Swords Dance, Guillotine

TM: 06, 09, 10, 11, 12, 17, 18, 19, 21, 26, 27, 31, 32, 36, 37, 39, 40, 41, 42, 44, 45, 46, 48, 51, 54, 56, 62, 66, 69, 71, 75, 78, 80, 81, 84, 87, 88, 89, 90, 97, 100

Egg Moves: Agility, Baton Pass, Counter, Cross Poison, Double-Edge, Feint, Metal Claw, Night Slash, Poison Tail, Power Trick, Razor Wind, Rock Climb, Sand Tomb, Wing Attack

STEELIX #208

Type: Steel/Ground
Classification: Huge | SR 14
Minimum Level Found: 10
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Iron Snake Pokémon. Steelix lives even further underground than Onix. This Pokémon is known to dig toward the earth's core. There are records of this Pokémon reaching a depth of over six-tenths of a mile underground.

Armor Class: 21
Hit Points: 147 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. burrowing

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Ground, Water
Resistances: Bug, Dragon, Fighting, Flying, Normal, Psychic, Rock, Steel
Immunities: Electric, Poison
Senses: Tremorsense 120ft

Rock Head: This Pokémon takes no recoil damage.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Bind, Fire Fang, Harden, Ice Fang, Mud Sport, Tackle, Thunder Fang, Curse, Rock Throw, Rock Tomb, Rage, Stealth Rock, Autotomize, Gyro Ball, Smack Down, Dragon Breath, Slam, Screech

Level 14: Rock Slide, Crunch, Iron Tail
Level 18: Dig, Stone Edge, Double-Edge, Sandstorm

TM: 05, 06, 10, 11, 12, 15, 17, 21, 23, 26, 27, 32, 37, 39, 41, 42, 44, 45, 48, 59, 64, 66, 68, 69, 71, 74, 77, 78, 80, 82, 87, 88, 90, 91, 96, 97, 100

SNUBBULL #209

Type: Fairy
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Field, Fairy
Gender Rate: 25% M / 75% F
Evolution Stage: 1/2 | 3 ASI



The Fairy Pokémon. By baring its fangs and making a scary face, Snubbull sends smaller Pokémon scurrying away in terror. However, this Pokémon seems a little sad at making its foes flee.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Intimidation
Saving Throws: Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Run Away: This Pokémon cannot be the target of an attack of opportunity.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Snubbull can evolve into Granbull at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Charm, Fire Fang, Ice Fang, Scary Face, Tackle, Tail Whip, Thunder Fang
Level 2: Bite, Lick
Level 6: Headbutt
Level 10: Roar, Rage
Level 14: Play Rough
Level 18: Payback, Crunch

TM: 01, 05, 06, 08, 10, 11, 12, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 33, 35, 36, 38, 41, 42, 44, 45, 46, 48, 50, 56, 66, 73, 78, 87, 88, 90, 93, 95, 99, 100

Egg Moves: Close Combat, Crunch, Double-Edge, Fake Tears, Feint Attack, Fire Fang, Focus Punch, Heal Bell, Ice Fang, Metronome, Mimic, Present, Reflect, Smelling Salts, Snore, Thunder Fang

GRANBULL #210

Type: Fairy
Classification: Medium | SR 5
Minimum Level Found: 5
Egg Group: Field, Fairy
Gender Rate: 25% M / 75% F
Evolution Stage: 2/2 | 3 ASI



The Fairy Pokémon. Granbull has a particularly well-developed lower jaw. The enormous fangs are heavy, causing the Pokémon to tip its head back for balance. Unless it is startled, it will not try to bite indiscriminately.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Intimidation
Saving Throws: Charisma, Dexterity
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Starting Moves: Charm, Fire Fang, Ice Fang, Scary Face, Tackle, Tail Whip, Thunder Fang, Bite, Lick
Level 6: Headbutt
Level 10: Roar
Level 14: Rage
Level 18: Play Rough, Payback, Crunch, Outrage

TM: 01, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 33, 35, 36, 38, 39, 41, 42, 44, 45, 46, 48, 50, 52, 56, 66, 68, 71, 73, 78, 80, 87, 88, 90, 93, 95, 99, 100

QWILFISH #211

Type: Water/Poison
Classification: Tiny | SR 5
Minimum Level Found: 5
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Balloon Pokémon. Qwilfish sucks in water, inflating itself. This Pokémon uses the pressure of the water it swallowed to shoot toxic quills all at once from all over its body. It finds swimming somewhat challenging.

Armor Class: 15
Hit Points: 20 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Intimidation
Saving Throws: Dexterity
Vulnerabilities: Electric, Ground, Psychic
Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Starting Moves: Poison Sting, Spikes, Tackle, Water Gun, Harden, Minimize, Bubble
Level 6: Rollout, Toxic Spikes
Level 10: Spit Up, Stockpile, Revenge
Level 14: Brine, Pin Missile, Take Down
Level 18: Aqua Tail, Poison Jab, Destiny Bond, Hydro Pump, Fell Stinger

TM: 06, 07, 09, 10, 12, 13, 14, 17, 18, 21, 27, 30, 32, 34, 36, 42, 44, 45, 48, 55, 64, 66, 73, 74, 84, 87, 88, 90, 94, 98, 100

Egg Moves: Acid Spray, Aqua Jet, Astonish, Brine, Bubble Beam, Flail, Haze, Poison Jab, Signal Beam, Supersonic, Water Pulse

SCIZOR #212

Type: Bug/Steel
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Pincer Pokémon. Scizor has a body with the hardness of steel. It is not easily fazed by ordinary sorts of attacks. This Pokémon flaps its wings to regulate its body temperature.

Armor Class: 19
Hit Points: 120 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity, Strength
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

HIDDEN ABILITY

Light Metal: This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

Starting Moves: Bullet Punch, Leer, Quick Attack, Focus Energy, Pursuit, False Swipe, Agility, Metal Claw, Fury Cutter, Slash
Level 14: Razor Wind, Iron Defense, X-Scissor
Level 18: Night Slash, Double Hit, Iron Head, Swords Dance, Feint

TM: 06, 09, 10, 11, 15, 16, 17, 18, 19, 20, 21, 27, 31, 32, 37, 40, 42, 44, 45, 46, 48, 51, 54, 56, 59, 62, 68, 75, 81, 87, 88, 89, 90, 91, 100

SHUCKLE #213

Type: Bug/Rock
Classification: Tiny | SR 4
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Mold Pokémon. Shuckle quietly hides itself under rocks, keeping its body concealed inside its hard shell while eating berries it has stored away. The berries mix with its body fluids to become a juice.

Armor Class: 22
Hit Points: 25 | **Hit Dice:** d8
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, Poison

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

HIDDEN ABILITY

Contrary: Moves that affect this Pokémon's stats have the opposite effect. (For example, Defense Curl would lower AC by 4. Growl would increase its attack by +1)

Starting Moves: Bide, Constrict, Rollout, Withdraw, Encore, Wrap, Struggle Bug

Level 6: Safeguard, Rest

Level 10: Rock Throw, Gastro Acid, Power Trick

Level 14: Shell Smash, Rock Slide

Level 18: Bug Bite, Guard Split, Power Split, Stone Edge, Sticky Web

TM: 06, 09, 10, 11, 17, 20, 21, 23, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 69, 71, 74, 78, 80, 83, 87, 88, 90, 100

Egg Moves: Acid, Acupressure, Final Gambit, Helping Hand, Knock Off, Mud-Slap, Rock Blast, Sand Tomb, Sweet Scent

HERACROSS #214

Type: Bug/Fighting
Classification: Medium | SR 9
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Single Horn Pokémon. Heracross charges in a straight line at its foe, slips beneath the foe's grasp, and then scoops up and hurls the opponent with its mighty horn. This Pokémon even has enough power to topple a massive tree.

Armor Class: 18
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. climbing, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fairy, Fire, Flying, Psychic
Resistances: Bug, Dark, Grass, Ground

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

HIDDEN ABILITY

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Starting Moves: Arm Thrust, Bullet Seed, Endure, Horn Attack, Leer, Night Slash, Tackle, Feint, Aerial Ace

Level 6: Chip Away, Counter, Fury Attack

Level 10: Brick Break, Pin Missile

Level 14: Take Down, Megahorn

Level 18: Close Combat, Reversal

TM: 01, 06, 08, 09, 10, 11, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 40, 42, 44, 45, 46, 48, 52, 54, 56, 65, 68, 71, 75, 78, 80, 87, 88, 90, 100

Egg Moves: Bide, Double-Edge, False Swipe, Flail, Focus Punch, Harden, Megahorn, Pursuit, Revenge, Rock Blast, Seismic Toss

SNEASEL #215

Type: Dark/Ice
Classification: Small | SR 4
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Sharp Claw Pokémon. Sneasel scales trees by punching its hooked claws into the bark. This Pokémon seeks out unguarded nests and steals eggs for food while the parents are away.

Armor Class: 15
Hit Points: 30 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception, Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting, Fire, Rock, Steel
Resistances: Dark, Ghost, Ice
Immunities: Psychic
Senses: Darkvision 40ft

Inner Focus: This Pokémon is immune to flinching.

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Pickpocket: When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

Evolution: Sneasel can evolve into Weavile at level 10 and above while holding a Razor Claw at night. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Leer, Scratch, Taunt, Quick Attack, Feint Attack

Level 6: Icy Wind, Fury Swipes, Agility, Metal Claw

Level 10: Hone Claws, Beat Up, Screech

Level 14: Slash, Snatch

Level 18: Punishment, Ice Shard

TM: 04, 06, 07, 10, 11, 12, 13, 14, 17, 18, 21, 27, 30, 31, 32, 33, 40, 41, 42, 44, 45, 46, 47, 48, 54, 56, 63, 65, 66, 75, 77, 81, 84, 85, 87, 88, 90, 94, 95, 97, 100

Egg Moves: Assist, Avalanche, Bite, Counter, Crush Claw, Double Hit, Fake Out, Feint, Foresight, Ice Punch, Ice Shard, Icicle Crash, Punishment, Pursuit, Reflect, Spite

TEDDIURSA #216

Type: Normal
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Little Bear Pokémon. This Pokémon likes to lick its palms that are sweetened by being soaked in honey. Teddiursa concocts its own honey by blending fruits and pollen collected by Beedrill.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Persuasion, Medicine
Saving Throws: Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

HIDDEN ABILITY

Honey Gather: At the end of each battle, this Pokémon may roll a d20 + its proficiency bonus. On a result of 20 or higher, its trainer adds a Honey to their inventory.

Evolution: Teddiursa can evolve into Ursaring at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Baby-Doll Eyes, Covet, Fake Tears, Lick, Scratch

Level 2: Fury Swipes, Play Nice

Level 6: Feint Attack, Sweet Scent

Level 10: Slash

Level 14: Charm

Level 18: Rest, Snore, Thrash, Fling

TM: 01, 05, 06, 08, 10, 11, 12, 17, 18, 21, 26, 27, 31, 32, 39, 40, 41, 42, 44, 45, 46, 48, 56, 65, 75, 78, 80, 87, 88, 90, 100

Egg Moves: Belly Drum, Chip Away, Close Combat, Counter, Cross Chop, Crunch, Double-Edge, Fake Tears, Metal Claw, Night Slash, Play Rough, Seismic Toss, Sleep Talk, Take Down, Yawn

URSARING #217

Type: Normal
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Hibernator Pokémon. In the forests inhabited by Ursaring, it is said that there are many streams and towering trees where they gather food. This Pokémon walks through its forest gathering food every day.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d12
Speed: 30ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

Quick Feet: When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Covet, Fake Tears, Leer, Lick, Scratch, Fury Swipes, Play Nice

Level 6: Feint Attack, Sweet Scent

Level 10: Slash

Level 14: Scary Face, Rest

Level 18: Snore, Thrash, Hammer Arm

TM: 01, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 40, 41, 42, 44, 45, 46, 48, 52, 56, 65, 66, 68, 71, 75, 78, 80, 87, 88, 90, 100

SLUGMA #218

Type: Fire
Classification: Small | SR 1/8
Minimum Level Found: 1
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Lava Pokémon. Molten magma courses throughout Slugma's circulatory system. If this Pokémon is chilled, the magma cools and hardens. Its body turns brittle and chunks fall off, reducing its size.

Armor Class: 11
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Magma Armor: This Pokémon is immune to freezing.

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Slugma can evolve into Magcargo at level 10 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Smog, Yawn

Level 2: Ember, Rock Throw, Harden

Level 6: Incinerate, Clear Smog, Ancient Power

Level 10: Flame Burst, Rock Slide

Level 14: Lava Plume, Amnesia, Body Slam

Level 18: Recover, Flamethrower, Earth Power

TM: 06, 10, 11, 16, 17, 21, 27, 32, 33, 35, 38, 39, 42, 43, 44, 45, 48, 50, 61, 80, 83, 87, 88, 90, 96, 100

Egg Moves: Acid Armor, Curse, Earth Power, Guard Swap, Heat Wave, Inferno, Memento, Rollout, Smokescreen, Spit Up, Stockpile, Swallow

MAGCARGO #219

Type: Fire/Rock
Classification: Small | SR 10
Minimum Level Found: 8
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Lava Pokémon. Magcargo's body temperature is approximately 18,000 degrees Fahrenheit. Water is vaporized on contact. If this Pokémon is caught in the rain, the raindrops instantly turn into steam, cloaking the area in a thick fog.

Armor Class: 16
Hit Points: 88 | **Hit Dice:** d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Flying, Ice, Normal, Poison

Magma Armor: This Pokémon is immune to freezing.

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Shell Smash, Smog, Yawn, Ember, Rock Throw, Harden, Incinerate, Clear Smog, Ancient Power

Level 10: Flame Burst, Rock Slide

Level 14: Lava Plume, Amnesia, Body Slam

Level 18: Recover, Flamethrower, Earth Power

TM: 06, 10, 11, 15, 16, 17, 21, 22, 23, 26, 27, 32, 33, 35, 37, 38, 39, 42, 43, 44, 45, 48, 50, 61, 64, 68, 69, 71, 74, 78, 80, 83, 87, 88, 90, 96, 100

SWINUB #220

Type: Ice/Ground
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Pig Pokémon. Swinub roots for food by rubbing its snout against the ground. Its favorite food is a mushroom that grows under the cover of dead grass. This Pokémon occasionally roots out hot springs.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Fighting, Grass, Steel, Water
Resistances: Poison
Immunities: Electric

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

Thick Fat: This Pokemon takes half the damage it otherwise would from Ice and Fire damage.

Evolution: Swinub can evolve into Piloswine at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Odor Sleuth, Tackle

Level 2: Mud Sport, Powder Snow, Mud-Slap

Level 6: Endure, Mud Bomb, Icy Wind

Level 10: Ice Shard, Take Down, Mist

Level 14: Earthquake, Flail

Level 18: Blizzard, Amnesia

TM: 05, 06, 07, 10, 13, 14, 16, 17, 18, 21, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 78, 80, 87, 88, 90, 100

Egg Moves: Ancient Power, Avalanche, Bite, Body Slam, Curse, Double-Edge, Fissure, Freeze-Dry, Icicle Crash, Icicle Spear, Mud Shot, Rock Slide, Stealth Rock, Take Down

PILOSWINE #221

Type: Ice/Ground
Classification: Small | SR 8
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Swine Pokémon. Piloswine is covered by a thick coat of long hair that enables it to endure the freezing cold. This Pokémon uses its tusks to dig up food that has been buried under ice.

Armor Class: 14
Hit Points: 80 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Fighting, Grass, Steel, Water
Resistances: Poison
Immunities: Electric

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Evolution: Piloswine can evolve into Mamoswine at the time 'Ancient Power' is learned. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Fury Attack, Mud Sport, Odor Sleuth, Peck, Powder Snow, Mud-Slap, Endure, Mud Bomb, Icy Wind
Level 10: Ice Fang, Take Down
Level 14: Ancient Power, Mist, Thrash
Level 18: Earthquake, Blizzard, Amnesia

TM: 05, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 68, 71, 78, 80, 87, 88, 90, 100

CORSOLA #222

Type: Water/Rock
Classification: Tiny | SR 3
Minimum Level Found: 1
Egg Group: Water 1, Water 3
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Coral Pokémon. Corsola's branches glitter very beautifully in seven colors when they catch sunlight. If any branch breaks off, this Pokémon grows it back in just one night.

Armor Class: 16
Hit Points: 21 | **Hit Dice:** d8
Speed: 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Stealth
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokéball.

HIDDEN ABILITY

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Starting Moves: Harden, Tackle, Bubble
Level 2: Recover, Bubble Beam, Refresh
Level 6: Ancient Power, Spike Cannon
Level 10: Lucky Chant, Brine, Iron Defense, Rock Blast
Level 14: Endure, Aqua Ring, Power Gem
Level 18: Mirror Coat, Earth Power, Flail

TM: 04, 06, 07, 10, 11, 13, 14, 16, 17, 18, 20, 21, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 45, 48, 55, 64, 69, 71, 78, 80, 87, 88, 90, 94, 96, 100

Egg Moves: Amnesia, Aqua Ring, Barrier, Camouflage, Confuse Ray, Curse, Head Smash, Icicle Spear, Ingrain, Mist, Nature Power, Rock Slide, Screech, Water Pulse

REMORAID #223

Type: Water
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Water 1, Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Jet Pokémon. This Pokémon clings to Mantine and shares in its prosperity. When its Mantine is attacked, Remoraid will fight alongside it!

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Evolution: Remoraid can evolve into Octillery at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Water Gun
Level 2: Lock-On, Psybeam
Level 6: Aurora Beam, Bubble Beam, Focus Energy
Level 10: Water Pulse, Signal Beam
Level 14: Ice Beam, Bullet Seed
Level 18: Hydro Pump, Hyper Beam, Soak

TM: 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 27, 29, 32, 35, 38, 42, 44, 45, 46, 48, 55, 57, 73, 87, 88, 90, 94, 98, 100

Egg Moves: Acid Spray, Aurora Beam, Entrainment, Flail, Haze, Mud Shot, Octazooka, Rock Blast, Screech, Snore, Supersonic, Swift, Water Pulse, Water Spout, Thunder Wave

OCTILLERY #224

Type: Water
Classification: Small | SR 6
Minimum Level Found: 5
Egg Group: Water 1, Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Jet Pokémon. The ink it spits when escaping is special. It contains a substance that dulls the sense of smell, so Pokémon with keen noses get lost.

Armor Class: 15
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Starting Moves: Gunk Shot, Octazooka, Rock Blast, Water Gun, Constrict, Psybeam
Level 6: Aurora Beam, Bubble Beam
Level 10: Focus Energy, Wring Out, Signal Beam
Level 14: Ice Beam, Bullet Seed
Level 18: Hydro Pump, Hyper Beam, Soak

TM: 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 27, 29, 32, 34, 35, 36, 38, 42, 44, 45, 46, 48, 53, 55, 57, 66, 68, 73, 87, 88, 90, 91, 94, 98, 100

DELIBIRD #225

Type: Ice/Flying
Classification: Small | SR 1
Minimum Level Found: 1
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Delivery Pokémon. It shares its food with people who are stranded. Because Delibird is omnivorous, sometimes it gives those people bug Pokémon.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics, Survival
Saving Throws: Dexterity
Vulnerabilities: Electric, Fire, Rock, Steel
Resistances: Bug, Grass
Immunities: Ground

Vital Spirit: This Pokémon cannot be put to sleep.

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

HIDDEN ABILITY

Insomnia: This Pokémon is immune to sleep.

Starting Moves: Present
Level 6: Drill Peck

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 40, 42, 44, 45, 46, 48, 56, 59, 70, 76, 79, 87, 88, 90, 100

Egg Moves: Aurora Beam, Bestow, Destiny Bond, Fake Out, Freeze-Dry, Future Sight, Ice Ball, Ice Punch, Ice Shard, Icy Wind, Quick Attack, Rapid Spin, Spikes, Splash

MANTINE #226

Type: Water/Flying
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Kite Pokémon. Many people have taken up surfing because they admire how magnificently Mantine swims.

Armor Class: 17
Hit Points: 72 | **Hit Dice:** d10
Speed: 5ft. walking, 30ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Electric, Rock
Resistances: Bug, Fighting, Fire, Steel, Water
Immunities: Ground

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Starting Moves: Bubble, Bullet Seed, Psybeam, Roost, Signal Beam, Tackle, Supersonic, Bubble Beam, Confuse Ray, Wing Attack, Headbutt, Water Pulse
Level 10: Wide Guard, Take Down, Agility
Level 14: Air Slash, Aqua Ring
Level 18: Bounce, Hydro Pump

TM: 06, 07, 10, 13, 14, 15, 17, 18, 19, 21, 26, 27, 32, 39, 40, 42, 44, 45, 48, 55, 62, 68, 78, 80, 87, 88, 90, 94, 98, 100

SKARMORY #227

Type: Steel/Flying
Classification: Large | SR 10
Minimum Level Found: 8
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Armor Bird Pokémon. Its wing feathers it sheds can be processed and made into knives whose sharpness is recognized by the finest chefs.

Armor Class: 17
Hit Points: 68 | **Hit Dice:** d10
Speed: 30ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Perception
Saving Throws: Strength, Dexterity
Vulnerabilities: Electric, Fire
Resistances: Bug, Dragon, Fairy, Flying, Grass, Normal, Psychic, Steel
Immunities: Ground, Poison

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Leer, Peck, Sand Attack, Metal Claw, Air Cutter, Fury Attack, Feint

Level 10: Swift, Spikes, Agility

Level 14: Steel Wing, Slash

Level 18: Metal Sound, Air Slash, Autotomize, Night Slash

TM: 05, 06, 10, 11, 12, 17, 19, 21, 27, 32, 37, 39, 40, 41, 42, 44, 45, 46, 48, 51, 58, 66, 75, 76, 80, 81, 87, 88, 90, 91, 97, 100

Egg Moves: Assurance, Brave Bird, Curse, Drill Peck, Endure, Guard Swap, Pursuit, Sky Attack, Stealth Rock, Whirlwind

HOUNDOUR #228

Type: Dark/Fire
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Dark Pokémon. It cooperates with others skillfully. When it becomes your partner, it's very loyal to you as its Trainer and will obey your orders.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Dark, Fire, Ghost, Grass, Ice, Steel
Immunities: Psychic
Senses: Darkvision 30ft

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Evolution: Houndour can evolve into Houndoom at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Ember, Leer, Howl

Level 2: Smog, Roar

Level 6: Bite, Odor Sleuth

Level 10: Beat Up, Fire Fang, Feint Attack

Level 14: Embargo, Foul Play

Level 18: Flamethrower, Crunch, Nasty Plot, Inferno

TM: 05, 06, 10, 11, 12, 17, 21, 22, 27, 30, 32, 35, 36, 38, 41, 42, 43, 44, 45, 46, 48, 50, 61, 63, 66, 85, 87, 88, 90, 95, 97, 100

Egg Moves: Beat Up, Counter, Destiny Bond, Feint, Fire Fang, Fire Spin, Nasty Plot, Punishment, Pursuit, Rage, Reversal, Spite, Thunder Fang, Will-O-Wisp

HOUNDOOM #229

Type: Dark/Fire
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Dark Pokémon. They spew flames mixed with poison to finish off their opponents. They divvy up their prey evenly among the members of their pack.

Armor Class: 17
Hit Points: 45 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Dark, Fire, Ghost, Grass, Ice, Steel
Immunities: Psychic
Senses: Darkvision 60ft

Early Bird: This Pokémon has advantage on rolls to wake from sleep.

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Ember, Howl, Leer, Smog, Thunder Fang, Roar

Level 6: Bite, Odor Sleuth

Level 10: Beat Up, Fire Fang

Level 14: Feint Attack, Embargo

Level 18: Foul Play, Flamethrower, Crunch, Nasty Plot, Inferno

TM: 05, 06, 10, 11, 12, 15, 17, 21, 22, 27, 30, 32, 35, 36, 38, 41, 42, 43, 44, 45, 46, 48, 50, 61, 63, 66, 68, 85, 87, 88, 90, 95, 97, 100

KINGDRA #230

Type: Water/Dragon
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Dragon Pokémon. Kingdra lives at extreme ocean depths that are otherwise uninhabited. It has long been believed that the yawning of this Pokémon creates spiraling ocean currents.

Armor Class: 17
Hit Points: 99 | **Hit Dice:** d12
Speed: 10ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy
Resistances: Fire, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Damp: This Pokémon is unaffected by Self Destruct and Explosion moves.

Starting Moves: Bubble, Leer, Yawn, Smokescreen, Water Gun, Twister, Bubble Beam, Focus Energy, Brine

Level 14: Agility

Level 18: Dragon Pulse, Dragon Dance, Hydro Pump

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 60, 68, 87, 88, 90, 91, 94, 98, 100

PHANPY #231

Type: Ground
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Long Nose Pokémon. For its nest, Phanpy digs a vertical pit in the ground at the edge of a river. It marks the area around its nest with its trunk to let the others know that the area has been claimed.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Athletics, Survival
Saving Throws: Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

HIDDEN ABILITY

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Evolution: Phanpy can evolve into Donphan at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Growl, Odor Sleuth, Tackle

Level 2: Flail, Rollout
Level 6: Natural Gift, Endure
Level 10: Slam, Take Down
Level 14: Charm, Last Resort
Level 18: Double-Edge

TM: 05, 06, 10, 11, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 49, 78, 80, 87, 88, 90, 100

Egg Moves: Ancient Power, Body Slam, Counter, Endeavor, Fissure, Focus Energy, Head Smash, Slam, Ice Shard, Mud-Slap, Play Rough, Snore

DONPHAN #232

Type: Ground
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Armor Pokémon. Donphan's favorite attack is curling its body into a ball, then charging at its foe while rolling at high speed. Once it starts rolling, this Pokémon can't stop very easily.

Armor Class: 16
Hit Points: 55 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Starting Moves: Bulldoze, Defense Curl, Fire Fang, Fury Attack, Growl, Horn Attack, Thunder Fang, Rapid Spin, Rollout
Level 6: Assurance, Knock Off
Level 10: Slam, Magnitude
Level 14: Scary Face
Level 18: Earthquake, Giga Impact

TM: 05, 06, 10, 11, 15, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 49, 59, 68, 69, 71, 74, 78, 80, 84, 87, 88, 90, 100

PORYGON2 #233

Type: Normal
Classification: Small | SR 12
Minimum Level Found: 8
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/3 | 2 ASI



The Virtual Pokémon. Porygon2 was created by humans using the power of science. The man-made Pokémon has been endowed with artificial intelligence that enables it to learn new gestures and emotions on its own.

Armor Class: 16
Hit Points: 81 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: History
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

Download: Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Evolution: Porygon2 can evolve into Porygon-Z at level 14 and above while holding a Dubious Disc. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Conversion, Conversion 2, Defense Curl, Tackle, Psybeam, Agility, Recover
Level 10: Signal Beam, Recycle
Level 14: Discharge, Lock-On, Tri Attack
Level 18: Magic Coat, Zap Cannon, Hyper Beam

TM: 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 29, 30, 32, 40, 42, 44, 46, 48, 57, 68, 73, 77, 85, 87, 88, 90, 92, 100

STANTLER #234

Type: Normal
Classification: Medium | SR 5
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Big Horn Pokémon. Stantler's magnificent antlers were traded at high prices as works of art. As a result, this Pokémon was hunted close to extinction by those who were after the priceless antlers.

Armor Class: 14
Hit Points: 30 | **Hit Dice:** d8
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

HIDDEN ABILITY

Sap Sipper: This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Starting Moves: Tackle, Leer, Astonish, Hypnosis, Stomp

Level 6: Sand Attack, Take Down

Level 10: Confuse Ray, Calm Mind

Level 14: Role Play, Zen Headbutt

Level 18: Jump Kick, Imprison, Captivate, Me First

TM: 01, 03, 04, 05, 06, 10, 11, 16, 17, 18, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 53, 57, 68, 73, 77, 78, 85, 87, 88, 90, 92, 93, 100

Egg Moves: Bite, Disable, Double Kick, Extrasensory, Me First, Megahorn, Mud Sport, Psych Up, Rage, Spite, Swagger, Thrash, Zen Headbutt

SMEARGLE #235

Type: Normal
Classification: Small | SR 1
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Painter Pokémon. Smeargle marks the boundaries of its territory using a body fluid that leaks out from the tip of its tail. Over 5,000 different marks left by this Pokémon have been found.

Armor Class: 12
Hit Points: 18 | **Hit Dice:** d8
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Performance, Sleight of Hand
Saving Throws: Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Starting Moves: Sketch, Sketch

Level 2: Sketch, Sketch

Level 6: Sketch, Sketch

Level 10: Sketch, Sketch

Level 14: Sketch, Sketch

Level 18: Sketch, Sketch

TM: None

TYROGUE #236

Type: Fighting
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 100% M / 0% F
Evolution Stage: 1/2 | 3 ASI



The Scuffle Pokémon. Tyrogue becomes stressed out if it does not get to train every day. When raising this Pokémon, the Trainer must establish and uphold various training methods.

Armor Class: 11
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Starting at level 6, Tyrogue can evolve into Hitmonchan if its STR is higher than its DEX, Hitmonlee if its DEX is higher than its STR, or Hitmontop if its STR is equal to its DEX. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Fake Out, Foresight, Helping Hand, Tackle

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 42, 44, 45, 46, 47, 48, 78, 80, 87, 88, 90, 100

Egg Moves: Bullet Punch, Counter, Endure, Feint, Helping Hand, Mach Punch, Mind Reader, Pursuit, Rapid Spin, Vacuum Wave

HITMONTOP #237

Type: Fighting
Classification: Medium | SR 6
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 100% M / 0% F
Evolution Stage: 2/2 | 3 ASI



The Handstand Pokémon. Hitmontop spins on its head at high speed, all the while delivering kicks. This technique is a remarkable mix of both offense and defense at the same time. The Pokémon travels faster spinning than it does walking.

Armor Class: 16
Hit Points: 45 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

HIDDEN ABILITY

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

Starting Moves: Revenge, Rolling Kick, Focus Energy, Pursuit

Level 6: Quick Attack, Rapid Spin

Level 10: Feint, Counter, Quick Guard, Wide Guard

Level 14: Triple Kick, Agility

Level 18: Gyro Ball, Detect, Close Combat, Endeavor

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 37, 40, 42, 44, 45, 46, 47, 48, 71, 74, 78, 80, 87, 88, 90, 100

SMOOCHUM #238

Type: Ice/Psychic
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 0% M / 100% F
Evolution Stage: 1/2 | 3 ASI



The Kiss Pokémon. Smoochum actively runs about, but also falls quite often. Whenever the chance arrives, it will look for its reflection to make sure its face hasn't become dirty.

Armor Class: 12
Hit Points: 24 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	8 (-1)	12 (+1)	14 (+2)

Proficient Skills: Deception, Insight

Saving Throws: Charisma

Vulnerabilities: Bug, Dark, Fire, Ghost, Rock, Steel

Resistances: Ice, Psychic

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Forewarn: When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

HIDDEN ABILITY

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Evolution: Smoochum can evolve into Jynx at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Pound

Level 2: Lick, Sweet Kiss, Powder Snow

Level 6: Confusion, Sing, Heart Stamp

Level 10: Mean Look, Fake Tears, Lucky Chant

Level 14: Avalanche, Psychic, Copycat

Level 18: Perish Song, Blizzard

TM: 03, 04, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 49, 56, 66, 70, 77, 79, 85, 86, 87, 88, 90, 92, 100

Egg Moves: Captivate, Fake Out, Ice Punch, Meditate, Miracle Eye, Nasty Plot, Psych Up, Wake-Up Slap, Wish

ELEKID #239

Type: Electric
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 75% M / 25% F
Evolution Stage: 1/3 | 2 ASI



The Electric Pokémon. Elekid stores electricity in its body. If it touches metal and accidentally discharges all its built-up electricity, this Pokémon begins swinging its arms in circles to recharge itself.

Armor Class: 13
Hit Points: 26 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Static: When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Elekid can evolve into Electabuzz at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Leer, Quick Attack
Level 2: Thunder Shock, Low Kick, Swift
Level 6: Shock Wave, Thunder Wave, Electro Ball
Level 10: Light Screen, Thunder Punch
Level 14: Discharge, Screech, Thunderbolt
Level 18: Thunder

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 29, 31, 32, 42, 44, 45, 46, 48, 56, 57, 72, 73, 87, 88, 90, 93, 100

Egg Moves: Barrier, Cross Chop, Dynamic Punch, Feint, Fire Punch, Focus Punch, Hammer Arm, Ice Punch, Karate Chop, Meditate, Rolling Kick

MAGBY #240

Type: Fire
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 75% M / 25% F
Evolution Stage: 1/3 | 2 ASI



The Live Coal Pokémon. Magby's state of health is determined by observing the fire it breathes. If the Pokémon is spouting yellow flames from its mouth, it is in good health. When it is fatigued, black smoke will be mixed in with the flames.

Armor Class: 13
Hit Points: 26 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Evolution: Magby can evolve into Magmar at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Leer, Smog
Level 2: Ember, Smokescreen, Feint Attack
Level 6: Fire Spin, Clear Smog, Flame Burst
Level 10: Confuse Ray, Fire Punch
Level 14: Lava Plume, Sunny Day, Flamethrower
Level 18: Fire Blast

TM: 06, 10, 11, 17, 21, 27, 29, 31, 32, 35, 38, 42, 43, 44, 45, 46, 48, 50, 56, 61, 87, 88, 90, 100

Egg Moves: Barrier, Belch, Belly Drum, Cross Chop, Dynamic Punch, Flare Blitz, Focus Energy, Iron Tail, Karate Chop, Mach Punch, Mega Punch, Power Swap, Screech, Thunder Punch

MILTANK #241

Type: Normal
Classification: Medium | SR 10
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 0% M / 100% F
Evolution Stage: 1/1 | 4 ASI



The Milk Cow Pokémon. Miltank gives over five gallons of milk on a daily basis. Its sweet milk is enjoyed by children and grown-ups alike. People who can't drink milk turn it into yogurt and eat it instead.

Armor Class: 17
Hit Points: 80 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Scrappy: This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

HIDDEN ABILITY

Sap Sipper: This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Starting Moves: Tackle, Growl, Defense Curl, Stomp, Milk Drink, Bide, Rollout

Level 10: Body Slam, Zen Headbutt

Level 14: Captivate, Gyro Ball

Level 18: Heal Bell, Wake-Up Slap

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 37, 39, 42, 44, 45, 48, 49, 52, 56, 68, 73, 74, 77, 78, 80, 87, 88, 90, 94, 100

Egg Moves: Belch, Curse, Dizzy Punch, Double-Edge, Endure, Hammer Arm, Heart Stamp, Helping Hand, Natural Gift, Present, Psych Up, Punishment, Reversal, Seismic Toss, Sleep Talk

BLISSEY #242

Type: Normal
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Fairy
Gender Rate: 0% M / 100% F
Evolution Stage: 3/3 | 2 ASI



The Happiness Pokémon. Blissey senses sadness with its fluffy coat of fur. If it does so, this Pokémon will rush over to a sad person, no matter how far away, to share a Lucky Egg that brings a smile to any face.

Armor Class: 15
Hit Points: 150 | **Hit Dice:** d20
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	22 (+6)	6 (-2)	14 (+2)	18 (+4)

Proficient Skills: Arcana, Medicine
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

HIDDEN ABILITY

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

Starting Moves: Defense Curl, Growl, Pound, Tail Whip, Refresh, Double Slap, Soft-Boiled, Bestow, Minimize, Take Down, Sing

Level 14: Fling, Heal Pulse

Level 18: Egg Bomb, Light Screen, Healing Wish, Double-Edge

TM: 01, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 49, 52, 56, 57, 68, 73, 77, 78, 80, 85, 86, 87, 88, 90, 93, 99, 100

RAIKOU #243

Type: Electric
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Thunder Pokémon. Raikou embodies the speed of lightning. The roars of this Pokémon send shock waves shuddering through the air and shake the ground as if lightning bolts had come crashing down.

Armor Class: 17
Hit Points: 218 | **Hit Dice:** d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Strength, Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Bite, Leer, Thunder Shock, Roar, Quick Attack, Spark, Reflect, Crunch, Discharge
Level 18: Thunder Fang, Extrasensory, Rain Dance, Calm Mind, Thunder

TM: 04, 05, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 37, 42, 44, 48, 57, 60, 68, 72, 73, 77, 78, 87, 88, 90, 93, 95, 100

ENTEI #244

Type: Fire
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Volcano Pokémon. Entei embodies the passion of magma. This Pokémon is thought to have been born in the eruption of a volcano. It sends up massive bursts of fire that utterly consume all that they touch.

Armor Class: 16
Hit Points: 232 | **Hit Dice:** d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Athletics, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Ember, Leer, Sacred Fire, Roar, Fire Spin, Stomp, Flamethrower, Swagger
Level 18: Fire Fang, Lava Plume, Extrasensory, Fire Blast, Calm Mind, Eruption

TM: 04, 05, 06, 10, 11, 15, 17, 18, 21, 22, 27, 30, 32, 33, 35, 37, 38, 42, 43, 44, 48, 50, 60, 61, 68, 71, 77, 78, 87, 88, 90, 95, 100

SUICUNE #245

Type: Water
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Aurora Pokémon. Suicune embodies the compassion of a pure spring of water. It runs across the land with gracefulness. This Pokémon has the power to purify dirty water.

Armor Class: 18
Hit Points: 218 | **Hit Dice:** d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Athletics, Intimidation
Saving Throws: Dexterity, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Bite, Leer, Sheer Cold, Bubble Beam, Rain Dance, Gust, Aurora Beam, Mist, Mirror Coat
Level 18: Ice Fang, Tailwind, Extrasensory, Hydro Pump, Calm Mind, Blizzard

TM: 04, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 30, 32, 33, 37, 42, 44, 48, 55, 60, 68, 77, 78, 87, 88, 90, 94, 95, 98, 100

LARVITAR #246

Type: Rock/Ground
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Rock Skin Pokémon. Larvitar is born deep under the ground. To come up to the surface, this Pokémon must eat its way through the soil above. Until it does so, Larvitar cannot see its parents.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

HIDDEN ABILITY

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

Evolution: Larvitar can evolve into Pupitar at level 8 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Bite, Leer
Level 2: Sandstorm, Screech
Level 6: Chip Away, Rock Slide
Level 10: Scary Face, Thrash, Dark Pulse
Level 14: Payback, Crunch, Earthquake
Level 18: Stone Edge, Hyper Beam

TM: 06, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 37, 39, 41, 42, 44, 45, 48, 66, 69, 71, 78, 80, 87, 88, 90, 95, 97, 100

Egg Moves: Ancient Power, Assurance, Curse, Dragon Dance, Focus Energy, Iron Defense, Iron Head, Iron Tail, Outrage, Pursuit, Stealth Rock, Stomp

PUPITAR #247

Type: Rock/Ground
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Hard Shell Pokémon. Pupitar creates a gas inside its body that it compresses and forcefully ejects to propel itself like a jet. The body is very durable-it avoids damage even if it hits solid steel.

Armor Class: 14
Hit Points: 66 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 50ft

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

Evolution: Pupitar can evolve into Tyranitar at level 16 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Bite, Leer, Sandstorm, Screech
Level 6: Chip Away, Rock Slide
Level 10: Scary Face, Thrash
Level 14: Dark Pulse, Payback, Crunch
Level 18: Earthquake, Stone Edge, Hyper Beam

TM: 06, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 37, 39, 41, 42, 44, 45, 48, 66, 69, 71, 78, 80, 87, 88, 90, 95, 97, 100

TYRANITAR #248

Type: Rock/Dark
Classification: Large | SR 14
Minimum Level Found: 10
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Armor Pokémon. Tyranitar is so overwhelmingly powerful, it can bring down a whole mountain to make its nest. This Pokémon wanders about in mountains seeking new opponents to fight.

Armor Class: 17
Hit Points: 133 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Bug, Fairy, Fighting, Grass, Ground, Steel, Water
Resistances: Dark, Fire, Flying, Ghost, Normal, Poison
Immunities: Psychic
Senses: Tremorsense 80ft

Sand Stream: When this Pokémon enters an outside battle, the weather immediately changes to a Sandstorm for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Bite, Fire Fang, Ice Fang, Leer, Sandstorm, Screech, Thunder Fang, Chip Away, Rock Slide, Scary Face, Thrash
Level 14: Dark Pulse, Payback, Crunch
Level 18: Earthquake, Stone Edge, Hyper Beam, Giga Impact

TM: 02, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 41, 42, 44, 45, 48, 52, 56, 59, 65, 66, 68, 69, 71, 73, 78, 80, 82, 87, 88, 90, 94, 95, 97, 100

LUGIA #249

Type: Psychic/Flying
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Diving Pokémon. Lugia's wings pack devastating power—a light fluttering of its wings can blow apart regular houses. As a result, this Pokémon chooses to live out of sight deep under the sea.

Armor Class: 21
Hit Points: 524 | **Hit Dice:** d20
Speed: 30ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Proficient Skills: Arcana, Insight, Acrobatics
Saving Throws: Wisdom, Strength
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Multiscale: If this Pokémon is at full health, the first damage dealt to it is halved.

Starting Moves: Weather Ball, Whirlwind, Gust, Dragon Rush, Extrasensory, Rain Dance, Hydro Pump, Aeroblast, Punishment, Ancient Power, Safeguard, Recover, Future Sight, Natural Gift, Calm Mind, Sky Attack

TM: 03, 04, 05, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 24, 25, 26, 27, 29, 30, 32, 33, 37, 40, 42, 44, 48, 49, 51, 57, 58, 68, 73, 76, 77, 78, 82, 85, 87, 88, 90, 94, 98, 100

HO-OH #250

Type: Fire/Flying
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Rainbow Pokémon. Ho-Oh's feathers glow in seven colors depending on the angle at which they are struck by light. These feathers are said to bring happiness to the bearers. This Pokémon is said to live at the foot of a rainbow.

Armor Class: 19
Hit Points: 486 | **Hit Dice:** d20
Speed: 30ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	16 (+3)

Proficient Skills: Arcana, Insight, Acrobatics
Saving Throws: Wisdom, Strength
Vulnerabilities: Electric, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Steel
Immunities: Ground

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Starting Moves: Weather Ball, Whirlwind, Gust, Brave Bird, Extrasensory, Sunny Day, Fire Blast, Sacred Fire, Punishment, Ancient Power, Safeguard, Recover, Future Sight, Natural Gift, Calm Mind, Sky Attack

TM: 04, 05, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 35, 37, 38, 40, 42, 43, 44, 48, 49, 50, 51, 57, 58, 61, 68, 73, 76, 77, 78, 85, 87, 88, 90, 100

CELEBI #251

Type: Grass/Psychic
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Time Travel Pokémon. This Pokémon came from the future by crossing over time. It is thought that so long as Celebi appears, a bright and shining future awaits us.

Armor Class: 18
Hit Points: 232 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	20 (+5)	20 (+5)

Proficient Skills: Arcana, Nature, Medicine
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Bug, Dark, Fire, Flying, Ghost, Ice, Poison
Resistances: Electric, Fighting, Grass, Ground, Psychic, Water
Senses: Truesight 30ft

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Starting Moves: Confusion, Heal Bell, Leech Seed, Recover, Safeguard, Magical Leaf, Ancient Power, Baton Pass
Level 18: Natural Gift, Heal Block, Future Sight, Healing Wish, Leaf Storm, Perish Song

TM: 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 37, 40, 42, 44, 48, 49, 53, 56, 57, 68, 73, 75, 77, 85, 86, 87, 88, 89, 90, 92, 96, 99, 100