

# POKÉMON 5E - GEN III & IV MONSTER MANUAL

## STAT BLOCKS FOR ALL 242 GENERATION III AND IV POKÉMON

Homebrew created by @JOetheDM

The following pages contain the stat blocks of all 242 Generation III and IV 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 I & II Monster Manual:

<https://drive.google.com/file/d/1mQkVm8Tju9IMZmHDMqcYoPxEWHPpdBdL/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](https://drive.google.com/file/d/1ub_5rKAHd_sD-EZk3i5uM_5QdqRdTQKU/view?usp=sharing)

## DISCLAIMER

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## IDEAS/CONCERNS/QUESTIONS?

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## TREECKO #252

**Type:** Grass  
**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 Wood Gecko Pokémon. Treecko has small hooks on the bottom of its feet that enable it to scale vertical walls. This Pokémon attacks by slamming foes with its thick tail.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. climbing

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:** 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

**Unburden:** While this Pokémon is not holding an item, it gains 10 feet to its speed.

**Evolution:** Treecko can evolve into Grovyle 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, Pound  
**Level 2:** Absorb, Quick Attack  
**Level 6:** Mega Drain, Pursuit  
**Level 10:** Giga Drain, Agility  
**Level 14:** Slam, Detect, Energy Ball, Quick Guard  
**Level 18:** Endeavor, Screech

**TM:** 01, 06, 10, 11, 17, 20, 21, 22, 27, 31, 32, 39, 40, 42, 44, 45, 48, 53, 56, 62, 75, 80, 86, 87, 88, 90, 96, 100

**Egg Moves:** Bullet Seed, Crunch, Crush Claw, Double Kick, Dragon Breath, Endeavor, Grass Whistle, Grassy Terrain, Leaf Storm, Leech Seed, Magical Leaf, Mud Sport, Natural Gift, Razor Wind, Synthesis, Worry Seed

## GROVYLE #253

**Type:** Grass  
**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 Wood Gecko Pokémon. The leaves growing out of Grovyle's body are convenient for camouflaging it from enemies in the forest. This Pokémon is a master at climbing trees in jungles.*

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics, Nature  
**Saving Throws:** Dexterity  
**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

**Unburden:** While this Pokémon is not holding an item, it gains 10 feet to its speed.

**Evolution:** Grovyle can evolve into Sceptile 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:** Fury Cutter, Leer, Pound, Absorb, Quick Attack  
**Level 6:** Mega Drain, Pursuit, Leaf Blade  
**Level 10:** Agility, Slam, Detect  
**Level 14:** X-Scissor, False Swipe  
**Level 18:** Quick Guard, Leaf Storm, Screech

**TM:** 01, 06, 10, 11, 17, 20, 21, 22, 27, 31, 32, 39, 40, 42, 44, 45, 47, 48, 53, 54, 56, 62, 75, 80, 81, 86, 87, 88, 90, 96, 100



## SCEPTILE #254

**Type:** Grass

**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 Forest Pokémon. The leaves growing on Sceptile's body are very sharp edged. This Pokémon is very agile-it leaps all over the branches of trees and jumps on its foe from above or behind.*

**Armor Class:** 16

**Hit Points:** 92 | **Hit Dice:** d12

**Speed:** 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Acrobatics, Nature

**Saving Throws:** Dexterity

**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

**Unburden:** While this Pokémon is not holding an item, it gains 10 feet to its speed.

**Starting Moves:** Absorb, Dual Chop, Fury Cutter, Leer, Night Slash, Pound, Quick Attack, Mega Drain, Pursuit, Leaf Blade, Agility

**Level 14:** Slam, Detect, X-Scissor

**Level 18:** False Swipe, Quick Guard, Leaf Storm, Screech

**TM:** 01, 02, 05, 06, 10, 11, 15, 17, 20, 21, 22, 26, 27, 31, 32, 39, 40, 42, 44, 45, 47, 48, 52, 53, 54, 59, 62, 68, 75, 78, 80, 81, 86, 87, 88, 90, 96, 100

## TORCHIC #255

**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 Chick Pokémon. Torchic has a place inside its body where it keeps its flame. Give it a hug-it will be glowing with warmth. This Pokémon is covered all over by a fluffy coat of down.*

**Armor Class:** 12

**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

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

**Evolution:** Torchic can evolve into Combusken 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, Sand Attack

**Level 6:** Peck, Fire Spin

**Level 10:** Quick Attack, Flame Burst, Focus Energy

**Level 14:** Slash, Mirror Move

**Level 18:** Flamethrower

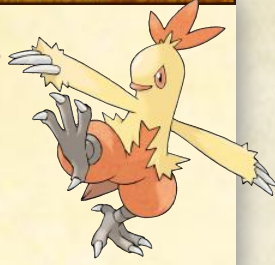
**TM:** 01, 06, 10, 11, 17, 21, 27, 32, 35, 38, 39, 40, 42, 43, 44, 45, 48, 49, 50, 61, 65, 75, 80, 87, 88, 90, 100

**Egg Moves:** Agility, Baton Pass, Counter, Crush Claw, Curse, Endure, Feather Dance, Feint, Flame Burst, Last Resort, Low Kick, Night Slash, Reversal, Rock Slide, Smelling Salts, Swagger



## COMBUSKEN #256

**Type:** Fire/Fighting  
**Classification:** Small | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Young Fowl Pokémon. Combusken battles with the intensely hot flames it spews from its beak and with outstandingly destructive kicks. This Pokémon's cry is very loud and distracting.*

**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, Strength  
**Vulnerabilities:** Flying, Ground, Psychic, Water  
**Resistances:** Bug, Dark, Fire, Grass, Ice, Steel

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

### HIDDEN ABILITY

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

**Evolution:** Combusken can evolve into Blaziken 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:** Double Kick, Ember, Growl, Sand Attack, Scratch

**Level 6:** Peck, Flame Charge

**Level 10:** Quick Attack, Bulk Up

**Level 14:** Focus Energy, Slash

**Level 18:** Mirror Move, Sky Uppercut, Flare Blitz

**TM:** 01, 06, 08, 10, 11, 17, 21, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 47, 48, 49, 50, 52, 56, 61, 65, 75, 80, 84, 87, 88, 90, 100

## BLAZIKEN #257

**Type:** Fire/Fighting  
**Classification:** Medium | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Blaze Pokémon. In battle, Blaziken blows out intense flames from its wrists and attacks foes courageously. The stronger the foe, the more intensely this Pokémon's wrists burn.*

**Armor Class:** 15  
**Hit Points:** 97 | **Hit Dice:** d12  
**Speed:** 35ft. walking

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

**Proficient Skills:** Athletics  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Flying, Ground, Psychic, Water  
**Resistances:** Bug, Dark, Fire, Grass, Ice, Steel

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

### HIDDEN ABILITY

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

**Starting Moves:** Blaze Kick, Double Kick, Ember, Fire Punch, Growl, High Jump Kick, Sand Attack, Scratch, Peck, Flame Charge, Quick Attack, Bulk Up

**Level 14:** Focus Energy, Slash

**Level 18:** Brave Bird, Sky Uppercut, Flare Blitz

**TM:** 01, 05, 06, 08, 10, 11, 15, 17, 21, 22, 26, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 47, 48, 49, 50, 52, 56, 61, 62, 65, 68, 71, 75, 78, 80, 84, 87, 88, 90, 100



## MUDKIP #258

**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 Mud Fish Pokémon. The fin on Mudkip's head acts as highly sensitive radar. Using this fin to sense movements of water and air, this Pokémon can determine what is taking place around it without using its eyes.*

**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:** Perception

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Senses:** Blindsight 10ft

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

### HIDDEN ABILITY

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

**Evolution:** Mudkip can evolve into Marshtomp 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, Water Gun

**Level 2:** Mud-Slap, Foresight

**Level 6:** Bide, Mud Sport

**Level 10:** Rock Throw, Protect

**Level 14:** Whirlpool, Take Down, Hydro Pump

**Level 18:** Endeavor

**TM:** 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 34, 39, 42, 44, 45, 48, 49, 55, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Ancient Power, Avalanche, Barrier, Bite, Counter, Curse, Double-Edge, Ice Ball, Mirror Coat, Mud Bomb, Refresh, Sludge, Stomp, Uproar, Whirlpool, Wide Guard, Yawn

## MARSHTOMP #259

**Type:** Water/Ground

**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 Mud Fish Pokémon. The surface of Marshtomp's body is enveloped by a thin, sticky film that enables it to live on land. This Pokémon plays in mud on beaches when the ocean tide is low.*

**Armor Class:** 14

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

**Speed:** 30ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival

**Saving Throws:** Strength, Constitution

**Vulnerabilities:** Grass

**Resistances:** Fire, Poison, Rock, Steel

**Immunities:** Electric

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

### HIDDEN ABILITY

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

**Evolution:** Marshtomp can evolve into Swampert 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, Mud Shot, Mud-Slap, Tackle, Water Gun, Foresight

**Level 6:** Bide, Mud Bomb

**Level 10:** Rock Slide, Protect

**Level 14:** Muddy Water, Take Down

**Level 18:** Earthquake, Endeavor

**TM:** 01, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 31, 32, 34, 39, 42, 44, 45, 48, 49, 55, 56, 78, 78, 80, 87, 88, 90, 94, 98, 100



## SWAMPERT #260

**Type:** Water/Ground  
**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 Mud Fish Pokémon. Swampert is very strong. It has enough power to easily drag a boulder weighing more than a ton. This Pokémon also has powerful vision that lets it see even in murky water.*

**Armor Class:** 16  
**Hit Points:** 117 | **Hit Dice:** d12  
**Speed:** 35ft. walking, 30ft. swimming

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

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Grass  
**Resistances:** Fire, Poison, Rock, Steel  
**Immunities:** Electric

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

### HIDDEN ABILITY

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

**Starting Moves:** Growl, Mud Shot, Mud-Slap, Tackle, Water Gun, Foresight, Bide, Mud Bomb, Rock Slide, Protect

**Level 14:** Muddy Water, Take Down

**Level 18:** Earthquake, Endeavor, Hammer Arm

**TM:** 01, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 31, 32, 34, 39, 42, 44, 45, 48, 49, 52, 55, 56, 68, 71, 78, 80, 87, 88, 90, 94, 98, 100

## POOCHYENA #261

**Type:** Dark  
**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 Bite Pokémon. At first sight, Poochyena takes a bite at anything that moves. This Pokémon chases after prey until the victim becomes exhausted. However, it may turn tail if the prey strikes back.*

**Armor Class:** 11  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 30ft. walking

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

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Fairy, Fighting  
**Resistances:** Dark, Ghost  
**Immunities:** Psychic  
**Senses:** Darkvision 30ft

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

**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.

**Evolution:** Poochyena can evolve into Mightyena 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:** Tackle, Howl

**Level 2:** Sand Attack, Bite, Odor Sleuth

**Level 6:** Roar, Swagger, Assurance

**Level 10:** Scary Face, Embargo, Taunt

**Level 14:** Crunch, Yawn, Take Down

**Level 18:** Sucker Punch, Play Rough

**TM:** 05, 06, 10, 11, 12, 17, 18, 21, 27, 30, 32, 41, 42, 44, 45, 46, 48, 63, 66, 87, 88, 90, 95, 97, 100

**Egg Moves:** Astonish, Covet, Fire Fang, Ice Fang, Leer, Me First, Play Rough, Poison Fang, Sleep Talk, Snatch, Sucker Punch, Thunder Fang, Yawn



## MIGHTYENA #262

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



*The Bite Pokémon. Mightyena gives obvious signals when it is preparing to attack. It starts to growl deeply and then flattens its body. This Pokémon will bite savagely with its sharply pointed fangs.*

**Armor Class:** 14  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 35ft. walking

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

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Fairy, Fighting  
**Resistances:** Dark, Ghost  
**Immunities:** Psychic  
**Senses:** Darkvision 50ft

**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

**Moxie:** Upon causing an opponent to faint, this Pokémon may immediately take another action.

**Starting Moves:** Bite, Fire Fang, Howl, Ice Fang, Sand Attack, Snarl, Tackle, Thief, Thunder Fang, Odor Sleuth

**Level 6:** Roar, Swagger

**Level 10:** Assurance, Scary Face, Embargo

**Level 14:** Taunt, Crunch, Yawn

**Level 18:** Take Down, Sucker Punch, Play Rough

**TM:** 05, 06, 10, 11, 12, 15, 17, 18, 21, 27, 30, 32, 41, 42, 44, 45, 46, 48, 63, 66, 68, 87, 88, 90, 95, 97, 100

## ZIGZAGOON #263

**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 Tiny Raccoon Pokémon. Zigzagoon restlessly wanders everywhere at all times. This Pokémon does so because it is very curious. It becomes interested in anything that it happens to see.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 30ft. walking, 35ft. climbing

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

**Proficient Skills:** Sleight of Hand  
**Saving Throws:** Dexterity  
**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.

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

### HIDDEN ABILITY

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

**Evolution:** Zigzagoon can evolve into Linoone at level 6 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:** Growl, Tackle

**Level 2:** Tail Whip, Sand Attack, Headbutt, Baby-Doll Eyes

**Level 6:** Odor Sleuth, Mud Sport, Pin Missile

**Level 10:** Covet, Bestow, Flail, Take Down

**Level 14:** Rest, Belly Drum, Fling

**TM:** 01, 06, 10, 11, 13, 14, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 49, 56, 57, 73, 86, 87, 88, 90, 94, 100

**Egg Moves:** Charm, Helping Hand, Mud-Slap, Pursuit, Rock Climb, Simple Beam, Sleep Talk, Substitute, Tickle, Trick



## LINOONE #264

**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 Rushing Pokémon. Linoone always runs full speed and only in straight lines. If facing an obstacle, it makes a right-angle turn to evade it. This Pokémon is very challenged by gently curving roads.*

**Armor Class:** 15  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 35ft. walking, 40ft. climbing

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

**Proficient Skills:** Sleight of Hand  
**Saving Throws:** Dexterity  
**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.

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

### HIDDEN ABILITY

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

**Starting Moves:** Growl, Play Rough, Sand Attack, Switcheroo, Tackle, Tail Whip, Odor Sleuth, Rototiller

**Level 6:** Mud Sport, Fury Swipes

**Level 10:** Covet, Bestow, Slash

**Level 14:** Double-Edge, Rest

**Level 18:** Belly Drum, Fling

**TM:** 01, 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 49, 56, 57, 65, 68, 73, 86, 87, 88, 90, 94, 100

## WURMPLE #265

**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. Using the spikes on its rear end, Wurmple peels the bark off trees and feeds on the sap that oozes out. This Pokémon's feet are tipped with suction pads that allow it to cling to glass without slipping.*

**Armor Class:** 11  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

**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:** Wurmple can evolve into Silcoon when it reaches level 4 and above during the day, or Cascoon when it reaches level 4 and above at night. 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:** String Shot, Tackle

**Level 2:** Poison Sting

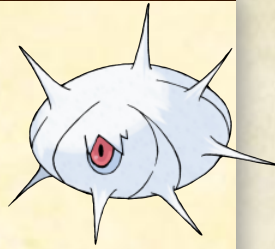
**Level 6:** Bug Bite

**TM:** None



## SILCOON #266

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



*The Cocoon Pokémon. Silcoon tethers itself to a tree branch using silk to keep from falling. There, this Pokémon hangs quietly while it awaits evolution. It peers out of the silk cocoon through a small hole.*

**Armor Class:** 11  
**Hit Points:** 29 | **Hit Dice:** d8  
**Speed:** 10ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-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:** Silcoon can evolve into Beautifly 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:** Harden

**TM:** None

## BEAUTIFLY #267

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



*The Butterfly Pokémon. Beautifly's favorite food is the sweet pollen of flowers. If you want to see this Pokémon, just leave a potted flower by an open window. Beautifly is sure to come looking for pollen.*

**Armor Class:** 13  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 10ft. walking, 10ft. climbing, 30ft. flying

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

**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.

### HIDDEN ABILITY

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

**Starting Moves:** Gust, Absorb, Stun Spore  
**Level 6:** Morning Sun, Air Cutter, Mega Drain  
**Level 10:** Silver Wind, Attract, Whirlwind, Giga Drain  
**Level 14:** Bug Buzz, Rage, Quiver Dance

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

## CASCOON #268

**Type:** Bug

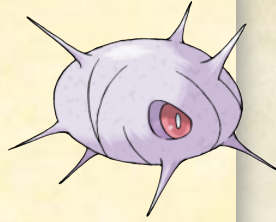
**Classification:** Small | SR 1

**Minimum Level Found:** 2

**Egg Group:** Bug

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/3 | 2 ASI



*The Cocoon Pokémon. Cascoon makes its protective cocoon by wrapping its body entirely with a fine silk from its mouth. Once the silk goes around its body, it hardens. This Pokémon prepares for its evolution inside the cocoon.*

**Armor Class:** 11

**Hit Points:** 29 | **Hit Dice:** d8

**Speed:** 10ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-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:** Cascoon can evolve into Dustox 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:** Harden

**TM:** None

## DUSTOX #269

**Type:** Bug/Poison

**Classification:** Medium | SR 7

**Minimum Level Found:** 5

**Egg Group:** Bug

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 3/3 | 2 ASI



*The Poison Moth Pokémon. Dustox is instinctively drawn to light. Swarms of this Pokémon are attracted by the bright lights of cities, where they wreak havoc by stripping the leaves off roadside trees for food.*

**Armor Class:** 15

**Hit Points:** 50 | **Hit Dice:** d10

**Speed:** 10ft. walking, 10ft. climbing, 30ft. flying

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

**Proficient Skills:** Acrobatics

**Saving Throws:** Dexterity

**Vulnerabilities:** Fire, Flying, Psychic, Rock

**Resistances:** Bug, Fairy, Fighting, Grass, Poison

**Senses:** Darkvision 40ft

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

### HIDDEN ABILITY

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

**Starting Moves:** Gust, Confusion, Poison Powder

**Level 6:** Moonlight, Venoshock, Psybeam

**Level 10:** Silver Wind, Light Screen, Whirlwind, Toxic

**Level 14:** Bug Buzz, Protect, Quiver Dance

**TM:** 06, 09, 10, 11, 15, 16, 17, 19, 21, 22, 27, 29, 30, 32, 36, 40, 42, 44, 45, 46, 48, 53, 62, 68, 83, 87, 88, 89, 90, 100



## LOTAD #270

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



*The Water Weed Pokémon. Lotad live in ponds and lakes, where they float on the surface. It grows weak if its broad leaf dies. On rare occasions, this Pokémon travels on land in search of clean water.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 15ft. walking, 25ft. swimming

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

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Flying, Poison  
**Resistances:** Ground, Steel, Water

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

**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.

### HIDDEN ABILITY

**Own Tempo:** This Pokémon is immune to becoming confused.

**Evolution:** Lotad can evolve into Lombre at level 5 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:** Astonish, Growl  
**Level 2:** Absorb, Bubble, Natural Gift  
**Level 6:** Mist, Mega Drain, Bubble Beam  
**Level 10:** Nature Power, Rain Dance, Giga Drain  
**Level 14:** Zen Headbutt, Energy Ball

**TM:** 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 27, 32, 42, 44, 45, 46, 48, 49, 53, 55, 75, 86, 87, 88, 90, 94, 96, 100

**Egg Moves:** Counter, Flail, Giga Drain, Leech Seed, Razor Leaf, Sweet Scent, Synthesis, Teeter Dance, Tickle, Water Gun

## LOMBRE #271

**Type:** Water/Grass  
**Classification:** Small | SR 4  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Jolly Pokémon. Lombre is nocturnal-it will get active after dusk. It is also a mischief maker. When this Pokémon spots anglers, it tugs on their fishing lines from beneath the surface and enjoys their consternation.*

**Armor Class:** 14  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 30ft. swimming

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

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Flying, Poison  
**Resistances:** Ground, Steel, Water

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

**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.

### HIDDEN ABILITY

**Own Tempo:** This Pokémon is immune to becoming confused.

**Evolution:** Lombre can evolve into Ludicolo at level 10 and above with the help of a Water Stone. 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:** Astonish, Growl, Absorb, Bubble, Fury Swipes  
**Level 6:** Fake Out, Water Sport  
**Level 10:** Bubble Beam, Nature Power, Up roar  
**Level 14:** Knock Off, Zen Headbutt  
**Level 18:** Hydro Pump

**TM:** 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 27, 31, 32, 42, 44, 45, 46, 48, 49, 53, 55, 56, 75, 86, 87, 88, 90, 94, 96, 98, 100



## LUDICOLO #272

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



*The Carefree Pokémon. Ludicolo begins dancing as soon as it hears cheerful, festive music. This Pokémon is said to appear when it hears the singing of children on hiking outings.*

**Armor Class:** 16  
**Hit Points:** 88 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. swimming

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

**Proficient Skills:** Nature, Performance  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Bug, Flying, Poison  
**Resistances:** Ground, Steel, Water

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

**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.

### HIDDEN ABILITY

**Own Tempo:** This Pokémon is immune to becoming confused.

**Starting Moves:** Astonish, Growl, Mega Drain, Nature Power

**TM:** 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 22, 27, 31, 32, 42, 44, 45, 46, 48, 49, 52, 53, 55, 56, 68, 75, 86, 87, 88, 90, 94, 96, 98, 100

## SEEDOT #273

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



*The Acorn Pokémon. Seedot attaches itself to a tree branch using the top of its head. It sucks moisture from the tree while hanging off the branch. The more water it drinks, the glossier this Pokémon's body becomes.*

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** None  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water  
**Senses:** Tremorsense 10ft

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

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### 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:** Seedot can evolve into Nuzleaf at level 5 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:** Bide, Harden  
**Level 2:** Growth  
**Level 6:** Nature Power, Synthesis  
**Level 10:** Sunny Day  
**Level 14:** Explosion

**TM:** 06, 10, 11, 17, 21, 22, 27, 30, 32, 42, 44, 45, 48, 53, 54, 64, 75, 86, 87, 88, 90, 96, 100

**Egg Moves:** Amnesia, Beat Up, Bullet Seed, Defog, False Swipe, Foul Play, Grassy Terrain, Leech Seed, Nasty Plot, Power Swap, Quick Attack, Razor Wind, Take Down, Worry Seed



## NUZLEAF #274

**Type:** Grass/Dark  
**Classification:** Small | SR 4  
**Minimum Level Found:** 5  
**Egg Group:** Field, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Wily Pokémon. Nuzleaf live in densely overgrown forests. They occasionally venture out of the forest to startle people. This Pokémon dislikes having its long nose pinched.*

**Armor Class:** 12  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 25ft. climbing

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

**Proficient Skills:** Sleight of Hand  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Fairy, Fighting, Fire, Flying, Ice, Poison  
**Resistances:** Dark, Electric, Ghost, Grass, Ground, Water  
**Immunities:** Psychic  
**Senses:** Tremorsense 30ft

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

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### 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:** Nuzleaf can evolve into Shiftry at level 10 and above with the help of a Leaf 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:** Pound, Razor Leaf, Harden, Growth, Torment, Fake Out  
**Level 6:** Nature Power, Razor Wind  
**Level 10:** Feint Attack, Leaf Blade, Swagger  
**Level 14:** Extrasensory

**TM:** 06, 10, 11, 15, 17, 21, 22, 27, 30, 31, 32, 39, 41, 42, 44, 45, 46, 47, 48, 53, 54, 56, 63, 64, 66, 75, 77, 80, 86, 87, 88, 90, 95, 96, 97, 100

## SHIFTRY #275

**Type:** Grass/Dark  
**Classification:** Medium | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Field, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Wicked Pokémon. Shiftry is a mysterious Pokémon that is said to live atop towering trees dating back over a thousand years. It creates terrific windstorms with the fans it holds.*

**Armor Class:** 14  
**Hit Points:** 88 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. climbing

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

**Proficient Skills:** Sleight of Hand, Insight  
**Saving Throws:** Strength, Wisdom  
**Vulnerabilities:** Bug, Fairy, Fighting, Fire, Flying, Ice, Poison  
**Resistances:** Dark, Electric, Ghost, Grass, Ground, Water  
**Immunities:** Psychic  
**Senses:** Tremorsense 50ft

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

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### 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.

**Starting Moves:** Feint Attack, Nasty Plot, Razor Leaf, Whirlwind, Leaf Tornado  
**Level 10:** Hurricane  
**Level 18:** Leaf Storm

**TM:** 06, 10, 11, 15, 17, 21, 22, 27, 30, 31, 32, 39, 40, 41, 42, 44, 45, 46, 47, 48, 52, 53, 54, 56, 59, 63, 64, 66, 68, 75, 77, 80, 81, 86, 87, 88, 90, 95, 96, 97, 100



## TAILLOW #276

**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 Swallow Pokémon. Taillow courageously stands its ground against foes, however strong they may be. This gutsy Pokémon will remain defiant even after a loss. On the other hand, it cries loudly if it becomes hungry.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 15ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+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

**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

**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.

**Evolution:** Taillow can evolve into Swellow at level 7 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:** Focus Energy, Quick Attack, Wing Attack  
**Level 6:** Double Team, Aerial Ace  
**Level 10:** Quick Guard, Agility  
**Level 14:** Air Slash, Endeavor, Brave Bird  
**Level 18:** Reversal

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

**Egg Moves:** Boomburst, Brave Bird, Defog, Mirror Move, Pursuit, Rage, Refresh, Roost, Sky Attack, Steel Wing, Supersonic, Whirlwind

## SWELLOW #277

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



*The Swallow Pokémon. Swellow flies high above our heads, making graceful arcs in the sky. This Pokémon dives at a steep angle as soon as it spots its prey. The hapless prey is tightly grasped by Swellow's clawed feet, preventing escape.*

**Armor Class:** 15  
**Hit Points:** 40 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

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

**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

**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.

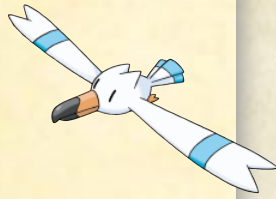
**Starting Moves:** Focus Energy, Growl, Peck, Pluck, Quick Attack, Wing Attack  
**Level 6:** Double Team  
**Level 10:** Aerial Ace, Quick Guard  
**Level 14:** Agility, Air Slash  
**Level 18:** Endeavor, Brave Bird, Reversal

**TM:** 01, 06, 10, 11, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 87, 88, 89, 90, 100



## WINGULL #278

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



*The Seagull Pokémon. Wingull has the habit of carrying prey and valuables in its beak and hiding them in all sorts of locations. This Pokémon rides the winds and flies as if it were skating across the sky.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 10ft. walking, 30ft. flying

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

**Proficient Skills:** Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Rock  
**Resistances:** Bug, Fighting, Fire, Steel, Water  
**Immunities:** Ground

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

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

### 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:** Wingull can evolve into Pelipper at level 7 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:** Growl, Water Gun  
**Level 2:** Supersonic, Wing Attack, Mist  
**Level 6:** Water Pulse, Quick Attack, Air Cutter  
**Level 10:** Pursuit, Aerial Ace  
**Level 14:** Roost, Agility, Air Slash  
**Level 18:** Hurricane

**TM:** 06, 07, 10, 13, 14, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 55, 76, 87, 88, 89, 90, 100

**Egg Moves:** Agility, Aqua Ring, Brine, Gust, Knock Off, Mist, Roost, Soak, Twister, Water Sport, Wide Guard

## PELIPPER #279

**Type:** Water/Flying  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Water Bird Pokémon. Pelipper is a flying transporter that carries small Pokémon and eggs inside its massive bill. This Pokémon builds its nest on steep cliffs facing the sea.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 10ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Rock  
**Resistances:** Bug, Fighting, Fire, Steel, Water  
**Immunities:** Ground

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

**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.

### 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:** Growl, Protect, Soak, Water Gun, Water Sport, Wing Attack, Supersonic, Mist  
**Level 6:** Water Pulse, Payback, Brine  
**Level 10:** Fling  
**Level 14:** Spit Up, Stockpile, Swallow, Roost  
**Level 18:** Tailwind, Hydro Pump, Hurricane

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 55, 56, 58, 66, 68, 76, 87, 88, 89, 90, 94, 100



## RALTS #280

**Type:** Psychic/Fairy  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Human-Like, Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Feeling Pokémon. Ralts senses the emotions of people using the horns on its head. This Pokémon rarely appears before people. But when it does, it draws closer if it senses that the person has a positive disposition.*

**Armor Class:** 11  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

**Proficient Skills:** Insight  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Ghost, Poison, Steel  
**Resistances:** Fighting, Psychic  
**Immunities:** Dragon  
**Senses:** Truesight 5ft

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

**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.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Evolution:** Ralts can evolve into Kirlia 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:** Growl, Confusion  
**Level 2:** Double Team, Teleport, Disarming Voice  
**Level 6:** Lucky Chant, Magical Leaf, Heal Pulse, Draining Kiss, Calm Mind  
**Level 10:** Psychic, Imprison, Future Sight  
**Level 14:** Charm, Hypnosis, Dream Eater  
**Level 18:** Stored Power

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 49, 56, 57, 61, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

**Egg Moves:** Ally Switch, Confuse Ray, Destiny Bond, Disable, Encore, Grudge, Mean Look, Memento, Misty Terrain, Shadow Sneak, Skill Swap, Synchronoise, Will-O-Wisp

## KIRLIA #281

**Type:** Psychic/Fairy  
**Classification:** Small | SR 4  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like, Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Emotion Pokémon. It is said that a Kirlia that is exposed to the positive emotions of its Trainer grows beautiful. This Pokémon controls psychokinetic powers with its highly developed brain.*

**Armor Class:** 12  
**Hit Points:** 40 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

**Proficient Skills:** Insight  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Ghost, Poison, Steel  
**Resistances:** Fighting, Psychic  
**Immunities:** Dragon  
**Senses:** Truesight 10ft

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

**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.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Evolution:** A Kirlia can evolve into Gardevoir at level 12 and above. A **male** Kirlia can evolve into Gallade as level 12 and above while holding a Dawn 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:** Confusion, Double Team, Growl, Teleport, Disarming Voice  
**Level 6:** Lucky Chant, Magical Leaf, Heal Pulse  
**Level 10:** Draining Kiss, Calm Mind, Psychic  
**Level 14:** Imprison, Future Sight, Charm  
**Level 18:** Hypnosis, Dream Eater, Stored Power

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 49, 56, 57, 61, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100



## GARDEVOIR #282

**Type:** Psychic/Fairy  
**Classification:** Medium | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Human-Like, Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Embrace Pokémon. Gardevoir has the ability to read the future. If it senses impending danger to its Trainer, this Pokémon is said to unleash its psychokinetic energy at full power.*

**Armor Class:** 16  
**Hit Points:** 82 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	12 (+1)	16 (+3)	12 (+1)

**Proficient Skills:** Insight, Arcana  
**Saving Throws:** Wisdom, Dexterity  
**Vulnerabilities:** Ghost, Poison, Steel  
**Resistances:** Fighting, Psychic  
**Immunities:** Dragon  
**Senses:** Truesight 20ft

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

**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.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Starting Moves:** Confusion, Double Team, Growl, Healing Wish, Misty Terrain, Teleport, Disarming Voice, Wish, Magical Leaf, Heal Pulse, Draining Kiss, Calm Mind, Psychic

**Level 14:** Imprison, Future Sight

**Level 18:** Captivate, Hypnosis, Dream Eater, Stored Power, Moonblast

**TM:** 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 49, 52, 53, 56, 57, 61, 68, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

## SURSKIT #283

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



*The Pond Skater Pokémon. If Surskit senses danger, it secretes a thick, sugary syrup from the tip of its head. There are some Pokémon that love eating this syrup.*

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

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

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Flying, Rock  
**Resistances:** Fighting, Ground, Ice, Steel, Water

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

### 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:** Surskit can evolve into Masquerain 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:** Bubble

**Level 2:** Quick Attack, Sweet Scent

**Level 6:** Water Sport, Bubble Beam, Agility

**Level 10:** Haze, Mist, Aqua Jet

**Level 14:** Baton Pass, Sticky Web

**TM:** 06, 10, 11, 13, 14, 17, 18, 21, 22, 27, 30, 32, 42, 44, 45, 46, 48, 55, 77, 83, 87, 88, 90, 100

**Egg Moves:** Aqua Jet, Bug Bite, Endure, Fell Stinger, Foresight, Hydro Pump, Mind Reader, Mud Shot, Power Split, Psybeam, Signal Beam



## MASQUERAIN #284

**Type:** Bug/Flying  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Eyeball Pokémon. Masquerain intimidates enemies with the eyelike patterns on its antennae. This Pokémon flaps its four wings to freely fly in any direction—even sideways and backwards—as if it were a helicopter.*

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground

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

### HIDDEN ABILITY

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

**Starting Moves:** Bubble, Quick Attack, Sweet Scent, Water Sport

**Level 6:** Gust, Air Cutter, Scary Face

**Level 10:** Stun Spore

**Level 14:** Silver Wind, Air Slash

**Level 18:** Bug Buzz, Whirlwind, Quiver Dance

**TM:** 06, 10, 11, 13, 14, 15, 17, 18, 19, 21, 22, 27, 30, 32, 40, 42, 44, 45, 46, 48, 53, 55, 68, 77, 83, 87, 88, 89, 90, 100

## SHROOMISH #285

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



*The Mushroom Pokémon. If Shroomish senses danger, it shakes its body and scatters spores from the top of its head. This Pokémon's spores are so toxic, they make trees and weeds wilt.*

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

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, 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.

**Poison Heal:** This Pokémon does not suffer the disadvantage effects of the poisoned status. In addition, this Pokémon recovers half of all poison damage it would take, including the damage at each of its turns.

### HIDDEN ABILITY

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

**Evolution:** Shroomish can evolve into Breloom 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:** Absorb, Tackle

**Level 2:** Stun Spore, Leech Seed, Mega Drain

**Level 6:** Headbutt, Poison Powder, Worry Seed

**Level 10:** Giga Drain, Growth

**Level 14:** Toxic, Seed Bomb, Spore

**TM:** 06, 09, 10, 11, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 54, 75, 86, 87, 88, 90, 100

**Egg Moves:** Bullet Seed, Charm, Drain Punch, Fake Tears, False Swipe, Focus Punch, Helping Hand, Natural Gift, Seed Bomb, Swagger, Wake-Up Slap, Worry Seed



## BRELOOM #286

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



*The Mushroom Pokémon. Breloom closes in on its foe with light and sprightly footwork, then throws punches with its stretchy arms. This Pokémon's fighting technique puts boxers to shame.*

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fairy, Fire, Flying, Ice, Poison, Psychic  
**Resistances:** Dark, Electric, Grass, Ground, Water  
**Senses:** Darkvision 60ft, 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.

**Poison Heal:** This Pokémon does not suffer the disadvantage effects of the poisoned status. In addition, this Pokémon recovers half of all poison damage it would take, including the damage at each of the end of its turns.

### 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:** Absorb, Leech Seed, Mach Punch, Stun Spore, Tackle, Mega Drain  
**Level 6:** Headbutt, Feint, Counter  
**Level 10:** Force Palm  
**Level 14:** Mind Reader, Sky Uppercut  
**Level 18:** Seed Bomb, Dynamic Punch

**TM:** 01, 06, 08, 09, 10, 11, 15, 17, 20, 21, 22, 27, 31, 32, 36, 39, 42, 44, 45, 47, 48, 52, 53, 54, 56, 71, 75, 80, 86, 87, 88, 90, 100

## SLAKOTH #287

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



*The Slacker Pokémon. Slakoth's heart beats just once a minute. Whatever happens, it is content to loaf around motionless. It is rare to see this Pokémon in motion.*

**Armor Class:** 12  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Wisdom  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Truant:** This Pokémon cannot use the same move in back to back rounds.

**Evolution:** Slakoth can evolve into Vigoroth 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:** Scratch, Yawn  
**Level 2:** Encore, Slack Off  
**Level 6:** Feint Attack, Amnesia, Covet  
**Level 10:** Chip Away, Counter  
**Level 14:** Flail, Play Rough

**TM:** 01, 06, 08, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 56, 65, 80, 87, 88, 90, 100

**Egg Moves:** After You, Body Slam, Crush Claw, Curse, Hammer Arm, Night Slash, Pursuit, Slash, Sleep Talk, Snore, Tickle

## VIGOROTH #288

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



*The Wild Monkey Pokémon. Vigoroth is always itching and agitated to go on a wild rampage. It simply can't tolerate sitting still for even a minute. This Pokémon's stress level rises if it can't be moving constantly.*

**Armor Class:** 15  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. climbing

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Wisdom  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Evolution:** Vigoroth can evolve into Slaking 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:** Encore, Focus Energy, Scratch, Uproar  
**Level 6:** Fury Swipes, Endure  
**Level 10:** Slash, Chip Away  
**Level 14:** Counter, Focus Punch  
**Level 18:** Reversal

**TM:** 01, 05, 06, 08, 10, 11, 12, 13, 14, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 47, 48, 52, 56, 65, 78, 80, 87, 88, 90, 100

## SLAKING #289

**Type:** Normal  
**Classification:** Large | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Lazy Pokémon. Slaking spends all day lying down and lolling about. It eats grass growing within its reach. If it eats all the grass it can reach, this Pokémon reluctantly moves to another spot.*

**Armor Class:** 16  
**Hit Points:** 112 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Intimidation  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Truant:** This Pokémon cannot use the same move in back to back rounds.

**Starting Moves:** Encore, Scratch, Slack Off, Swagger, Yawn, Feint Attack, Amnesia, Covet  
**Level 14:** Counter, Flail  
**Level 18:** Fling, Punishment, Hammer Arm

**TM:** 01, 05, 06, 08, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 47, 48, 52, 56, 60, 65, 68, 78, 80, 87, 88, 90, 100



## NINCADA #290

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



*The Trainee Pokémon. Nincada lives underground for many years in complete darkness. This Pokémon absorbs nutrients from the roots of trees. It stays motionless as it waits for evolution.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 10ft. walking, 10ft. climbing, 25ft. flying

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

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fire, Flying, Ice, Water  
**Resistances:** Fighting, Ground, Poison  
**Immunities:** Electric  
**Senses:** Darkvision 30ft

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

### HIDDEN ABILITY

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

**Evolution:** Nincada can evolve into Ninjask at level 6 and above. If its trainer has an empty Pokeslot and Pokeball (any kind), they also acquire a Shedinja at the same level. The Shedinja has all the base statistics that are in its stat block, plus any health and Ability Score Increases it would obtain from leveling up from its minimum found level. 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:** Harden, Scratch  
**Level 2:** Absorb, Sand Attack, Fury Swipes  
**Level 6:** Mud-Slap, Metal Claw  
**Level 10:** Mind Reader, Bide  
**Level 14:** False Swipe, Dig

**TM:** 06, 10, 11, 17, 21, 22, 27, 28, 30, 32, 37, 40, 42, 44, 48, 54, 81, 87, 88, 90, 100

**Egg Moves:** Bug Bite, Bug Buzz, Endure, Feint Attack, Final Gambit, Gust, Night Slash, Silver Wind

## NINJASK #291

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



*The Ninja Pokémon. Ninjask moves around at such a high speed that it cannot be seen, even while its crying can be clearly heard. For that reason, this Pokémon was long believed to be invisible.*

**Armor Class:** 15  
**Hit Points:** 40 | **Hit Dice:** d8  
**Speed:** 20ft. walking, 20ft. climbing, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Nature, Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground  
**Senses:** Darkvision 60ft

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

### HIDDEN ABILITY

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

**Starting Moves:** Absorb, Bug Bite, Double Team, Fury Cutter, Harden, Sand Attack, Scratch, Screech, Fury Swipes  
**Level 6:** Agility  
**Level 10:** Slash, Mind Reader  
**Level 14:** Baton Pass, Swords Dance  
**Level 18:** X-Scissor

**TM:** 06, 10, 11, 15, 17, 19, 21, 22, 27, 28, 30, 32, 37, 40, 42, 44, 45, 46, 48, 54, 68, 75, 81, 87, 88, 89, 90, 100



## SHEDINJA #292

**Type:** Bug/Ghost  
**Classification:** Small | SR 1  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/2 | 3 ASI



*The Shed Pokémon. Shedinja's hard body doesn't move-not even a twitch. In fact, its body appears to be merely a hollow shell. It is believed that this Pokémon will steal the spirit of anyone peering into its hollow body from its back.*

**Armor Class:** 12  
**Hit Points:** 1 | **Hit Dice:** None  
**Speed:** 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	8 (-1)	18 (+4)	10 (+0)

**Proficient Skills:** Nature, Insight  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Fire, Flying, Ghost, Rock  
**Resistances:** Bug, Fighting, Grass, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 60ft, Truesight 10ft

*A Shedinja has both of its abilities, all the time.*

**Wonder Guard:** This Pokémon is immune to damaging attacks from types that are not in its vulnerabilities list. (Shedinja only. Cannot be passed or swapped)

**Paper Thin:** This Pokémon always has a maximum HP of 1. (Shedinja only. Cannot be passed or swapped)

**Starting Moves:** Absorb, Harden, Sand Attack, Scratch, Fury Swipes

**Level 6:** Spite, Shadow Sneak

**Level 10:** Mind Reader, Confuse Ray

**Level 14:** Shadow Ball, Grudge, Heal Block

**Level 18:** Phantom Force

**TM:** 06, 10, 11, 15, 17, 21, 22, 27, 28, 30, 32, 37, 40, 42, 44, 46, 48, 54, 61, 65, 68, 81, 85, 87, 88, 90, 100

## WHISMUR #293

**Type:** Normal  
**Classification:** Small | SR 1/8  
**Minimum Level Found:** 1  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Whisper Pokémon. Normally, Whismur's voice is very quiet-it is barely audible even if one is paying close attention. However, if this Pokémon senses danger, it starts crying at an earsplitting volume.*

**Armor Class:** 10  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

**Proficient Skills:** Performance  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Blindsight 80ft

**Soundproof:** This Pokémon is immune to sound-based moves.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Evolution:** Whismur can evolve into Loudred 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:** Pound, Echoed Voice

**Level 2:** Astonish, Howl

**Level 6:** Screech, Supersonic, Stomp

**Level 10:** Uproar, Roar, Rest

**Level 14:** Sleep Talk, Hyper Voice

**Level 18:** Synchronoise

**TM:** 01, 05, 06, 10, 11, 13, 14, 17, 18, 21, 22, 27, 30, 32, 35, 38, 42, 44, 45, 48, 49, 56, 87, 88, 90, 100

**Egg Moves:** Circle Throw, Disarming Voice, Endeavor, Extrasensory, Fake Tears, Hammer Arm, Smelling Salts, Smokescreen, Snore, Swagger, Take Down



## LOUDRED #294

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



*The Big Voice Pokémon. Loudred's bellowing can completely decimate a wood-frame house. It uses its voice to punish its foes. This Pokémon's round ears serve as loudspeakers.*

**Armor Class:** 12  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 25ft. walking

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

**Proficient Skills:** Performance  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Soundproof:** This Pokémon is immune to sound-based moves.

### HIDDEN ABILITY

**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.

**Evolution:** Loudred can evolve into Exploud 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:** Astonish, Bite, Echoed Voice, Howl, Pound

**Level 6:** Screech, Supersonic  
**Level 10:** Stomp, Uproar, Roar  
**Level 14:** Rest, Sleep Talk  
**Level 18:** Hyper Voice, Synchronoise

**TM:** 01, 05, 06, 10, 11, 12, 13, 14, 17, 18, 21, 22, 23, 26, 27, 30, 31, 32, 35, 38, 39, 41, 42, 44, 45, 48, 49, 50, 56, 78, 80, 87, 88, 90, 100

## EXPLOUD #295

**Type:** Normal  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 10  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Loud Noise Pokémon. Exploud triggers earthquakes with the tremors it creates by bellowing. If this Pokémon violently inhales from the ports on its body, it's a sign that it is preparing to let loose a huge bellow.*

**Armor Class:** 14  
**Hit Points:** 107 | **Hit Dice:** d12  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

**Proficient Skills:** Performance  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Soundproof:** This Pokémon is immune to sound-based moves.

### HIDDEN ABILITY

**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.

**Starting Moves:** Astonish, Bite, Crunch, Echoed Voice, Fire Fang, Howl, Ice Fang, Pound, Thunder Fang, Screech, Supersonic, Stomp, Uproar, Roar  
**Level 14:** Rest, Sleep Talk  
**Level 18:** Hyper Voice, Synchronoise, Hyper Beam, Boomburst

**TM:** 01, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 23, 26, 27, 30, 31, 32, 35, 38, 39, 41, 42, 44, 45, 48, 49, 50, 52, 56, 68, 78, 80, 87, 88, 90, 94, 100



## MAKHITA #296

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



*The Guts Pokémon. Makhita is tenacious-it will keep getting up and attacking its foe however many times it is knocked down. Every time it gets back up, this Pokémon stores more energy in its body for evolving.*

**Armor Class:** 11  
**Hit Points:** 21 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

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

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**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

**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:** Makhita can evolve into Hariyama 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:** Focus Energy, Tackle, Sand Attack  
**Level 2:** Arm Thrust, Fake Out, Force Palm  
**Level 6:** Whirlwind, Knock Off, Vital Throw  
**Level 10:** Belly Drum, Smelling Salts, Seismic Toss  
**Level 14:** Wake-Up Slap, Endure, Close Combat  
**Level 18:** Reversal, Heavy Slam

**TM:** 01, 06, 08, 10, 11, 17, 18, 21, 23, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 78, 80, 84, 87, 88, 90, 94, 100

**Egg Moves:** Bullet Punch, Chip Away, Counter, Cross Chop, Detect, Dynamic Punch, Feint Attack, Feint, Focus Punch, Foresight, Helping Hand, Revenge, Wake-Up Slap, Wide Guard

## HARIYAMA #297

**Type:** Fighting  
**Classification:** Large | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 75% M / 25% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Arm Thrust Pokémon. Hariyama practices its straight-arm slaps in any number of locations. One hit of this Pokémon's powerful, openhanded, straight-arm punches could snap a telephone pole in two.*

**Armor Class:** 14  
**Hit Points:** 61 | **Hit Dice:** d12  
**Speed:** 25ft. walking

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

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

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**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

**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:** Arm Thrust, Brine, Focus Energy, Sand Attack, Tackle, Fake Out, Force Palm  
**Level 6:** Whirlwind, Knock Off, Vital Throw  
**Level 10:** Belly Drum, Smelling Salts  
**Level 14:** Seismic Toss, Wake-Up Slap  
**Level 18:** Endure, Close Combat, Reversal, Heavy Slam

**TM:** 01, 06, 08, 10, 11, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 66, 68, 71, 78, 80, 84, 87, 88, 90, 94, 100



## AZURILL #298

**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 Polka Dot Pokémon. Azurill spins its tail as if it were a lasso, then hurls it far. The momentum of the throw sends its body flying, too. Using this unique action, one of these Pokémon managed to hurl itself a record 33 feet.*

**Armor Class:** 11  
**Hit Points:** 14 | **Hit Dice:** d6  
**Speed:** 20ft. walking, 25ft. swimming

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

**Proficient Skills:** None  
**Saving Throws:** Constitution  
**Vulnerabilities:** Poison, Steel  
**Resistances:** Bug, Dark  
**Immunities:** Dragon, Ghost

**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:** Azurill can evolve into Marill at level 3 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).

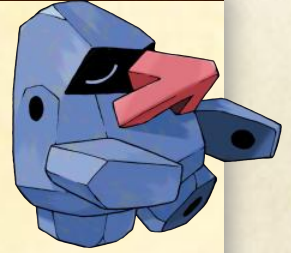
**Starting Moves:** Splash, Water Gun, Tail Whip  
**Level 2:** Water Sport, Bubble, Charm  
**Level 6:** Bubble Beam, Helping Hand, Slam  
**Level 10:** Bounce

**TM:** 01, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

**Egg Moves:** Amnesia, Aqua Jet, Belly Drum, Body Slam, Encore, Fake Tears, Future Sight, Light Screen, Muddy Water, Perish Song, Present, Refresh, Sing, Slam, Soak, Substitute, Superpower, Supersonic, Tickle, Water Sport

## NOSEPASS #299

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



*The Compass Pokémon. Nosepass's magnetic nose is always pointed to the north. If two of these Pokémon meet, they cannot turn their faces to each other when they are close because their magnetic noses repel one another.*

**Armor Class:** 17  
**Hit Points:** 21 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

**Proficient Skills:** Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison  
**Senses:** Tremorsense 40ft

**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.

**Magnet Pull:** Steel opponents in battle with this Pokémon may not switch out or flee.

### HIDDEN ABILITY

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

**Evolution:** Nosepass can evolve into Probopass at level 12 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, Harden  
**Level 2:** Block, Rock Throw, Thunder Wave  
**Level 6:** Rest, Spark, Rock Slide  
**Level 10:** Power Gem, Rock Blast, Discharge  
**Level 14:** Sandstorm, Earth Power, Stone Edge  
**Level 18:** Lock-On, Zap Cannon

**TM:** 06, 10, 11, 12, 17, 21, 23, 24, 25, 26, 27, 32, 39, 41, 42, 44, 45, 48, 64, 69, 71, 72, 73, 78, 80, 87, 88, 90, 99, 100

**Egg Moves:** Block, Double-Edge, Endure, Explosion, Magnitude, Rollout, Stealth Rock, Wide Guard



## SKITTY #300

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



*The Kitten Pokémon. Skitty has the habit of becoming fascinated by moving objects and chasing them around. This Pokémon is known to chase after its own tail and become dizzy.*

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

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

**Proficient Skills:** Persuasion  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Darkvision 30ft

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

**Normalize:** Every move this Pokémon activates is Normal type.

### HIDDEN ABILITY

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

**Evolution:** Skitty can evolve into Delcatty 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 9 points to add to its ability scores (max 20).

**Starting Moves:** Fake Out, Growl, Tackle, Tail Whip, Foresight

**Level 2:** Sing, Attract, Disarming Voice

**Level 6:** Double Slap, Copycat, Feint Attack

**Level 10:** Charm, Wake-Up Slap, Assist

**Level 14:** Covet, Heal Bell, Double-Edge

**Level 18:** Captivate, Play Rough

**TM:** 01, 04, 06, 10, 11, 13, 14, 17, 18, 20, 21, 22, 24, 25, 27, 30, 32, 42, 44, 45, 48, 49, 57, 66, 73, 77, 85, 86, 87, 88, 90, 93, 100

**Egg Moves:** Baton Pass, Captivate, Cosmic Power, Fake Out, Fake Tears, Helping Hand, Last Resort, Mud Bomb, Psych Up, Simple Beam, Substitute, Sucker Punch, Tickle, Uproar, Wish, Zen Headbutt

## DELCATTY #301

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



*The Prim Pokémon. Delcatty prefers to live an unfettered existence in which it can do as it pleases at its own pace. Because this Pokémon eats and sleeps whenever it decides, its daily routines are completely random.*

**Armor Class:** 14  
**Hit Points:** 45 | **Hit Dice:** d8  
**Speed:** 35ft. walking, 35ft. climbing

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

**Proficient Skills:** Persuasion, Insight  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Darkvision 50ft

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

**Normalize:** Every move this Pokémon activates is Normal type.

### HIDDEN ABILITY

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

**Starting Moves:** Attract, Double Slap, Fake Out, Sing

**TM:** 01, 04, 06, 10, 11, 13, 14, 15, 17, 18, 20, 21, 22, 24, 25, 27, 30, 32, 42, 44, 45, 48, 49, 57, 66, 68, 73, 77, 85, 86, 87, 88, 90, 93, 100



## SABLEYE #302

**Type:** Dark/Ghost  
**Classification:** Tiny | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Darkness Pokémon. Sableye digs the ground with sharpened claws to find rocks that it eats. Substances in the eaten rocks crystallize and rise up to the Pokémon's body surface.*

**Armor Class:** 18  
**Hit Points:** 35 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

**Proficient Skills:** Deception, Stealth  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Fairy  
**Resistances:** Poison  
**Immunities:** Fighting, Normal, Psychic  
**Senses:** Darkvision 30ft

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

**Stall:** This Pokémon is always last in initiative order.

### 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.

**Starting Moves:** Leer, Scratch, Foresight, Night Shade, Astonish, Fury Swipes

**Level 6:** Detect, Shadow Sneak, Feint Attack, Fake Out

**Level 10:** Punishment, Knock Off, Shadow Claw, Confuse Ray

**Level 14:** Zen Headbutt, Power Gem, Shadow Ball, Foul Play

**Level 18:** Quash, Mean Look

**TM:** 04, 06, 10, 11, 12, 17, 18, 21, 27, 29, 30, 31, 32, 39, 40, 41, 42, 44, 45, 46, 47, 48, 56, 60, 61, 63, 65, 66, 77, 84, 85, 87, 88, 90, 95, 97, 99, 100

**Egg Moves:** Captivate, Feint, Flatter, Imprison, Mean Look, Metal Burst, Moonlight, Nasty Plot, Psych Up, Recover, Sucker Punch, Trick

## MAWILE #303

**Type:** Steel/Fairy  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Field, Fairy  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Deceiver Pokémon. Mawile's huge jaws are actually steel horns that have been transformed. Its docile-looking face serves to lull its foe into letting down its guard. When the foe least expects it, Mawile chomps it with its gaping jaws.*

**Armor Class:** 17  
**Hit Points:** 40 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

**Proficient Skills:** Intimidation, Deception  
**Saving Throws:** Charisma  
**Vulnerabilities:** Fire, Ground  
**Resistances:** Bug, Dark, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock  
**Immunities:** Dragon, Poison

**Hyper Cutter:** This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

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

### 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:** Astonish, Fairy Wind, Growl, Taunt, Fake Tears, Bite, Sweet Scent

**Level 6:** Vice Grip, Feint Attack

**Level 10:** Baton Pass, Crunch

**Level 14:** Iron Defense, Sucker Punch, Spit Up, Stockpile, Swallow

**Level 18:** Iron Head, Play Rough

**TM:** 06, 10, 11, 12, 13, 15, 17, 18, 21, 22, 27, 30, 31, 32, 35, 36, 37, 38, 39, 41, 42, 44, 45, 48, 52, 54, 56, 57, 63, 66, 68, 71, 75, 77, 80, 86, 87, 88, 90, 91, 97, 100

**Egg Moves:** Ancient Power, Captivate, False Swipe, Fire Fang, Guard Swap, Ice Fang, Metal Burst, Misty Terrain, Poison Fang, Psych Up, Punishment, Seismic Toss, Slam, Sucker Punch, Swords Dance, Thunder Fang, Tickle



## ARON #304

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



*The Iron Armor Pokémon. This Pokémon has a body of steel. To make its body, Aron feeds on iron ore that it digs from mountains. Occasionally, it causes major trouble by eating bridges and rails.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

**Proficient Skills:** Athletics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock  
**Immunities:** Poison  
**Senses:** Tremorsense 20ft

**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

**Heavy Metal:** This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

**Evolution:** Aron can evolve into Lairon 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:** Harden, Tackle, Mud-Slap  
**Level 2:** Headbutt, Metal Claw, Rock Tomb  
**Level 6:** Protect, Roar, Iron Head  
**Level 10:** Rock Slide, Take Down, Metal Sound  
**Level 14:** Iron Tail, Iron Defense, Double-Edge  
**Level 18:** Autotomize, Heavy Slam, Metal Burst

**TM:** 05, 06, 10, 11, 17, 18, 21, 26, 27, 32, 37, 39, 40, 42, 44, 45, 48, 65, 69, 78, 80, 87, 88, 90, 100

**Egg Moves:** Body Slam, Curse, Dragon Rush, Endeavor, Head Smash, Iron Head, Reversal, Screech, Smelling Salts, Stealth Rock, Stomp, Superpower

## LAIRON #305

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



*The Iron Armor Pokémon. Lairon tempers its steel body by drinking highly nutritious mineral springwater until it is bloated. This Pokémon makes its nest close to springs of delicious water.*

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock  
**Immunities:** Poison  
**Senses:** Tremorsense 50ft

**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

**Heavy Metal:** This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

**Evolution:** Lairon can evolve into Aggron at level 16 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:** Harden, Headbutt, Mud-Slap, Tackle, Metal Claw, Rock Tomb  
**Level 6:** Protect, Roar, Iron Head  
**Level 10:** Rock Slide, Take Down, Metal Sound  
**Level 14:** Iron Tail, Iron Defense  
**Level 18:** Double-Edge, Autotomize, Heavy Slam, Metal Burst

**TM:** 05, 06, 10, 11, 17, 18, 21, 26, 27, 32, 37, 39, 40, 42, 44, 45, 48, 65, 69, 71, 78, 80, 87, 88, 90, 100



## AGGRON #306

**Type:** Steel/Rock  
**Classification:** Large | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Iron Armor Pokémon. Aggron claims an entire mountain as its own territory. It mercilessly beats up anything that violates its environment. This Pokémon vigilantly patrols its territory at all times.*

**Armor Class:** 18  
**Hit Points:** 140 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock  
**Immunities:** Poison  
**Senses:** Tremorsense 80ft

**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

**Heavy Metal:** This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

**Starting Moves:** Harden, Headbutt, Mud-Slap, Tackle, Metal Claw, Rock Tomb, Protect, Roar, Iron Head, Rock Slide, Take Down, Metal Sound

**Level 14:** Iron Tail, Iron Defense

**Level 18:** Double-Edge, Autotomize, Heavy Slam, Metal Burst

**TM:** 02, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 52, 56, 59, 65, 66, 67, 68, 69, 71, 73, 78, 80, 82, 87, 88, 90, 91, 94, 97, 100

## MEDITITE #307

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



*The Meditate Pokémon. Meditite heightens its inner energy through meditation. It survives on just one berry a day. Minimal eating is another aspect of this Pokémon's training.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

**Proficient Skills:** Insight  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Fairy, Flying, Ghost  
**Resistances:** Fighting, Rock  
**Senses:** Truesight 10ft

**Pure 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

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Evolution:** Meditite can evolve into Medicham at level 10 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:** Bide, Meditate

**Level 2:** Confusion, Detect, Endure

**Level 6:** Feint, Force Palm, Hidden Power, Calm Mind

**Level 10:** Mind Reader, High Jump Kick, Psych Up

**Level 14:** Acupressure, Power Trick, Reversal, Recover

**Level 18:** Counter

**TM:** 01, 03, 04, 06, 08, 10, 11, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 39, 42, 44, 45, 47, 48, 52, 56, 77, 80, 86, 87, 88, 90, 100

**Egg Moves:** Baton Pass, Bullet Punch, Drain Punch, Dynamic Punch, Fake Out, Fire Punch, Foresight, Guard Swap, Ice Punch, Power Swap, Psycho Cut, Quick Guard, Secret Power, Thunder Punch



## MEDICHAM #308

**Type:** Fighting/Psychic  
**Classification:** Small | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Meditate Pokémon. It is said that through meditation, Medicham heightens energy inside its body and sharpens its sixth sense. This Pokémon hides its presence by merging itself with fields and mountains.*

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Proficient Skills:** Insight, Acrobatics  
**Saving Throws:** Wisdom, Dexterity  
**Vulnerabilities:** Fairy, Flying, Ghost  
**Resistances:** Fighting, Rock  
**Senses:** Truesight 20ft

**Pure 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

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Starting Moves:** Bide, Confusion, Detect, Fire Punch, Ice Punch, Meditate, Thunder Punch, Zen Headbutt, Endure, Feint, Force Palm, Hidden Power

**Level 10:** Calm Mind, Mind Reader, High Jump Kick, Psych Up

**Level 14:** Acupressure, Power Trick

**Level 18:** Reversal, Recover, Counter

**TM:** 01, 03, 04, 06, 08, 10, 11, 15, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 39, 42, 44, 45, 47, 48, 52, 53, 56, 68, 77, 80, 84, 85, 86, 87, 88, 90, 100

## ELECTRIKE #309

**Type:** Electric  
**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 Lightning Pokémon. Electrike runs faster than the human eye can follow. The friction from running is converted into electricity, which is then stored in this Pokémon's fur.*

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

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:** 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.

**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

**Minus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

**Evolution:** Electrike can evolve into Manectric 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:** Tackle, Thunder Wave, Leer

**Level 2:** Howl, Quick Attack

**Level 6:** Spark, Odor Sleuth, Thunder Fang

**Level 10:** Bite, Discharge

**Level 14:** Roar, Wild Charge

**Level 18:** Charge, Thunder

**TM:** 05, 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 35, 42, 44, 46, 48, 57, 72, 73, 87, 88, 90, 93, 95, 100

**Egg Moves:** Crunch, Curse, Discharge, Eerie Impulse, Electro Ball, Fire Fang, Headbutt, Ice Fang, Shock Wave, Swift, Switcheroo, Thunder Fang, Updraft



## MANECTRIC #310

**Type:** Electric  
**Classification:** Small | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Discharge Pokémon. Manectric is constantly discharging electricity from its mane. The sparks sometimes ignite forest fires. When it enters a battle, this Pokémon creates thunderclouds.*

**Armor Class:** 15  
**Hit Points:** 72 | **Hit Dice:** d8  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+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.

**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

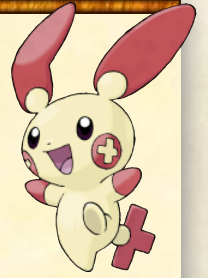
**Minus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

**Starting Moves:** Fire Fang, Howl, Leer, Tackle, Thunder Wave, Quick Attack, Spark, Odor Sleuth, Thunder Fang  
**Level 10:** Bite, Discharge  
**Level 14:** Roar, Wild Charge  
**Level 18:** Charge, Thunder, Electric Terrain

**TM:** 05, 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 32, 35, 42, 44, 45, 46, 48, 50, 57, 68, 72, 73, 87, 88, 90, 93, 95, 100

## PLUSLE #311

**Type:** Electric  
**Classification:** Tiny | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Fairy  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Cheering Pokémon. When Plusle is cheering on its partner, it flashes with electric sparks from all over its body. If its partner loses, this Pokémon cries loudly.*

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

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

**Plus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

### 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:** Growl, Quick Attack, Thunder Wave, Helping Hand, Spark, Encore, Bestow, Nuzzle, Play Nice

**Level 6:** Swift, Electro Ball, Copycat, Charm  
**Level 10:** Charge, Discharge  
**Level 14:** Baton Pass, Agility, Last Resort  
**Level 18:** Thunder, Nasty Plot, Entrainment

**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:** Discharge, Lucky Chant, Sing, Substitute, Sweet Kiss, Wish



## MINUN #312

**Type:** Electric  
**Classification:** Tiny | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Fairy  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Cheering Pokémon. Minun is more concerned about cheering on its partners than its own safety. It shorts out the electricity in its body to create brilliant showers of sparks to cheer on its teammates.*

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	12 (+1)

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

**Minus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

### HIDDEN ABILITY

**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.

**Starting Moves:** Growl, Quick Attack, Thunder Wave, Helping Hand, Spark, Encore, Switcheroo, Nuzzle, Play Nice

**Level 6:** Swift, Electro Ball, Copycat, Fake Tears

**Level 10:** Charge, Discharge

**Level 14:** Baton Pass, Agility, Trump Card

**Level 18:** Thunder, Nasty Plot, Entrainment

**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:** Discharge, Lucky Chant, Sing, Substitute, Sweet Kiss, Wish

## VOLBEAT #313

**Type:** Bug  
**Classification:** Tiny | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Bug, Human-Like  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Firefly Pokémon. Volbeat's tail glows like a lightbulb. With other Volbeat, it uses its tail to draw geometric shapes in the night sky. This Pokémon loves the sweet aroma given off by Illumise.*

**Armor Class:** 16  
**Hit Points:** 45 | **Hit Dice:** d8  
**Speed:** 20ft. walking, 20ft. climbing, 25ft. flying

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

**Proficient Skills:** Nature, Persuasion  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Fire, Flying, Rock  
**Resistances:** Grass, Ground, Fighting

**Illuminate:** This Pokémon knows the Light cantrip and can cast it at will.

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

### 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.

**Starting Moves:** Flash, Tackle, Double Team, Confuse Ray, Quick Attack

**Level 6:** Struggle Bug, Moonlight, Tail Glow

**Level 10:** Signal Beam, Protect

**Level 14:** Zen Headbutt, Helping Hand, Bug Buzz

**Level 18:** Play Rough, Double-Edge, Infestation

**TM:** 06, 10, 11, 16, 17, 18, 19, 21, 22, 24, 25, 27, 30, 31, 32, 40, 42, 44, 45, 46, 48, 56, 57, 62, 73, 77, 83, 87, 88, 89, 90, 99, 100

**Egg Moves:** Baton Pass, Bug Buzz, Dizzy Punch, Encore, Seismic Toss, Silver Wind, Trick



## ILLUMISE #314

**Type:** Bug

**Classification:** Tiny | SR 7

**Minimum Level Found:** 5

**Egg Group:** Bug, Human-Like

**Gender Rate:** 0% M / 100% F

**Evolution Stage:** 1/1 | 4 ASI



*The Firefly Pokémon. Illumise leads a flight of illuminated Volbeat to draw signs in the night sky. This Pokémon is said to earn greater respect from its peers by composing more complex designs in the sky.*

**Armor Class:** 16

**Hit Points:** 45 | **Hit Dice:** d8

**Speed:** 20ft. walking, 20ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Nature, Persuasion

**Saving Throws:** Wisdom, Charisma

**Vulnerabilities:** Fire, Flying, Rock

**Resistances:** Grass, Ground, Fighting

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

**Tinted Lens:** This Pokémon's moves ignore resistances.

### 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.

**Starting Moves:** Tackle, Sweet Scent, Charm, Quick Attack, Play Nice

**Level 6:** Struggle Bug, Moonlight, Wish

**Level 10:** Encore, Flatter

**Level 14:** Zen Headbutt, Helping Hand, Bug Buzz

**Level 18:** Play Rough, Covet, Infestation

**TM:** 06, 10, 11, 16, 17, 18, 19, 21, 22, 24, 25, 27, 30, 31, 32, 40, 42, 44, 45, 46, 48, 56, 57, 62, 73, 77, 83, 87, 88, 89, 90, 99, 100

**Egg Moves:** Baton Pass, Bug Buzz, Captivate, Confuse Ray, Encore, Fake Tears, Silver Wind, Trick

## ROSELIA #315

**Type:** Grass/Poison

**Classification:** Tiny | SR 5

**Minimum Level Found:** 5

**Egg Group:** Fairy, Grass

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/3 | 2 ASI



*The Thorn Pokémon. Roselia shoots sharp thorns as projectiles at any opponent that tries to steal the flowers on its arms. The aroma of this Pokémon brings serenity to living things.*

**Armor Class:** 14

**Hit Points:** 43 | **Hit Dice:** d8

**Speed:** 25ft. walking

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

**Proficient Skills:** Nature, Survival

**Saving Throws:** Constitution, Wisdom

**Vulnerabilities:** Fire, Flying, Ice, Psychic

**Resistances:** Electric, Fairy, Fighting, Grass, Water

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**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.

### HIDDEN ABILITY

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

**Evolution:** Roselia can evolve into Roserade at level 14 and above with the help of a Shiny 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:** Absorb, Growth, Poison Sting, Stun Spore, Mega Drain

**Level 6:** Leech Seed, Magical Leaf, Grass Whistle

**Level 10:** Giga Drain, Toxic Spikes, Sweet Scent

**Level 14:** Ingrain, Toxic, Petal Blizzard

**Level 18:** Aromatherapy, Synthesis, Petal Dance

**TM:** 06, 09, 10, 11, 17, 18, 21, 22, 27, 30, 32, 36, 42, 44, 45, 48, 53, 75, 77, 84, 86, 87, 88, 90, 96, 99, 100



## GULPIN #316

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 Stomach Pokémon. Most of Gulpin's body is made up of its stomach—its heart and brain are very small in comparison. This Pokémon's stomach contains special enzymes that dissolve anything.*

Armor Class: 13

Hit Points: 20 | Hit Dice: d8

Speed: 10ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

**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.

**Sticky Hold:** Held items cannot be stolen or knocked away from this Pokémon.

### HIDDEN ABILITY

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

**Evolution:** Gulpin can evolve into Swalot 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:** Pound

**Level 2:** Yawn, Poison Gas, Sludge

**Level 6:** Amnesia, Acid Spray, Encore, Toxic

**Level 10:** Spit Up, Stockpile, Swallow

**Level 14:** Sludge Bomb, Gastro Acid, Belch

**Level 18:** Wring Out, Gunk Shot

**TM:** 06, 09, 10, 11, 13, 17, 18, 21, 22, 27, 30, 32, 34, 36, 42, 44, 45, 48, 64, 83, 85, 87, 88, 90, 100

**Egg Moves:** Acid Armor, Curse, Destiny Bond, Dream Eater, Gunk Shot, Mud-Slap, Pain Split, Smog, Venom Drench

## SWALOT #317

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 Bag Pokémon. Swalot has no teeth, so what it eats, it swallows whole, no matter what. Its cavernous mouth yawns widely. An automobile tire could easily fit inside this Pokémon's mouth.*

Armor Class: 15

Hit Points: 97 | Hit Dice: d12

Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

**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.

**Sticky Hold:** Held items cannot be stolen or knocked away from this Pokémon.

### HIDDEN ABILITY

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

**Starting Moves:** Body Slam, Poison Gas, Pound, Sludge, Yawn, Amnesia, Acid Spray, Encore, Venom Drench

**Level 10:** Toxic, Spit Up, Stockpile, Swallow

**Level 14:** Sludge Bomb, Belch

**Level 18:** Gastro Acid, Wring Out, Gunk Shot

**TM:** 06, 09, 10, 11, 13, 15, 17, 18, 21, 22, 26, 27, 30, 32, 34, 36, 42, 44, 45, 48, 64, 68, 78, 83, 85, 87, 88, 90, 100



## CARVANHA #318

**Type:** Water/Dark  
**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 Savage Pokémon. If anything invades Carvanha's territory, it will swarm and tear at the intruder with its pointed fangs. On its own, however, this Pokémon turns suddenly timid.*

**Armor Class:** 11  
**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:** Intimidation  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Electric, Fairy, Fighting, Grass  
**Resistances:** Dark, Fire, Ghost, Ice, Steel, Water  
**Immunities:** Psychic

**Rough Skin:** When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

### HIDDEN ABILITY

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

**Evolution:** Carvanha can evolve into Sharpedo at level 8 and above. 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:** Bite, Leer, Rage  
**Level 2:** Focus Energy, Aqua Jet  
**Level 6:** Assurance, Screech, Swagger  
**Level 10:** Ice Fang, Scary Face, Poison Sting  
**Level 14:** Crunch, Agility  
**Level 18:** Take Down

**TM:** 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 32, 41, 42, 44, 45, 46, 48, 55, 66, 87, 88, 90, 94, 95, 97, 98, 100

**Egg Moves:** Ancient Power, Brine, Destiny Bond, Double-Edge, Hydro Pump, Swift, Thrash

## SHARPEDO #319

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



*The Brutal Pokémon. Sharpedo can swim at speeds of up to 75 mph by jetting seawater out of its backside. This Pokémon's drawback is its inability to swim long distances.*

**Armor Class:** 15  
**Hit Points:** 72 | **Hit Dice:** d10  
**Speed:** 5ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Intimidation  
**Saving Throws:** Strength, Dexterity  
**Vulnerabilities:** Bug, Electric, Fairy, Fighting, Grass  
**Resistances:** Dark, Fire, Ghost, Ice, Steel, Water  
**Immunities:** Psychic

**Rough Skin:** When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

### HIDDEN ABILITY

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

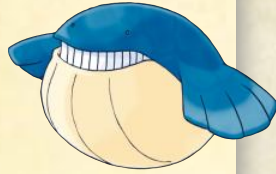
**Starting Moves:** Bite, Feint, Focus Energy, Leer, Rage, Slash, Aqua Jet, Assurance, Screech, Swagger  
**Level 10:** Ice Fang, Scary Face  
**Level 14:** Poison Fang, Crunch  
**Level 18:** Agility, Skull Bash, Taunt, Night Slash

**TM:** 05, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 26, 27, 32, 39, 41, 42, 44, 45, 46, 48, 55, 66, 68, 78, 84, 87, 88, 90, 94, 95, 97, 98, 100



## WAILMER #320

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



*The Ball Whale Pokémon. Wailmer's nostrils are located above its eyes. This playful Pokémon loves to startle people by forcefully snorting out seawater it stores inside its body out of its nostrils.*

**Armor Class:** 12  
**Hit Points:** 21 | **Hit Dice:** d8  
**Speed:** 5ft. walking, 40ft. swimming

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

**Proficient Skills:** Survival, Nature  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Water Veil:** This Pokémon is immune to burning.

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

### HIDDEN ABILITY

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

**Evolution:** Wailmer can evolve into Wailord at level 10 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).

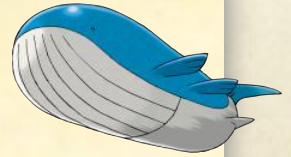
**Starting Moves:** Splash, Growl  
**Level 2:** Water Gun, Rollout, Whirlpool  
**Level 6:** Astonish, Water Pulse, Mist  
**Level 10:** Brine, Rest  
**Level 14:** Water Spout, Amnesia, Dive  
**Level 18:** Bounce, Hydro Pump, Heavy Slam

**TM:** 05, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 55, 78, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aqua Ring, Body Slam, Clear Smog, Curse, Defense Curl, Double-Edge, Fissure, Sleep Talk, Snore, Soak, Swagger, Thrash, Tickle, Zen Headbutt

## WAILORD #321

**Type:** Water  
**Classification:** Gargantuan | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Field, Water 2  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Float Whale Pokémon. Wailord is the largest of all identified Pokémon up to now. This giant Pokémon swims languorously in the vast open sea, eating massive amounts of food at once with its enormous mouth.*

**Armor Class:** 13  
**Hit Points:** 105 | **Hit Dice:** d12  
**Speed:** 5ft. walking, 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Nature  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Water Veil:** This Pokémon is immune to burning.

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

### HIDDEN ABILITY

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

**Starting Moves:** Growl, Rollout, Soak, Splash, Water Gun, Whirlpool, Astonish, Water Pulse, Mist, Noble Roar  
**Level 10:** Brine, Rest  
**Level 14:** Water Spout, Amnesia, Dive  
**Level 18:** Bounce, Hydro Pump, Heavy Slam

**TM:** 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 55, 68, 78, 87, 88, 90, 94, 98, 100



## NUMEL #322

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



*The Numb Pokémon. Numel is extremely dull witted-it doesn't notice being hit. However, it can't stand hunger for even a second. This Pokémon's body is a seething cauldron of boiling magma.*

**Armor Class:** 12  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 20ft. walking

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground, Water  
**Resistances:** Bug, Fairy, Fire, Poison, Steel  
**Immunities:** Electric

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

**Simple:** Once per short rest, you may double this Pokémon's Move modifier for a single attack or damage roll.

### HIDDEN ABILITY

**Own Tempo:** This Pokémon is immune to becoming confused.

**Evolution:** Numel can evolve into Camerupt 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).

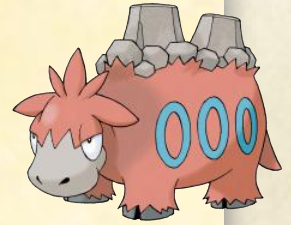
**Starting Moves:** Growl, Tackle  
**Level 2:** Ember, Focus Energy, Magnitude  
**Level 6:** Flame Burst, Amnesia, Lava Plume  
**Level 10:** Earth Power, Curse, Take Down  
**Level 14:** Yawn, Earthquake  
**Level 18:** Flamethrower, Double-Edge

**TM:** 06, 10, 11, 17, 21, 26, 27, 32, 35, 37, 38, 39, 42, 43, 44, 45, 48, 49, 50, 61, 78, 80, 87, 88, 90, 96, 100

**Egg Moves:** Ancient Power, Body Slam, Defense Curl, Endure, Growth, Heat Wave, Howl, Iron Head, Mud Bomb, Rollout, Scary Face, Spit Up, Stockpile, Stomp, Swallow, Yawn

## CAMERUPT #323

**Type:** Fire/Ground  
**Classification:** Large | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Eruption Pokémon. Camerupt has a volcano inside its body. Magma of 18,000 degrees Fahrenheit courses through its body. Occasionally, the humps on this Pokémon's back erupt, spewing the superheated magma.*

**Armor Class:** 14  
**Hit Points:** 97 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Ground, Water  
**Resistances:** Bug, Fairy, Fire, Poison, Steel  
**Immunities:** Electric

**Magma Armor:** This Pokémon is immune to freezing.

**Solid Rock:** This Pokémon does not take any additional damage from a critical hit.

### HIDDEN ABILITY

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

**Starting Moves:** Ember, Focus Energy, Growl, Rock Slide, Tackle, Magnitude, Flame Burst, Amnesia, Lava Plume  
**Level 10:** Earth Power, Curse, Take Down  
**Level 14:** Yawn  
**Level 18:** Earthquake, Eruption, Fissure

**TM:** 05, 06, 10, 11, 15, 17, 21, 22, 26, 27, 32, 35, 37, 38, 39, 42, 43, 44, 45, 48, 49, 50, 61, 64, 68, 69, 71, 78, 80, 87, 88, 90, 91, 96, 100



## TORKOAL #324

**Type:** Fire  
**Classification:** Tiny | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Coal Pokémon. Torkoal generates energy by burning coal. It grows weaker as the fire dies down. When it is preparing for battle, this Pokémon burns more coal.*

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 25ft. walking

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

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

**White Smoke:** Other Pokémon's moves or abilities cannot lower this Pokémon stats.

**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.

### HIDDEN ABILITY

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Starting Moves:** Ember, Smog, Withdraw, Rapid Spin, Fire Spin

**Level 6:** Smokescreen, Flame Wheel, Curse  
**Level 10:** Lava Plume, Body Slam, Protect  
**Level 14:** Flamethrower, Iron Defense, Amnesia  
**Level 18:** Flail, Heat Wave, Shell Smash, Inferno

**TM:** 06, 10, 11, 15, 17, 21, 22, 26, 27, 32, 35, 36, 38, 39, 42, 43, 44, 45, 48, 50, 61, 64, 68, 71, 74, 78, 80, 87, 88, 90, 96, 100

**Egg Moves:** Clear Smog, Earthquake, Endure, Eruption, Fissure, Flame Burst, Skull Bash, Sleep Talk, Superpower, Yawn

## SPOINK #325

**Type:** Psychic  
**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 Bounce Pokémon. Spoink keeps a pearl on top of its head. The pearl functions to amplify this Pokémon's psychokinetic powers. It is therefore on a constant search for a bigger pearl.*

**Armor Class:** 14  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Own Tempo:** This Pokémon is immune to becoming confused.

### HIDDEN ABILITY

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

**Evolution:** Spoink can evolve into Grumpig 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:** Splash  
**Level 2:** Psywave, Odor Sleuth  
**Level 6:** Psybeam, Psych Up, Confuse Ray  
**Level 10:** Magic Coat, Zen Headbutt, Power Gem, Rest  
**Level 14:** Snore, Psyshock, Payback  
**Level 18:** Psychic, Bounce

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 46, 48, 57, 66, 73, 77, 85, 86, 87, 88, 90, 92, 100

**Egg Moves:** Amnesia, Endure, Extrasensory, Future Sight, Lucky Chant, Mirror Coat, Simple Beam, Skill Swap, Substitute, Trick, Whirlwind, Zen Headbutt



## GRUMPIG #326

**Type:** Psychic  
**Classification:** Small | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Manipulate Pokémon. Grumpig uses the black pearls on its body to wield its fantastic powers. When it is doing so, it dances bizarrely. This Pokémon's black pearls are valuable as works of art.*

**Armor Class:** 16  
**Hit Points:** 88 | **Hit Dice:** d10  
**Speed:** 30ft. walking

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

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Own Tempo:** This Pokémon is immune to becoming confused.

### HIDDEN ABILITY

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

**Starting Moves:** Odor Sleuth, Psybeam, Psywave, Splash, Teeter Dance, Psych Up, Confuse Ray, Magic Coat, Belch

**Level 10:** Zen Headbutt, Power Gem

**Level 14:** Rest, Snore

**Level 18:** Psyshock, Payback, Psychic, Bounce

**TM:** 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 48, 52, 53, 56, 57, 66, 68, 73, 77, 78, 85, 86, 87, 88, 90, 92, 100

## SPINDA #327

**Type:** Normal  
**Classification:** Small | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Field, Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Spot Panda Pokémon. All the Spinda that exist in the world are said to have utterly unique spot patterns. The shaky, tottering steps of this Pokémon give it the appearance of dancing.*

**Armor Class:** 14  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

**Proficient Skills:** Deception  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Own Tempo:** This Pokémon is immune to becoming confused.

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

### 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:** Tackle

**Level 2:** Copycat, Feint Attack

**Level 6:** Psybeam, Hypnosis

**Level 10:** Dizzy Punch, Sucker Punch, Teeter Dance

**Level 14:** Uproar, Psych Up

**Level 18:** Double-Edge, Flail, Thrash

**TM:** 01, 04, 06, 10, 11, 17, 18, 20, 21, 27, 29, 30, 31, 32, 39, 42, 44, 45, 46, 48, 56, 77, 80, 85, 87, 88, 90, 92, 93, 100

**Egg Moves:** Assist, Baton Pass, Disable, Encore, Fake Out, Fake Tears, Guard Split, Icy Wind, Psycho Cut, Psycho Shift, Rapid Spin, Rock Slide, Role Play, Smelling Salts, Trick, Water Pulse, Wish



## TRAPINCH #328

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



*The Ant Pit Pokémon. Trapinch is a patient hunter. It digs an inescapable pit in a desert and waits for its prey to come tumbling down. This Pokémon can go a whole week without access to any water.*

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 30ft

**Hyper Cutter:** This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

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

### 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:** Trapinch can evolve into Vibrava 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).

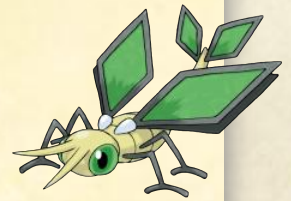
**Starting Moves:** Bide, Bite, Feint Attack, Sand Attack  
**Level 2:** Mud-Slap, Bulldoze, Sand Tomb  
**Level 6:** Rock Slide, Dig  
**Level 10:** Crunch, Earth Power, Feint, Earthquake  
**Level 14:** Sandstorm, Superpower  
**Level 18:** Hyper Beam, Fissure

**TM:** 06, 10, 11, 15, 17, 21, 22, 26, 27, 32, 37, 39, 42, 44, 45, 48, 78, 80, 87, 88, 90, 100

**Egg Moves:** Bug Bite, Earth Power, Endure, Flail, Focus Energy, Fury Cutter, Gust, Mud Shot, Quick Attack, Signal Beam

## VIBRAVA #329

**Type:** Ground/Dragon  
**Classification:** Medium | SR 7  
**Minimum Level Found:** 8  
**Egg Group:** Bug, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Vibration Pokémon. Vibrava's wings have not yet completed the process of growing. Rather than flying long distances, they are more useful for generating ultrasonic waves by vibrating.*

**Armor Class:** 13  
**Hit Points:** 72 | **Hit Dice:** d8  
**Speed:** 15ft. walking, 30ft. flying

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

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Fire, Poison, Rock  
**Immunities:** Electric

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Vibrava can evolve into Flygon 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:** Bide, Dragon Breath, Feint Attack, Sand Attack, Sonic Boom, Mud-Slap, Bulldoze, Sand Tomb, Rock Slide, Supersonic, Screech  
**Level 10:** Earth Power, Bug Buzz, Earthquake  
**Level 14:** Sandstorm, Uproar  
**Level 18:** Hyper Beam, Boomburst

**TM:** 06, 10, 11, 15, 17, 19, 21, 22, 26, 27, 32, 37, 39, 42, 44, 45, 48, 51, 76, 78, 80, 87, 88, 89, 90, 100



## FLYGON #330

**Type:** Ground/Dragon  
**Classification:** Large | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Bug, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Mystic Pokémon. Flygon is nicknamed the elemental spirit of the desert. Because its flapping wings whip up a cloud of sand, this Pokémon is always enveloped in a sandstorm while flying.*

**Armor Class:** 16  
**Hit Points:** 126 | **Hit Dice:** d12  
**Speed:** 15ft. walking, 35ft. flying

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

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Fire, Poison, Rock  
**Immunities:** Electric

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Bide, Dragon Breath, Dragon Claw, Dragon Dance, Feint Attack, Sand Attack, Sonic Boom, Mud-Slap, Bulldoze, Sand Tomb, Rock Slide, Supersonic, Screech, Earth Power, Dragon Tail  
**Level 14:** Earthquake, Sandstorm, Uproar  
**Level 18:** Hyper Beam, Dragon Rush

**TM:** 02, 06, 10, 11, 15, 17, 19, 21, 22, 26, 27, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 51, 59, 68, 71, 76, 78, 80, 82, 87, 88, 89, 90, 100

## CACNEA #331

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



*The Cactus Pokémon. The more arid and harsh the environment, the more pretty and fragrant a flower Cacnea grows. This Pokémon battles by wildly swinging its thorny arms.*

**Armor Class:** 12  
**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:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water  
**Senses:** Darkvision 30ft

**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

**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:** Cacnea can evolve into Cacturne 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:** Leer, Poison Sting, Absorb  
**Level 2:** Growth, Leech Seed, Sand Attack  
**Level 6:** Needle Arm, Feint Attack  
**Level 10:** Ingrain, Payback, Spikes  
**Level 14:** Sucker Punch, Pin Missile  
**Level 18:** Energy Ball, Cotton Spore, Sandstorm, Destiny Bond

**TM:** 06, 09, 10, 11, 17, 21, 22, 27, 31, 32, 37, 42, 44, 45, 48, 53, 56, 66, 75, 84, 86, 87, 88, 90, 96, 97, 100

**Egg Moves:** Acid, Belch, Block, Counter, Dynamic Punch, Fell Stinger, Grass Whistle, Low Kick, Magical Leaf, Nasty Plot, Rototiller, Seed Bomb, Smelling Salts, Switcheroo, Teeter Dance, Worry Seed



## CACTURNE #332

**Type:** Grass/Dark  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 8  
**Egg Group:** Grass, Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Scarecrow Pokémon. During the daytime, Cacturne remains unmoving so that it does not lose any moisture to the harsh desert sun. This Pokémon becomes active at night when the temperature drops.*

**Armor Class:** 14  
**Hit Points:** 72 | **Hit Dice:** d10  
**Speed:** 25ft. walking

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fairy, Fighting, Fire, Flying, Ice, Poison  
**Resistances:** Dark, Electric, Ghost, Grass, Ground, Water  
**Immunities:** Psychic  
**Senses:** Darkvision 30ft

**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

**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:** Absorb, Growth, Leer, Poison Sting, Revenge, Leech Seed, Sand Attack, Needle Arm, Feint Attack, Ingrain, Spiky Shield  
**Level 10:** Payback, Spikes  
**Level 14:** Sucker Punch, Pin Missile  
**Level 18:** Energy Ball, Cotton Spore, Sandstorm, Destiny Bond

**TM:** 06, 09, 10, 11, 15, 17, 21, 22, 27, 31, 32, 37, 42, 44, 45, 48, 52, 53, 56, 63, 66, 68, 75, 84, 86, 87, 88, 90, 96, 97, 100

## SWABLU #333

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



*The Cotton Bird Pokémon. Swablu has light and fluffy wings that are like cottony clouds. This Pokémon is not frightened of people. It lands on the heads of people and sits there like a cotton-fluff hat.*

**Armor Class:** 14  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 25ft. flying

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

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

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

### HIDDEN ABILITY

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

**Evolution:** Swablu can evolve into Altaria at level 9 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:** Growl, Peck, Astonish  
**Level 2:** Sing, Fury Attack, Safeguard, Disarming Voice  
**Level 6:** Mist, Round, Natural Gift, Take Down  
**Level 10:** Refresh, Mirror Move  
**Level 14:** Cotton Guard, Dragon Pulse  
**Level 18:** Perish Song, Moonblast

**TM:** 06, 10, 11, 13, 17, 18, 19, 20, 21, 22, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 76, 77, 85, 87, 88, 90, 99, 100

**Egg Moves:** Agility, Dragon Rush, Feather Dance, Haze, Hyper Voice, Power Swap, Pursuit, Rage, Roost, Steel Wing



## ALTARIA #334

**Type:** Dragon/Flying  
**Classification:** Small | SR 12  
**Minimum Level Found:** 8  
**Egg Group:** Flying, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Humming Pokémon. Altaria sings in a gorgeous soprano. Its wings are like cotton clouds. This Pokémon catches updrafts with its buoyant wings and soars way up into the wild blue yonder.*

**Armor Class:** 17  
**Hit Points:** 88 | **Hit Dice:** d10  
**Speed:** 5ft. walking, 35ft. flying

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

**Proficient Skills:** Arcana, Persuasion  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Dragon, Fairy, Ice, Rock  
**Resistances:** Bug, Fire, Fighting, Grass, Water  
**Immunities:** Ground

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

### HIDDEN ABILITY

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

**Starting Moves:** Astonish, Dragon Breath, Growl, Peck, Pluck, Sing, Fury Attack, Safeguard, Disarming Voice, Mist, Round, Natural Gift  
**Level 10:** Take Down, Refresh  
**Level 14:** Dragon Dance, Cotton Guard, Dragon Pulse  
**Level 18:** Perish Song, Moonblast, Sky Attack

**TM:** 02, 05, 06, 10, 11, 13, 15, 17, 18, 19, 20, 21, 22, 26, 27, 32, 35, 38, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 77, 78, 85, 87, 88, 90, 99, 100

## ZANGOOSE #335

**Type:** Normal  
**Classification:** Small | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Cat Ferret Pokémon. Memories of battling its archrival Seviper are etched into every cell of Zangoose's body. This Pokémon adroitly dodges attacks with incredible agility.*

**Armor Class:** 14  
**Hit Points:** 38 | **Hit Dice:** d10  
**Speed:** 30ft. walking

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

**Proficient Skills:** Acrobatics, Athletics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Immunity:** This Pokémon is immune to becoming poisoned.

### HIDDEN ABILITY

**Toxic Boost:** When this Pokémon is hit by a poison-type attack, its next attack is rolled at advantage.

**Starting Moves:** Leer, Scratch, Quick Attack, Fury Cutter, Pursuit  
**Level 6:** Hone Claws, Slash, Revenge  
**Level 10:** Crush Claw, False Swipe  
**Level 14:** Embargo, Detect, X-Scissor  
**Level 18:** Taunt, Swords Dance, Close Combat

**TM:** 01, 05, 06, 10, 11, 12, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 46, 48, 52, 54, 56, 63, 65, 66, 75, 80, 81, 84, 87, 88, 90, 100

**Egg Moves:** Counter, Curse, Final Gambit, Disable, Double Hit, Double Kick, Feint, Flail, Fury Swipes, Iron Tail, Metal Claw, Night Slash, Quick Guard, Razor Wind, Roar



## SEVIPER #336

**Type:** Poison  
**Classification:** Small | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Field, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Fang Snake Pokémon. Seviper shares a generations-long feud with Zangoose. The scars on its body are evidence of vicious battles. This Pokémon attacks using its sword-edged tail.*

**Armor Class:** 14  
**Hit Points:** 38 | **Hit Dice:** d10  
**Speed:** 25ft. walking

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

**Proficient Skills:** Deception, Intimidation  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground, Psychic  
**Resistances:** Bug, Fairy, Fighting, Grass, Poison  
**Senses:** Darkvision 30ft

**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

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

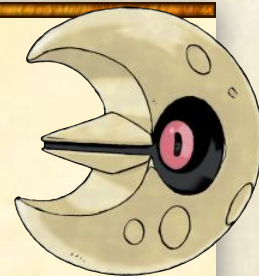
**Starting Moves:** Swagger, Wrap, Bite, Lick, Poison Tail, Feint  
**Level 6:** Screech, Venoshock, Glare, Poison Fang  
**Level 10:** Night Slash, Gastro Acid, Poison Jab, Venom Drench  
**Level 14:** Haze, Swords Dance, Crunch, Belch  
**Level 18:** Coil, Wring Out

**TM:** 06, 09, 10, 11, 12, 17, 18, 21, 26, 27, 32, 34, 35, 36, 42, 44, 45, 46, 48, 59, 66, 75, 78, 81, 82, 83, 84, 87, 88, 90, 97, 100

**Egg Moves:** Assurance, Body Slam, Final Gambit, Iron Tail, Night Slash, Punishment, Scary Face, Spit Up, Stockpile, Swallow, Switcheroo, Wring Out

## LUNATONE #337

**Type:** Rock/Psychic  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Meteorite Pokémon. Lunatone was discovered at a location where a meteoroid fell. As a result, some people theorize that this Pokémon came from space. However, no one has been able to prove this theory so far.*

**Armor Class:** 15  
**Hit Points:** 40 | **Hit Dice:** d10  
**Speed:** 25ft. flying

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

**Proficient Skills:** Arcana  
**Saving Throws:** Wisdom, Constitution  
**Vulnerabilities:** Bug, Dark, Ghost, Grass, Ground, Water, Steel  
**Resistances:** Fire, Flying, Normal, Poison, Psychic  
**Senses:** Truesight 10ft, Darkvision 60ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Harden, Moonblast, Power Gem, Psyshock, Rock Throw, Tackle, Hypnosis, Rock Polish, Psywave  
**Level 6:** Embargo, Rock Slide  
**Level 10:** Cosmic Power, Psychic  
**Level 14:** Heal Block, Stone Edge, Future Sight  
**Level 18:** Explosion, Magic Room

**TM:** 03, 04, 06, 10, 13, 14, 15, 16, 17, 18, 20, 21, 23, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 62, 63, 64, 68, 69, 71, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 100



## SOLROCK #338

**Type:** Rock/Psychic  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Meteorite Pokémon. Solrock is a new species of Pokémon that is said to have fallen from space. It floats in air and moves silently. In battle, this Pokémon releases intensely bright light.*

**Armor Class:** 15  
**Hit Points:** 40 | **Hit Dice:** d10  
**Speed:** 25ft. flying

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

**Proficient Skills:** Arcana  
**Saving Throws:** Wisdom, Constitution  
**Vulnerabilities:** Bug, Dark, Ghost, Grass, Ground, Water, Steel  
**Resistances:** Fire, Flying, Normal, Poison, Psychic  
**Senses:** Truesight 10ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Flare Blitz, Harden, Rock Throw, Tackle, Fire Spin, Rock Polish, Psywave  
**Level 6:** Embargo, Rock Slide  
**Level 10:** Cosmic Power, Psychic  
**Level 14:** Heal Block, Stone Edge, Solar Beam  
**Level 18:** Explosion, Wonder Room

**TM:** 03, 04, 06, 10, 11, 15, 16, 17, 20, 21, 22, 23, 26, 27, 29, 30, 32, 33, 35, 37, 38, 39, 42, 44, 48, 50, 57, 61, 62, 63, 64, 68, 69, 71, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 100

## BARBOACH #339

**Type:** Water/Ground  
**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 Whiskers Pokémon. Barboach's sensitive whiskers serve as a superb radar system. This Pokémon hides in mud, leaving only its two whiskers exposed while it waits for prey to come along.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 30ft. swimming

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

**Proficient Skills:** Perception, Investigation  
**Saving Throws:** Constitution  
**Vulnerabilities:** Grass  
**Resistances:** Fire, Poison, Rock, Steel  
**Immunities:** Electric

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

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Evolution:** Barboach can evolve into Whiscash 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:** Mud-Slap  
**Level 2:** Mud Sport, Water Sport, Water Gun, Mud Bomb  
**Level 6:** Amnesia, Water Pulse, Magnitude  
**Level 10:** Rest, Snore, Aqua Tail, Earthquake  
**Level 14:** Muddy Water, Future Sight  
**Level 18:** Fissure

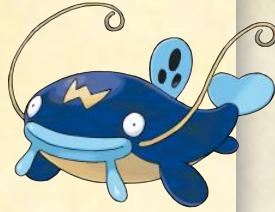
**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 78, 87, 88, 90, 94, 98, 100

**Egg Moves:** Dragon Dance, Earth Power, Flail, Hydro Pump, Mud Shot, Muddy Water, Spark, Take Down, Thrash, Whirlpool



## WHISCASH #340

**Type:** Water/Ground  
**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 Whiskers Pokémon. If Whiscash goes on a wild rampage, it sets off a quake-like tremor with a radius of over three miles. This Pokémon has the ability to predict real earthquakes.*

**Armor Class:** 15  
**Hit Points:** 60 | **Hit Dice:** d12  
**Speed:** 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Grass  
**Resistances:** Fire, Poison, Rock, Steel  
**Immunities:** Electric

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

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Mud-Slap, Mud Sport, Thrash, Tickle, Water Gun, Water Sport, Zen Headbutt, Mud Bomb, Belch

**Level 6:** Amnesia, Water Pulse, Magnitude

**Level 10:** Rest, Snore, Aqua Tail

**Level 14:** Earthquake, Muddy Water

**Level 18:** Future Sight, Fissure

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 68, 71, 78, 80, 87, 88, 90, 94, 98, 100

## CORPHISH #341

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



*The Ruffian Pokémon. Corphish catches prey with its sharp claws. It has no likes or dislikes when it comes to food-it will eat anything. This Pokémon has no trouble living in filthy water.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 15ft. walking, 25ft. swimming

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

**Proficient Skills:** Nature  
**Saving Throws:** Strength  
**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

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

**Evolution:** Corphish can evolve into Crawdaunt 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

**Level 2:** Harden, Vice Grip, Leer

**Level 6:** Bubble Beam, Protect, Double Hit

**Level 10:** Knock Off, Night Slash, Razor Shell

**Level 14:** Taunt, Swords Dance, Crunch

**Level 18:** Crabhammer, Guillotine

**TM:** 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 31, 32, 36, 39, 40, 42, 44, 45, 48, 54, 55, 56, 66, 75, 80, 81, 87, 88, 90, 94, 98, 100

**Egg Moves:** Ancient Power, Aqua Jet, Body Slam, Chip Away, Double-Edge, Dragon Dance, Endeavor, Knock Off, Metal Claw, Mud Sport, Superpower, Switcheroo, Trump Card



## CRAWDAUNT #342

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



*The Rogue Pokémon. Crawdaunt molts (sheds) its shell regularly. Immediately after molting, its shell is soft and tender. Until the shell hardens, this Pokémon hides in its streambed burrow to avoid attack from its foes.*

**Armor Class:** 14  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 20ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Nature, Athletics  
**Saving Throws:** Strength  
**Vulnerabilities:** Bug, Electric, Fairy, Fighting, Grass  
**Resistances:** Dark, Fire, Ghost, Ice, Steel, Water  
**Immunities:** Psychic

**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

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

**Starting Moves:** Bubble, Harden, Leer, Swift, Vice Grip

**Level 6:** Bubble Beam, Protect, Double Hit

**Level 10:** Knock Off, Night Slash, Razor Shell

**Level 14:** Taunt, Swords Dance

**Level 18:** Crunch, Crabhammer, Guillotine

**TM:** 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 27, 31, 32, 34, 36, 39, 40, 42, 44, 45, 48, 54, 55, 56, 66, 75, 80, 81, 87, 88, 90, 94, 95, 96, 97, 98, 100

## BALTOY #343

**Type:** Ground/Psychic  
**Classification:** Tiny | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/2 | 3 ASI



*The Clay Doll Pokémon. Baltoy moves while spinning around on its one foot. Primitive wall paintings depicting this Pokémon living among people were discovered in some ancient ruins.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. flying (hover)

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

**Proficient Skills:** Arcana  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost, Grass, Ice, Water  
**Resistances:** Fighting, Poison, Psychic, Rock  
**Immunities:** Electric  
**Senses:** Darkvision 20ft

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Baltoy can evolve into Claydol 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:** Confusion, Harden, Rapid Spin  
**Level 2:** Mud-Slap, Heal Block, Rock Tomb  
**Level 6:** Psybeam, Ancient Power, Cosmic Power  
**Level 10:** Power Trick, Self-Destruct, Extrasensory  
**Level 14:** Guard Split, Power Split, Earth Power, Sandstorm  
**Level 18:** Imprison, Explosion

**TM:** 03, 04, 06, 10, 11, 13, 16, 17, 18, 20, 21, 22, 23, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 64, 69, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 99, 100



## CLAYDOL #344

**Type:** Ground/Psychic  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/2 | 3 ASI



*The Clay Doll Pokémon. Claydol are said to be dolls of mud made by primitive humans and brought to life by exposure to a mysterious ray. This Pokémon moves about while levitating.*

**Armor Class:** 18  
**Hit Points:** 88 | **Hit Dice:** d10  
**Speed:** 25ft. flying (hover)

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

**Proficient Skills:** Arcana  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost, Grass, Ice, Water  
**Resistances:** Fighting, Poison, Psychic, Rock  
**Immunities:** Electric  
**Senses:** Darkvision 50ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Harden, Hyper Beam, Rapid Spin, Teleport, Mud-Slap, Heal Block, Rock Tomb, Psybeam, Ancient Power, Cosmic Power  
**Level 10:** Power Trick, Self-Destruct, Extrasensory  
**Level 14:** Guard Split, Power Split, Earth Power  
**Level 18:** Sandstorm, Imprison, Explosion

**TM:** 03, 04, 06, 10, 11, 13, 15, 16, 17, 18, 20, 21, 22, 23, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 64, 68, 69, 71, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 99, 100

## LILEEP #345

**Type:** Rock/Grass  
**Classification:** Small | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Sea Lily Pokémon. Lileep is an ancient Pokémon that was regenerated from a fossil. It remains permanently anchored to a rock. From its immobile perch, this Pokémon intently scans for prey with its two eyes.*

**Armor Class:** 15  
**Hit Points:** 21 | **Hit Dice:** d8  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival, Deception  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fighting, Ice, Steel  
**Resistances:** Electric, Normal  
**Senses:** Tremorsense 30ft

**Suction Cups:** This Pokémon cannot be forced out of battle by an opponent's moves.

### HIDDEN ABILITY

**Storm Drain:** If this Pokémon or an ally within 30 feet is targeted with a direct water-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:** Lileep can evolve into Cradily at level 10 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:** Astonish, Constrict  
**Level 2:** Acid, Ingrain, Confuse Ray  
**Level 6:** Ancient Power, Brine  
**Level 10:** Giga Drain, Gastro Acid  
**Level 14:** Amnesia, Energy Ball  
**Level 18:** Spit Up, Stockpile, Swallow, Wring Out

**TM:** 06, 10, 11, 17, 21, 22, 23, 27, 32, 36, 37, 39, 42, 44, 45, 48, 53, 69, 75, 80, 83, 86, 87, 88, 90, 100

**Egg Moves:** Barrier, Curse, Endure, Mega Drain, Mirror Coat, Recover, Rock Slide, Stealth Rock, Tickle, Wring Out



## CRADILY #346

**Type:** Rock/Grass  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Barnacle Pokémon. Cradily's body serves as an anchor, preventing it from being washed away in rough seas. This Pokémon secretes a strong digestive fluid from its tentacles.*

**Armor Class:** 17  
**Hit Points:** 97 | **Hit Dice:** d12  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Deception  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fighting, Ice, Steel  
**Resistances:** Electric, Normal  
**Senses:** Tremorsense 60ft

**Suction Cups:** This Pokémon cannot be forced out of battle by an opponent's moves.

### HIDDEN ABILITY

**Storm Drain:** If this Pokémon or an ally within 30 feet is targeted with a direct water-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:** Acid, Astonish, Constrict, Ingrain, Confuse Ray, Ancient Power, Brine  
**Level 10:** Giga Drain, Gastro Acid  
**Level 14:** Amnesia  
**Level 18:** Energy Ball, Spit Up, Stockpile, Swallow, Wring Out

**TM:** 06, 10, 11, 15, 17, 21, 22, 23, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 53, 68, 69, 71, 75, 78, 80, 83, 86, 87, 88, 90, 100

## ANORITH #347

**Type:** Rock/Bug  
**Classification:** Small | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Old Shrimp Pokémon. Anorith was regenerated from a prehistoric fossil. This primitive Pokémon once lived in warm seas. It grips its prey firmly between its two large claws.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 30ft. swimming

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Rock, Steel, Water  
**Resistances:** Normal, Poison  
**Senses:** Tremorsense 30ft

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

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

**Evolution:** Anorith can evolve into Armaldo at level 10 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, Scratch, Mud Sport  
**Level 2:** Water Gun, Fury Cutter, Smack Down  
**Level 6:** Metal Claw, Ancient Power  
**Level 10:** Bug Bite, Brine  
**Level 14:** Slash, Crush Claw  
**Level 18:** X-Scissor, Protect, Rock Blast

**TM:** 06, 10, 11, 17, 21, 23, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 54, 69, 75, 80, 81, 87, 88, 90, 100

**Egg Moves:** Aqua Jet, Cross Poison, Curse, Knock Off, Rapid Spin, Rock Slide, Sand Attack, Screech, Swords Dance, Water Pulse



## ARMALDO #348

**Type:** Rock/Bug  
**Classification:** Medium | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Plate Pokémon. Armaldo is a Pokémon species that became extinct in prehistoric times. This Pokémon is said to have walked on its hind legs, which would have been more convenient for life on land.*

**Armor Class:** 16  
**Hit Points:** 80 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, History  
**Saving Throws:** Constitution  
**Vulnerabilities:** Rock, Steel, Water  
**Resistances:** Normal, Poison  
**Senses:** Tremorsense 60ft

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

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

**Starting Moves:** Harden, Mud Sport, Scratch, Water Gun, Fury Cutter, Smack Down, Metal Claw, Ancient Power

**Level 10:** Bug Bite, Brine

**Level 14:** Slash, Crush Claw

**Level 18:** X-Scissor, Protect, Rock Blast

**TM:** 06, 10, 11, 15, 17, 21, 23, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 54, 59, 68, 69, 71, 75, 78, 80, 81, 87, 88, 90, 91, 100

## FEEBAS #349

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



*The Fish Pokémon. Feebas's fins are ragged and tattered from the start of its life. Because of its shoddy appearance, this Pokémon is largely ignored. It is capable of living in both the sea and in rivers.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 30ft. swimming

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

**Proficient Skills:** Survival, History  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

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

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

### HIDDEN ABILITY

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

**Evolution:** Feebas can evolve into Milotic at level 10 and above while holding a Prism Scale. When it evolves, its health increases by double its level, and it gains 18 points to add to its ability scores (max 20).

**Starting Moves:** Splash  
**Level 2:** Tackle  
**Level 6:** Flail

**TM:** 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

**Egg Moves:** Brine, Captivate, Confuse Ray, Dragon Pulse, Dragon Breath, Haze, Hypnosis, Iron Tail, Light Screen, Mirror Coat, Mist, Mud Sport, Tickle



## MILOTIC #350

**Type:** Water

**Classification:** Large | SR 10

**Minimum Level Found:** 8

**Egg Group:** Water 1, Dragon

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Tender Pokémon. Milotic is said to be the most beautiful of all the Pokémon. It has the power to becalm such emotions as anger and hostility to quell bitter feuding.*

**Armor Class:** 17

**Hit Points:** 88 | **Hit Dice:** d10

**Speed:** 25ft. walking, 40ft. swimming

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

**Proficient Skills:** Persuasion

**Saving Throws:** Wisdom, Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Senses:** Truesight 10ft

**Marvel Scale:** This Pokémon's AC increase by 2 when suffering from a negative status condition.

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

### HIDDEN ABILITY

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

**Starting Moves:** Refresh, Water Gun, Water Pulse, Water Sport, Wrap, Disarming Voice, Twister, Aqua Ring, Captivate

**Level 10:** Dragon Tail, Recover, Aqua Tail

**Level 14:** Attract, Safeguard, Coil

**Level 18:** Hydro Pump, Rain Dance

**TM:** 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 59, 68, 77, 78, 82, 87, 88, 90, 94, 98, 100

## CASTFORM #351

**Type:** Normal

**Classification:** Tiny | SR 5

**Minimum Level Found:** 1

**Egg Group:** Fairy, Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/1 | 4 ASI



*The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.*

**Armor Class:** 15

**Hit Points:** 19 | **Hit Dice:** d8

**Speed:** 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	8 (-1)	13 (+1)	13 (+1)

**Proficient Skills:** Nature

**Saving Throws:** Dexterity

**Vulnerabilities:** Fighting

**Resistances:** None

**Immunities:** Ghost

**Forecast:** This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

**Starting Moves:** Tackle

**Level 2:** Ember, Powder Snow, Water Gun

**Level 6:** Headbutt, Hail, Rain Dance, Sunny Day

**Level 10:** Weather Ball

**Level 14:** Blizzard, Fire Blast, Hydro Pump

**Level 18:** Hurricane

**TM:** 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

**Egg Moves:** Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type



## SUNNY CASTFORM #351

**Type:** Fire

**Classification:** Tiny | SR 5

**Minimum Level Found:** 1

**Egg Group:** Fairy, Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/1 | 4 ASI



*The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.*

**Armor Class:** 15

**Hit Points:** 19 | **Hit Dice:** d8

**Speed:** 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	8 (-1)	13 (+1)	13 (+1)

**Proficient Skills:** Nature

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground, Rock, Water

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

**Forecast:** This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

**Starting Moves:** Tackle

**Level 2:** Ember, Powder Snow, Water Gun

**Level 6:** Headbutt, Hail, Rain Dance, Sunny Day

**Level 10:** Weather Ball

**Level 14:** Blizzard, Fire Blast, Hydro Pump

**Level 18:** Hurricane

**TM:** 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

**Egg Moves:** Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type

## RAINY CASTFORM #351

**Type:** Water

**Classification:** Tiny | SR 5

**Minimum Level Found:** 1

**Egg Group:** Fairy, Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/1 | 4 ASI



*The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.*

**Armor Class:** 15

**Hit Points:** 19 | **Hit Dice:** d8

**Speed:** 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	8 (-1)	13 (+1)	13 (+1)

**Proficient Skills:** Nature

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Forecast:** This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

**Starting Moves:** Tackle

**Level 2:** Ember, Powder Snow, Water Gun

**Level 6:** Headbutt, Hail, Rain Dance, Sunny Day

**Level 10:** Weather Ball

**Level 14:** Blizzard, Fire Blast, Hydro Pump

**Level 18:** Hurricane

**TM:** 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

**Egg Moves:** Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type



## SNOWY CASTFORM #351

Type: Ice

Classification: Tiny | SR 5

Minimum Level Found: 1

Egg Group: Fairy, Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



*The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.*

Armor Class: 15

Hit Points: 19 | Hit Dice: d8

Speed: 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	8 (-1)	13 (+1)	13 (+1)

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

**Forecast:** This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

**Starting Moves:** Tackle

**Level 2:** Ember, Powder Snow, Water Gun

**Level 6:** Headbutt, Hail, Rain Dance, Sunny Day

**Level 10:** Weather Ball

**Level 14:** Blizzard, Fire Blast, Hydro Pump

**Level 18:** Hurricane

**TM:** 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

**Egg Moves:** Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type

## KECLEON #352

Type: Normal

Classification: Small | SR 6

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



*The Color Swap Pokémon. Kecleon is capable of changing its body colors at will to blend in with its surroundings. There is one exception-this Pokémon can't change the zigzag pattern on its belly.*

Armor Class: 16

Hit Points: 44 | Hit Dice: d8

Speed: 25ft. walking, 25ft. climbing

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

Proficient Skills: Stealth, Deception

Saving Throws: Constitution

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

**Color Change:** When hit by a damaging attack, this Pokémon's type changes to the type that hit it. It takes on the new type's resistances, vulnerabilities, and immunities.

### HIDDEN ABILITY

**Protean:** This Pokémon's type changes to the type of move it uses, just before the move is used. It takes on the new type's resistances, vulnerabilities, and immunities.

**Starting Moves:** Astonish, Lick, Scratch, Tail Whip,

Thief, Bind, Shadow Sneak, Feint, Fury Swipes

**Level 6:** Feint Attack, Psybeam, Ancient Power

**Level 10:** Slash, Camouflage

**Level 14:** Shadow Claw, Screech

**Level 18:** Substitute, Sucker Punch, Synchronoise

**TM:** 01, 06, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 46, 48, 56, 57, 65, 73, 77, 80, 86, 87, 88, 90, 92, 100

**Egg Moves:** Camouflage, Disable, Dizzy Punch, Fake Out, Foul Play, Magic Coat, Nasty Plot, Recover, Skill Swap, Snatch, Trick



## SHUPPET #353

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



*The Puppet Pokémon. Shuppet grows by feeding on dark emotions, such as vengefulness and envy, in the hearts of people. It roams through cities in search of grudges that taint people.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. flying (hover)

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

**Proficient Skills:** Stealth, Deception  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Ghost  
**Resistances:** Bug, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 30ft

**Insomnia:** This Pokémon is immune to sleep.

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

### HIDDEN ABILITY

**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.

**Evolution:** Shuppet can evolve into Banette at level 10 and above. 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:** Knock Off, Screech  
**Level 2:** Night Shade, Spite, Shadow Sneak  
**Level 6:** Will-O-Wisp, Feint Attack, Hex  
**Level 10:** Curse, Shadow Ball  
**Level 14:** Embargo, Sucker Punch  
**Level 18:** Snatch, Grudge, Trick, Phantom Force

**TM:** 04, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 29, 30, 32, 41, 42, 44, 45, 46, 48, 57, 61, 63, 66, 73, 77, 85, 87, 88, 90, 92, 97, 99, 100

**Egg Moves:** Astonish, Confuse Ray, Destiny Bond, Disable, Foresight, Gunk Shot, Imprison, Ominous Wind, Payback, Phantom Force, Pursuit, Shadow Sneak

## BANETTE #354

**Type:** Ghost  
**Classification:** Small | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Marionette Pokémon. Banette generates energy for laying strong curses by sticking pins into its own body. This Pokémon was originally a pitiful plush doll that was thrown away.*

**Armor Class:** 15  
**Hit Points:** 72 | **Hit Dice:** d8  
**Speed:** 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Stealth, Deception  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Ghost  
**Resistances:** Bug, Poison  
**Immunities:** Fighting, Ground, Normal  
**Senses:** Darkvision 60ft

**Insomnia:** This Pokémon is immune to sleep.

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

### HIDDEN ABILITY

**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:** Knock Off, Night Shade, Screech, Spite, Shadow Sneak, Will-O-Wisp, Feint Attack, Hex  
**Level 10:** Curse, Shadow Ball  
**Level 14:** Embargo, Sucker Punch  
**Level 18:** Snatch, Grudge, Trick, Phantom Force

**TM:** 04, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 41, 42, 44, 45, 46, 48, 56, 57, 61, 63, 65, 66, 68, 73, 77, 83, 85, 87, 88, 90, 92, 97, 99, 100



## DUSKULL #355

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



*The Requiem Pokémon. Duskull can pass through any wall no matter how thick it may be. Once this Pokémon chooses a target, it will doggedly pursue the intended victim until the break of dawn.*

**Armor Class:** 13  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 25ft. flying (hover)

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

**Proficient Skills:** Deception, Intimidation  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Ghost  
**Resistances:** Bug, Poison  
**Immunities:** Fighting, Ground, Normal  
**Senses:** Darkvision 30ft

**Levitate:** This Pokémon is immune to ground moves.

### HIDDEN ABILITY

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

**Evolution:** Duskull can evolve into Dusclops at level 10 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:** Leer, Night Shade  
**Level 2:** Disable, Astonish  
**Level 6:** Foresight, Shadow Sneak, Pursuit  
**Level 10:** Will-O-Wisp, Confuse Ray  
**Level 14:** Curse, Hex, Shadow Ball  
**Level 18:** Mean Look, Payback, Future Sight

**TM:** 04, 06, 10, 11, 12, 13, 14, 17, 18, 21, 27, 29, 30, 32, 41, 42, 44, 45, 46, 48, 56, 57, 61, 63, 66, 77, 83, 85, 87, 88, 90, 92, 97, 100

**Egg Moves:** Dark Pulse, Destiny Bond, Feint Attack, Grudge, Haze, Imprison, Memento, Ominous Wind, Pain Split, Skill Swap

## DUSCLOPS #356

**Type:** Ghost  
**Classification:** Medium | SR 12  
**Minimum Level Found:** 8  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Beckon Pokémon. Dusclops's body is completely hollow-there is nothing at all inside. It is said that its body is like a black hole. This Pokémon will absorb anything into its body, but nothing will ever come back out.*

**Armor Class:** 18  
**Hit Points:** 80 | **Hit Dice:** d8  
**Speed:** 25ft. flying (hover)

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

**Proficient Skills:** Deception, Intimidation  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Ghost  
**Resistances:** Bug, Poison  
**Immunities:** Fighting, Ground, Normal  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

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

**Evolution:** Dusclops can evolve into Dusknoir at level 16 and above while holding a Reaper Cloth. 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:** Astonish, Bind, Disable, Fire Punch, Gravity, Ice Punch, Leer, Night Shade, Shadow Punch, Thunder Punch, Foresight, Shadow Sneak, Pursuit  
**Level 10:** Will-O-Wisp, Confuse Ray  
**Level 14:** Curse, Hex  
**Level 18:** Shadow Ball, Mean Look, Payback, Future Sight

**TM:** 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 26, 27, 29, 30, 31, 32, 39, 41, 42, 44, 45, 46, 48, 56, 57, 61, 63, 66, 68, 77, 78, 80, 83, 85, 87, 88, 90, 92, 97, 100



## TROPIUS #357

**Type:** Grass/Flying  
**Classification:** Large | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Monster, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Fruit Pokémon. Children of the southern tropics eat as snacks the fruit that grows in bunches around the neck of Tropius. This Pokémon flies by flapping the leaves on its back as if they were wings.*

**Armor Class:** 15  
**Hit Points:** 82 | **Hit Dice:** d10  
**Speed:** 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Nature, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fire, Flying, Ice, Poison, Rock  
**Resistances:** Fighting, Grass, Water  
**Immunities:** Ground

**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

**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:** Growth, Gust, Leer, Razor Leaf, Sweet Scent, Stomp, Magical Leaf, Whirlwind  
**Level 10:** Leaf Tornado, Natural Gift  
**Level 14:** Air Slash, Body Slam  
**Level 18:** Bestow, Synthesis, Solar Beam, Leaf Storm

**TM:** 05, 06, 10, 11, 15, 17, 19, 20, 21, 22, 26, 27, 32, 40, 42, 44, 45, 48, 51, 53, 59, 68, 75, 76, 78, 86, 87, 88, 90, 96, 100

**Egg Moves:** Bullet Seed, Curse, Dragon Dance, Headbutt, Leaf Blade, Leaf Storm, Leech Seed, Natural Gift, Nature Power, Razor Wind, Slam, Synthesis

## CHIMECHO #358

**Type:** Psychic  
**Classification:** Tiny | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Wind Chime Pokémon. Chimecho makes its cries echo inside its hollow body. When this Pokémon becomes enraged, its cries result in ultrasonic waves that have the power to knock foes flying.*

**Armor Class:** 16  
**Hit Points:** 83 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Performance  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Truesight 15ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Astonish, Confusion, Growl, Wrap, Yawn, Psywave, Take Down, Extrasensory  
**Level 10:** Heal Bell, Uproar  
**Level 14:** Safeguard  
**Level 18:** Double-Edge, Heal Pulse, Synchronoise, Healing Wish

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 48, 49, 53, 57, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100



## ABSOL #359

**Type:** Dark  
**Classification:** Small | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Disaster Pokémon. Every time Absol appears before people, it is followed by a disaster such as an earthquake or a tidal wave. As a result, it came to be known as the disaster Pokémon.*

**Armor Class:** 15  
**Hit Points:** 75 | **Hit Dice:** d10  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Insight, Survival  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Fairy, Fighting  
**Resistances:** Dark, Ghost  
**Immunities:** Psychic  
**Senses:** Truesight 15ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

**Super Luck:** This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

### HIDDEN ABILITY

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

**Starting Moves:** Feint, Leer, Quick Attack, Scratch, Pursuit, Taunt, Bite, Double Team, Slash, Swords Dance, Night Slash

**Level 14:** Detect, Psycho Cut, Me First

**Level 18:** Sucker Punch, Razor Wind, Future Sight, Perish Song

**TM:** 04, 06, 07, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 30, 32, 35, 37, 38, 39, 40, 41, 42, 44, 45, 46, 48, 49, 54, 57, 59, 61, 65, 66, 68, 71, 73, 75, 77, 80, 81, 85, 87, 88, 90, 95, 97, 100

**Egg Moves:** Assurance, Baton Pass, Curse, Double-Edge, Feint Attack, Hex, Magic Coat, Me First, Mean Look, Megahorn, Play Rough, Punishment, Substitute, Sucker Punch, Zen Headbutt

## WYNAUT #360

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



*The Bright Pokémon. Wynaut can always be seen with a big, happy smile on its face. Look at its tail to determine if it is angry. When angered, this Pokémon will be slapping the ground with its tail.*

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

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

**Proficient Skills:** None  
**Saving Throws:** None  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic

**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.

**Evolution:** Wynaut can evolve into Wobbuffet at level 5 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:** Charm, Encore, Splash  
**Level 6:** Counter, Destiny Bond, Mirror Coat, Safeguard

**TM:** 20



## SNORUNT #361

Type: Ice

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Fairy, Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



*The Snow Hat Pokémon. Snorunt survives by eating only snow and ice. Old folklore claims that a house visited by this Pokémon is sure to prosper for many generations to come.*

Armor Class: 13

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: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

**Inner Focus:** This Pokémon is immune to flinching.

**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.

### 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:** A Snorunt can evolve into Glalie at level 14 and above naturally. A **female** Snorunt can evolve into a Froslass at level 14 and above with the help of a Dawn 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:** Leer, Powder Snow

**Level 2:** Double Team, Ice Shard

**Level 6:** Icy Wind, Bite

**Level 10:** Ice Fang, Headbutt, Protect

**Level 14:** Frost Breath, Crunch

**Level 18:** Blizzard, Hail

**TM:** 06, 07, 10, 13, 14, 16, 17, 18, 20, 21, 27, 30, 32, 42, 44, 45, 48, 79, 87, 88, 90, 100

**Egg Moves:** Avalanche, Bide, Block, Disable, Fake Tears, Hex, Rollout, Spikes, Switcheroo, Weather Ball

## GLALIE #362

Type: Ice

Classification: Medium | SR 11

Minimum Level Found: 10

Egg Group: Fairy, Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



*The Face Pokémon. Glalie has a body made of rock, which it hardens with an armor of ice. This Pokémon has the ability to freeze moisture in the atmosphere into any shape it desires.*

Armor Class: 16

Hit Points: 97 | Hit Dice: d10

Speed: 30ft. walking, 25ft. flying (hover)

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

**Inner Focus:** This Pokémon is immune to flinching.

**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.

### 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:** Double Team, Ice Shard, Leer, Powder Snow, Icy Wind, Bite, Ice Fang, Headbutt, Protect, Freeze-Dry

**Level 14:** Frost Breath, Crunch

**Level 18:** Blizzard, Hail, Sheer Cold

**TM:** 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 20, 21, 26, 27, 30, 32, 41, 42, 44, 45, 48, 64, 66, 68, 74, 78, 79, 87, 88, 90, 97, 100



## SPHEAL #363

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



*The Clap Pokémon. Spheal always travels by rolling around on its ball-like body. When the season for ice floes arrives, this Pokémon can be seen rolling about on ice and crossing the sea.*

**Armor Class:** 12  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 10ft. walking, 30ft. swimming

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

**Proficient Skills:** Survival  
**Saving Throws:** Strength  
**Vulnerabilities:** Electric, Fighting, Grass, Rock  
**Resistances:** Ice, Water

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**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.

### HIDDEN ABILITY

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

**Evolution:** Spheal can evolve into Sealeo 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:** Defense Curl, Growl, Powder Snow, Water Gun

**Level 2:** Rollout, Encore

**Level 6:** Ice Ball, Brine, Aurora Beam

**Level 10:** Body Slam, Rest, Snore

**Level 14:** Hail, Blizzard

**Level 18:** Sheer Cold

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 78, 79, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aqua Ring, Belly Drum, Curse, Fissure, Rock Slide, Rollout, Signal Beam, Sleep Talk, Spit Up, Stockpile, Swallow, Water Pulse, Water Sport, Yawn

## SEALEO #364

**Type:** Ice/Water  
**Classification:** Medium | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Ball Roll Pokémon. Sealeo has the habit of always juggling on the tip of its nose anything it sees for the first time. This Pokémon occasionally entertains itself by balancing and rolling a Spheal on its nose.*

**Armor Class:** 14  
**Hit Points:** 89 | **Hit Dice:** d12  
**Speed:** 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Strength  
**Vulnerabilities:** Electric, Fighting, Grass, Rock  
**Resistances:** Ice, Water

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**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.

### HIDDEN ABILITY

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

**Evolution:** Sealeo can evolve into Walrein 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:** Defense Curl, Growl, Powder Snow, Swagger, Water Gun, Rollout, Encore, Ice Ball, Brine, Aurora Beam

**Level 10:** Body Slam, Rest, Snore

**Level 14:** Hail

**Level 18:** Blizzard, Sheer Cold

**TM:** 05, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 78, 79, 80, 87, 88, 90, 94, 98, 100



## WALREIN #365

**Type:** Ice/Water  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Ice Break Pokémon. Walrein swims all over in frigid seawater while crushing icebergs with its grand, imposing tusks. Its thick layer of blubber makes enemy attacks bounce off harmlessly.*

**Armor Class:** 16  
**Hit Points:** 165 | **Hit Dice:** d12  
**Speed:** 15ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Rock  
**Resistances:** Ice, Water

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**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.

### HIDDEN ABILITY

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

**Starting Moves:** Crunch, Defense Curl, Growl, Ice Fang, Powder Snow, Swagger, Water Gun, Encore, Rollout, Ice Ball, Aurora Beam, Brine, Body Slam, Rest, Snore

**Level 14:** Hail

**Level 18:** Blizzard, Sheer Cold

**TM:** 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 68, 78, 79, 80, 87, 88, 90, 94, 98, 100

## CLAMPERL #366

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



*The Bivalve Pokémon. Clamperl's sturdy shell is not only good for protection-it is also used for clamping and catching prey. A fully grown Clamperl's shell will be scored with nicks and scratches all over.*

**Armor Class:** 14  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 15ft. swimming

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

**Proficient Skills:** Nature  
**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.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Evolution:** Clamperl can evolve into Huntail at level 8 and above while holding a Deep Sea Tooth, or Gorebyss at level 8 and above while holding a Deep Sea Scale. 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:** Clamp, Iron Defense, Water Gun, Whirlpool

**Level 18:** Shell Smash

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

**Egg Moves:** Aqua Ring, Barrier, Body Slam, Brine, Confuse Ray, Endure, Mud Sport, Muddy Water, Refresh, Supersonic, Water Pulse



## HUNTAIL #367

**Type:** Water  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Water 1  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Deep Sea Pokémon. Huntail's tail is shaped like a fish. It uses the tail to attract prey, then swallows the prey whole with its large, gaping mouth. This Pokémon swims by wiggling its slender body like a snake.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Deception  
**Saving Throws:** Strength, Dexterity  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Darkvision 50ft

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

### HIDDEN ABILITY

**Water Veil:** This Pokémon is immune to burning.

**Starting Moves:** Bite, Whirlpool, Screech, Scary Face, Feint Attack

**Level 6:** Water Pulse, Ice Fang, Brine

**Level 10:** Sucker Punch, Dive, Baton Pass

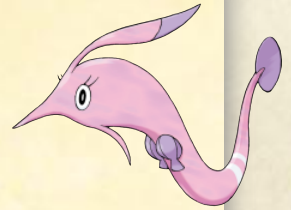
**Level 14:** Crunch, Aqua Tail

**Level 18:** Coil, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 39, 42, 44, 45, 48, 55, 68, 83, 87, 88, 90, 94, 98, 100

## GOREBYSS #368

**Type:** Water  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Water 1  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The South Sea Pokémon. Although Gorebyss is the very picture of elegance and beauty while swimming, it is also cruel. When it spots prey, this Pokémon inserts its thin mouth into the prey's body and drains the prey of its body fluids.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 5ft. walking, 35ft. swimming

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

**Proficient Skills:** Survival, Persuasion  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Truesight 10ft

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

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Confusion, Whirlpool, Water Sport, Agility, Draining Kiss

**Level 6:** Water Pulse, Amnesia, Aqua Ring

**Level 10:** Captivate, Dive, Baton Pass

**Level 14:** Psychic, Aqua Tail

**Level 18:** Coil, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 29, 30, 32, 42, 44, 45, 48, 55, 68, 77, 83, 87, 88, 90, 94, 98, 100



## RELICANTH #369

**Type:** Water/Rock  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Water 2  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Longevity Pokémon. Relicanth is a Pokémon species that existed for a hundred million years without ever changing its form. This ancient Pokémon feeds on microscopic organisms with its toothless mouth.*

**Armor Class:** 16  
**Hit Points:** 42 | **Hit Dice:** d10  
**Speed:** 5ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

**Proficient Skills:** Survival, History  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Ground  
**Resistances:** Fire, Flying, Ice, Normal, Poison  
**Senses:** Blindsight 80ft

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

**Rock Head:** This Pokémon takes no recoil damage.

### HIDDEN ABILITY

**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.

**Starting Moves:** Flail, Harden, Mud Sport, Tackle, Water Gun

**Level 6:** Rock Tomb, Ancient Power

**Level 10:** Dive, Take Down

**Level 14:** Yawn, Rest

**Level 18:** Hydro Pump, Double-Edge, Head Smash

**TM:** 04, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 68, 69, 71, 77, 78, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Amnesia, Aqua Tail, Brine, Magnitude, Mud Shot, Mud-Slap, Muddy Water, Rock Slide, Skull Bash, Sleep Talk, Snore, Water Sport, Zen Headbutt

## LUVDISC #370

**Type:** Water  
**Classification:** Tiny | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Water 2  
**Gender Rate:** 25% M / 75% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Rendezvous Pokémon. Luvdisc live in shallow seas in the tropics. This heart-shaped Pokémon earned its name by swimming after loving couples it spotted in the ocean's waves.*

**Armor Class:** 14  
**Hit Points:** 38 | **Hit Dice:** d8  
**Speed:** 5ft. walking, 35ft. swimming

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

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

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

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Charm, Tackle, Water Gun, Agility, Draining Kiss, Lucky Chant

**Level 6:** Water Pulse, Attract, Heart Stamp

**Level 10:** Flail, Sweet Kiss

**Level 14:** Take Down, Captivate, Aqua Ring

**Level 18:** Soak, Hydro Pump, Safeguard

**TM:** 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 77, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aqua Jet, Aqua Ring, Brine, Captivate, Entrainment, Heal Pulse, Mud Sport, Splash, Supersonic, Water Sport



## BAGON #371

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



*The Rock Head Pokémon. Bagon has a dream of one day soaring in the sky. In doomed efforts to fly, this Pokémon hurls itself off cliffs. As a result of its dives, its head has grown tough and as hard as tempered steel.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d8  
**Speed:** 25ft. walking

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

**Proficient Skills:** Athletics  
**Saving Throws:** Strength  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Electric, Fire, Grass, Water

**Rock Head:** This Pokémon takes no recoil damage.

### 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:** Bagon can evolve into Shelgon 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:** Rage, Ember  
**Level 2:** Leer, Bite, Dragon Breath  
**Level 6:** Headbutt, Focus Energy  
**Level 10:** Crunch, Dragon Claw  
**Level 14:** Zen Headbutt, Scary Face  
**Level 18:** Flamethrower, Double-Edge

**TM:** 02, 05, 06, 10, 11, 17, 18, 21, 27, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 65, 80, 87, 88, 90, 100

**Egg Moves:** Defense Curl, Dragon Dance, Dragon Pulse, Dragon Rage, Dragon Rush, Endure, Fire Fang, Hydro Pump, Shadow Claw, Thrash, Twister

## SHELGON #372

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



*The Endurance Pokémon. Covering Shelgon's body are outgrowths much like bones. The shell is very hard and bounces off enemy attacks. When awaiting evolution, this Pokémon hides away in a cavern.*

**Armor Class:** 15  
**Hit Points:** 55 | **Hit Dice:** d8  
**Speed:** 25ft. 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:** Constitution  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Electric, Fire, Grass, Water

**Rock Head:** This Pokémon takes no recoil damage.

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Evolution:** Shelgon can evolve into Salamence 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:** Bite, Ember, Leer, Protect, Rage, Dragon Breath  
**Level 6:** Headbutt, Focus Energy  
**Level 10:** Crunch, Dragon Claw  
**Level 14:** Zen Headbutt, Scary Face  
**Level 18:** Flamethrower, Double-Edge

**TM:** 02, 05, 06, 10, 11, 17, 18, 21, 27, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 65, 80, 87, 88, 90, 100



## SALAMENCE #373

**Type:** Dragon/Flying  
**Classification:** Large | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Dragon Pokémon. By evolving into Salamence, this Pokémon finally realizes its long-held dream of growing wings. To express its joy, it flies and wheels all over the sky while spouting flames from its mouth.*

**Armor Class:** 16  
**Hit Points:** 121 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Acrobatics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Dragon, Fairy, Ice, Rock  
**Resistances:** Bug, Fire, Fighting, Grass, 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, Dragon Tail, Ember, Fire Fang, Fly, Leer, Protect, Rage, Thunder Fang, Dragon Breath, Headbutt, Focus Energy, Crunch, Dragon Claw

**Level 14:** Zen Headbutt

**Level 18:** Scary Face, Flamethrower, Double-Edge

**TM:** 02, 05, 06, 10, 11, 15, 17, 18, 19, 21, 26, 27, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 51, 59, 65, 68, 71, 76, 78, 80, 82, 87, 88, 90, 100

## BELDUM #374

**Type:** Steel/Psychic  
**Classification:** Tiny | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/3 | 2 ASI



*The Iron Ball Pokémon. Instead of blood, a powerful magnetic force courses throughout Beldum's body. This Pokémon communicates with others by sending controlled pulses of magnetism.*

**Armor Class:** 14  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 2.5ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

**Proficient Skills:** Insight  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dark, Fire, Ghost, Ground  
**Resistances:** Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison  
**Senses:** Darkvision 20ft

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

### 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.

**Evolution:** Beldum can evolve into Metang 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:** Take Down

**TM:** None



## METANG #375

**Type:** Steel/Psychic  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/3 | 2 ASI



*The Iron Claw Pokémon. When two Beldum fuse together, Metang is formed. The brains of the Beldum are joined by a magnetic nervous system. This Pokémon turns its arms to the rear for traveling at high speed.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

**Proficient Skills:** Insight, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Dark, Fire, Ghost, Ground  
**Resistances:** Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison  
**Senses:** Darkvision 30ft, Truesight 5ft

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

### 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.

**Evolution:** Metang can evolve into Metagross at level 15 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:** Confusion, Magnet Rise, Metal Claw, Take Down  
**Level 10:** Pursuit, Bullet Punch, Miracle Eye, Zen Headbutt  
**Level 14:** Scary Face, Psychic, Agility  
**Level 18:** Meteor Mash, Iron Defense, Hyper Beam

**TM:** 03, 06, 10, 11, 15, 16, 17, 18, 21, 26, 27, 29, 30, 31, 32, 33, 36, 37, 39, 40, 42, 44, 48, 64, 69, 74, 77, 78, 80, 86, 87, 88, 90, 91, 100

## METAGROSS #376

**Type:** Steel/Psychic  
**Classification:** Large | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 3/3 | 2 ASI



*The Iron Leg Pokémon. Metagross has four brains in total. Combined, the four brains can breeze through difficult calculations faster than a supercomputer. This Pokémon can float in the air by tucking in its four legs.*

**Armor Class:** 18  
**Hit Points:** 150 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	16 (+3)	16 (+3)	10 (+0)

**Proficient Skills:** Insight, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Dark, Fire, Ghost, Ground  
**Resistances:** Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison  
**Senses:** Darkvision 40ft, Truesight 10ft

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

### 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:** Confusion, Hammer Arm, Magnet Rise, Metal Claw, Take Down, Pursuit, Bullet Punch, Miracle Eye, Zen Headbutt  
**Level 14:** Scary Face, Psychic, Agility  
**Level 18:** Meteor Mash, Iron Defense, Hyper Beam

**TM:** 03, 06, 10, 11, 15, 16, 17, 18, 21, 26, 27, 29, 30, 31, 32, 33, 36, 37, 39, 40, 42, 44, 48, 64, 68, 69, 74, 77, 78, 80, 86, 87, 88, 90, 91, 100



## REGIROCK #377

**Type:** Rock  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Rock Peak Pokémon. Regirock was sealed away by people long ago. If this Pokémon's body is damaged in battle, it is said to seek out suitable rocks on its own to repair itself.*

**Armor Class:** 20  
**Hit Points:** 380 | **Hit Dice:** d20  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison  
**Senses:** Tremorsense 50ft, Darkvision 60ft

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

### HIDDEN ABILITY

**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.

**Starting Moves:** Bulldoze, Charge Beam, Explosion, Rock Throw, Stomp, Curse, Ancient Power, Iron Defense, Stone Edge, Lock-On  
**Level 18:** Hammer Arm, Zap Cannon, Superpower, Hyper Beam

**TM:** 06, 10, 11, 15, 17, 20, 21, 23, 24, 25, 26, 27, 31, 32, 37, 39, 42, 44, 48, 52, 56, 57, 64, 68, 69, 71, 73, 77, 78, 80, 87, 88, 90, 100

## REGICE #378

**Type:** Ice  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Iceberg Pokémon. Regice's body was made during an ice age. The deep-frozen body can't be melted, even by fire. This Pokémon controls frigid air of -328 degrees Fahrenheit.*

**Armor Class:** 20  
**Hit Points:** 366 | **Hit Dice:** d20  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Fire, Rock, Steel  
**Resistances:** Ice  
**Senses:** Tremorsense 50ft, Darkvision 60ft

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

### 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:** Bulldoze, Charge Beam, Explosion, Icy Wind, Stomp, Curse, Ancient Power, Amnesia, Ice Beam, Lock-On  
**Level 18:** Hammer Arm, Zap Cannon, Superpower, Hyper Beam

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 39, 42, 44, 48, 52, 56, 57, 64, 68, 69, 70, 73, 77, 78, 79, 80, 87, 88, 90, 91, 100



## REGISTEEL #379

**Type:** Steel

**Classification:** Medium | SR 14

**Minimum Level Found:** 15

**Egg Group:** Undiscovered

**Gender Rate:** Genderless

**Evolution Stage:** 1/1 | 4 ASI



*The Iron Pokémon. Registeel has a body that is harder than any kind of metal. Its body is apparently hollow. No one has any idea what this Pokémon eats.*

**Armor Class:** 20

**Hit Points:** 380 | **Hit Dice:** d20

**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Survival

**Saving Throws:** Strength, Constitution

**Vulnerabilities:** Fighting, Fire, Ground

**Resistances:** Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel

**Immunities:** Poison

**Senses:** Tremorsense 50ft, Darkvision 60ft

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

### 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:** Bulldoze, Charge Beam, Explosion, Metal Claw, Stomp, Curse, Ancient Power, Amnesia, Iron Defense, Lock-On

**Level 18:** Flash Cannon, Iron Head, Hammer Arm, Zap Cannon, Superpower, Hyper Beam

**TM:** 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 37, 39, 40, 42, 44, 48, 52, 56, 57, 64, 65, 68, 69, 73, 77, 78, 80, 87, 88, 90, 91, 100

## LATIAS #380

**Type:** Dragon/Psychic

**Classification:** Medium | SR 15

**Minimum Level Found:** 15

**Egg Group:** Undiscovered

**Gender Rate:** 0% M / 100% F

**Evolution Stage:** 1/1 | 4 ASI



*The Eon Pokémon. Latias is highly sensitive to the emotions of people. If it senses any hostility, this Pokémon ruffles the feathers all over its body and cries shrilly to intimidate the foe.*

**Armor Class:** 20

**Hit Points:** 380 | **Hit Dice:** d20

**Speed:** 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	10 (+0)	18 (+4)	14 (+2)

**Proficient Skills:** Acrobatics, Stealth

**Saving Throws:** Dexterity, Wisdom

**Vulnerabilities:** Bug, Dark, Dragon, Fairy, Ghost, Ice

**Resistances:** Electric, Fighting, Fire, Grass, Psychic, Water

**Senses:** Darkvision 60ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Helping Hand, Psywave, Safeguard, Wish, Water Sport, Charm, Stored Power, Refresh, Heal Pulse, Dragon Breath, Mist Ball, Psycho Shift, Recover, Reflect Type, Zen Headbutt

**Level 18:** Guard Split, Psychic, Dragon Pulse, Healing Wish

**TM:** 02, 03, 04, 05, 06, 10, 11, 13, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 37, 40, 42, 44, 45, 48, 51, 53, 57, 65, 68, 73, 76, 77, 78, 85, 86, 87, 88, 90, 94, 98, 100



## LATIOS #381

**Type:** Dragon/Psychic  
**Classification:** Medium | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Eon Pokémon. Latios has the ability to make others see an image of what it has seen or imagines in its head. This Pokémon is intelligent and understands human speech.*

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**Armor Class:** 17  
**Hit Points:** 366 | **Hit Dice:** d20  
**Speed:** 20ft. walking, 50ft. flying

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	10 (+0)	18 (+4)	14 (+2)

---

**Proficient Skills:** Acrobatics, Athletics  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Bug, Dark, Dragon, Fairy, Ghost, Ice  
**Resistances:** Electric, Fighting, Fire, Grass, Psychic, Water  
**Senses:** Darkvision 60ft

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**Levitate:** This Pokémon is immune to ground moves.

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**Starting Moves:** Helping Hand, Memento, Psywave, Safeguard, Protect, Dragon Dance, Stored Power, Refresh, Heal Pulse, Dragon Breath, Luster Purge, Psycho Shift, Recover, Telekinesis, Zen Headbutt  
**Level 18:** Power Split, Psychic, Dragon Pulse

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**TM:** 02, 03, 04, 05, 06, 10, 11, 13, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 37, 40, 42, 44, 45, 48, 51, 53, 57, 65, 68, 73, 76, 77, 78, 85, 86, 87, 88, 90, 94, 98, 100

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## KYOGRE #382

**Type:** Water  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Sea Basin Pokémon. Through Primal Reversion and with nature's full power, it will take back its true form. It can summon storms that cause the sea levels to rise.*

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**Armor Class:** 19  
**Hit Points:** 380 | **Hit Dice:** d20  
**Speed:** 50ft. swimming, 50ft. flying

---

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	10 (+0)	18 (+4)	16 (+3)

---

**Proficient Skills:** Athletics, Survival, History  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Darkvision 60ft

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**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.

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**Starting Moves:** Ancient Power, Water Pulse, Scary Face, Aqua Tail, Body Slam, Aqua Ring, Ice Beam, Calm Mind, Muddy Water, Sheer Cold  
**Level 18:** Hydro Pump, Double-Edge, Water Spout, Origin Pulse

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**TM:** 04, 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 39, 42, 44, 48, 55, 68, 73, 77, 78, 80, 87, 88, 90, 94, 98, 100

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## GROUDON #383

**Type:** Ground  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Continent Pokémon. Groudon is said to be the personification of the land itself. Legends tell of its many clashes against Kyogre, as each sought to gain the power of nature.*

**Armor Class:** 18  
**Hit Points:** 380 | **Hit Dice:** d20  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	20 (+5)	10 (+0)	18 (+4)	12 (+1)

**Proficient Skills:** Athletics, Survival, History  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric  
**Senses:** Darkvision 60ft

**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:** Ancient Power, Mud Shot, Scary Face, Earth Power, Lava Plume, Rest, Earthquake, Bulk Up, Solar Beam, Fissure  
**Level 18:** Fire Blast, Hammer Arm, Eruption, Precipice Blades

**TM:** 02, 05, 06, 08, 10, 11, 15, 17, 20, 21, 22, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 50, 52, 56, 59, 65, 68, 69, 71, 73, 75, 77, 78, 80, 82, 87, 88, 90, 100

## RAYQUAZA #384

**Type:** Dragon/Flying  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Sky High Pokémon. Rayquaza is said to have lived for hundreds of millions of years. Legends remain of how it put to rest the clash between Kyogre and Groudon.*

**Armor Class:** 17  
**Hit Points:** 380 | **Hit Dice:** d20  
**Speed:** 40ft. walking, 40ft. climbing, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

**Proficient Skills:** Athletics, Survival, History  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Dragon, Fairy, Ice, Rock  
**Resistances:** Bug, Fire, Fighting, Grass, Water  
**Immunities:** Ground  
**Senses:** Darkvision 60ft

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

**Starting Moves:** Twister, Scary Face, Ancient Power, Crunch, Air Slash, Rest, Extreme Speed, Dragon Dance, Fly  
**Level 18:** Dragon Pulse, Hyper Voice, Outrage, Hyper Beam, Dragon Ascent

**TM:** 02, 05, 06, 08, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 50, 52, 53, 56, 58, 59, 65, 68, 71, 73, 74, 75, 76, 77, 78, 80, 82, 87, 88, 90, 94, 98, 100



## JIRACHI #385

**Type:** Steel/Psychic  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Wish Pokémon. Jirachi will awaken from its sleep of a thousand years if you sing to it in a voice of purity. It is said to make true any wish that people desire.*

**Armor Class:** 18  
**Hit Points:** 246 | **Hit Dice:** d12  
**Speed:** 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	18 (+4)	18 (+4)	18 (+4)

**Proficient Skills:** Insight, Arcana, Persuasion  
**Saving Throws:** Wisdom, Dexterity, Charisma  
**Vulnerabilities:** Dark, Fire, Ghost, Ground  
**Resistances:** Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison  
**Senses:** Truesight 20ft

**Serene Grace:** The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

**Starting Moves:** Confusion, Wish, Rest, Swift, Helping Hand, Psychic, Refresh, Lucky Chant, Zen Headbutt, Double-Edge

**Level 18:** Gravity, Healing Wish, Future Sight, Cosmic Power, Last Resort, Doom Desire

**TM:** 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 37, 40, 42, 44, 48, 53, 56, 57, 68, 73, 77, 85, 86, 87, 88, 89, 90, 91, 92, 99, 100

## DEOXYS #386

**Type:** Psychic  
**Classification:** Medium | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The DNA Pokémon. The DNA of a space virus underwent a sudden mutation upon exposure to a laser beam and resulted in Deoxys. The crystalline organ on this Pokémon's chest appears to be its brain.*

**Armor Class:** 15  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 40ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	20 (+5)	20 (+5)	12 (+1)

**Proficient Skills:** Athletics, Acrobatics  
**Saving Throws:** Strength, Dexterity, Constitution  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

**Transformer:** This Pokémon has a standard Normal form from which all stats are based, but may change forms as a bonus action to drastically change its abilities. The forms it can take are Attack, Defense, and Speed.

- In Attack form, it adds an additional +5 to its attack rolls, but all attacks against it has advantage.
- In Defense form, its AC increases by 3, but its attacks are rolled at disadvantage. If the activated move requires a save, the target(s) have advantage.
- In Speed form, it gains an additional attack action each turn, but the attack is done at disadvantage. If it is a move that requires a save, the target(s) have advantage.

**Starting Moves:** Leer, Wrap, Night Shade, Teleport, Knock Off, Pursuit, Psychic, Snatch, Psycho Shift, Zen Headbutt

**Level 18:** Cosmic Power, Recover, Psycho Boost, Hyper Beam

**TM:** 03, 04, 06, 10, 11, 12, 13, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 39, 40, 41, 42, 44, 47, 48, 52, 53, 56, 57, 59, 68, 73, 77, 80, 84, 85, 86, 87, 88, 90, 91, 92, 97, 100



## TURTWIG #387

**Type:** Grass  
**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 Tiny Leaf Pokémon. Made from soil, the shell on its back hardens when it drinks water. It lives along lakes.*

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

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

**Proficient Skills:** Survival, 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

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Evolution:** Turtwig can evolve into Grotle 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  
**Level 2:** Withdraw, Absorb, Razor Leaf  
**Level 6:** Curse, Bite  
**Level 10:** Mega Drain, Leech Seed  
**Level 14:** Synthesis, Crunch, Giga Drain  
**Level 18:** Leaf Storm

**TM:** 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

**Egg Moves:** Amnesia, Body Slam, Double-Edge, Earth Power, Grassy Terrain, Growth, Sand Tomb, Seed Bomb, Spit Up, Stockpile, Superpower, Swallow, Thrash, Tickle, Wide Guard, Worry Seed

## GROTLE #388

**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 Grove Pokémon. It lives along water in forests. In the daytime, it leaves the forest to sunbathe its treed shell.*

**Armor Class:** 14  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 25ft. swimming

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

**Proficient Skills:** Survival, 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

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Evolution:** Grotle can evolve into Torterra 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:** Absorb, Tackle, Withdraw, Razor Leaf  
**Level 6:** Curse, Bite  
**Level 10:** Mega Drain, Leech Seed  
**Level 14:** Synthesis, Crunch  
**Level 18:** Giga Drain, Leaf Storm

**TM:** 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100



## TORTERRA #389

**Type:** Grass/Ground  
**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 Continent Pokémon. Small Pokémon occasionally gather on its unmoving back to begin building their nests.*

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

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

**Proficient Skills:** Survival, Nature  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Bug, Fire, Flying, Ice  
**Resistances:** Ground, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 100ft

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

### HIDDEN ABILITY

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Starting Moves:** Absorb, Earthquake, Razor Leaf, Tackle, Withdraw, Wood Hammer, Curse, Bite, Mega Drain

**Level 14:** Leech Seed, Synthesis

**Level 18:** Crunch, Giga Drain, Leaf Storm

**TM:** 01, 05, 06, 10, 11, 15, 16, 17, 20, 21, 22, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 53, 68, 69, 71, 75, 78, 80, 86, 87, 88, 90, 96, 100

## CHIMCHAR #390

**Type:** Fire  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Field, Human-Like  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Chimp Pokémon. It agilely scales sheer cliffs to live atop craggy mountains. Its fire is put out when it sleeps.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 25ft. climbing

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

**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.

**Evolution:** Chimchar can evolve into Monferno 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:** Ember, Taunt  
**Level 6:** Fury Swipes, Flame Wheel  
**Level 10:** Nasty Plot, Torment, Facade  
**Level 14:** Fire Spin, Acrobatics, Slack Off  
**Level 18:** Flamethrower

**TM:** 01, 06, 08, 10, 11, 12, 17, 21, 27, 31, 32, 35, 38, 40, 41, 42, 43, 44, 45, 47, 48, 50, 56, 61, 62, 65, 75, 86, 87, 88, 89, 90, 100

**Egg Moves:** Assist, Blaze Kick, Counter, Double Kick, Encore, Fake Out, Quick Guard, Fire Punch, Focus Energy, Focus Punch, Heat Wave, Helping Hand, Submission, Thunder Punch



## MONFERNO #391

**Type:** Fire/Fighting  
**Classification:** Small | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Field, Human-Like  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Playful Pokémon. To intimidate attackers, it stretches the fire on its tail to make itself appear bigger.*

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

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  
**Vulnerabilities:** Flying, Ground, Psychic, Water  
**Resistances:** Bug, Dark, Fire, Grass, Ice, Steel

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

### 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.

**Evolution:** Monferno can evolve into Infernape 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:** Ember, Leer, Mach Punch, Scratch, Taunt

**Level 6:** Fury Swipes, Flame Wheel

**Level 10:** Feint, Torment

**Level 14:** Close Combat, Fire Spin

**Level 18:** Acrobatics, Slack Off, Flare Blitz

**TM:** 01, 06, 08, 10, 11, 12, 17, 21, 27, 31, 32, 35, 38, 39, 40, 41, 42, 43, 44, 45, 47, 48, 50, 52, 56, 61, 62, 65, 75, 80, 84, 86, 87, 88, 89, 90, 100

## INFERNAPE #392

**Type:** Fire/Fighting  
**Classification:** Small | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Field, Human-Like  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Flame Pokémon. It uses a special kind of martial arts involving all its limbs. Its fire never goes out.*

**Armor Class:** 15  
**Hit Points:** 102 | **Hit Dice:** d12  
**Speed:** 35ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Acrobatics, Intimidation  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Flying, Ground, Psychic, Water  
**Resistances:** Bug, Dark, Fire, Grass, Ice, Steel

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

### 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:** Close Combat, Ember, Leer, Mach Punch, Scratch, Taunt, Fury Swipes, Flame Wheel, Feint, Punishment

**Level 14:** Fire Spin

**Level 18:** Acrobatics, Calm Mind, Flare Blitz

**TM:** 01, 04, 05, 06, 08, 10, 11, 12, 15, 17, 21, 22, 26, 27, 31, 32, 35, 38, 39, 40, 41, 42, 43, 44, 45, 47, 48, 50, 52, 56, 61, 62, 65, 68, 71, 75, 78, 80, 84, 86, 87, 88, 89, 90, 100



## PIPLUP #393

Type: Water

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Water 1, Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



*The Penguin Pokémon. Because it is very proud, it hates accepting food from people. Its thick down guards it from cold.*

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	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

**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:** Piplup can evolve into Prinplup 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:** Pound, Growl

**Level 2:** Bubble, Water Sport

**Level 6:** Peck, Bubble Beam, Bide

**Level 10:** Fury Attack, Brine, Whirlpool

**Level 14:** Mist, Drill Peck

**Level 18:** Hydro Pump

**TM:** 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 55, 56, 60, 86, 87, 88, 90, 94, 98, 100

**Egg Moves:** Agility, Aqua Ring, Bide, Double Hit, Flail, Hydro Pump, Mud Sport, Mud-Slap, Snore, Supersonic, Yawn

## PRINPLUP #394

Type: Water

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



*The Penguin Pokémon. It lives alone, away from others. Apparently, every one of them believes it is the most important.*

Armor Class: 14

Hit Points: 50 | Hit Dice: d8

Speed: 30ft. walking, 35ft. 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

**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:** Prinplup can evolve into Empoleon 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:** Bubble, Growl, Metal Claw, Tackle, Water Sport

**Level 6:** Peck, Bubble Beam

**Level 10:** Bide, Fury Attack

**Level 14:** Brine, Whirlpool

**Level 18:** Mist, Drill Peck, Hydro Pump

**TM:** 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 55, 56, 60, 65, 86, 87, 88, 90, 94, 98, 100



## EMPOLEON #395

**Type:** Water/Steel  
**Classification:** Medium | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Water 1, Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Emperor Pokémon. The three horns that extend from its beak attest to its power. The leader has the biggest horns.*

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**Armor Class:** 16  
**Hit Points:** 117 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 40ft. swimming

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STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

---

**Proficient Skills:** Survival, Intimidation  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Electric, Fighting, Ground  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock, Steel, Water  
**Immunities:** Poison

---

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

### 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.

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**Starting Moves:** Aqua Jet, Bubble, Growl, Metal Claw, Tackle, Swords Dance, Peck, Bubble Beam, Swagger, Fury Attack

**Level 14:** Brine, Whirlpool

**Level 18:** Mist, Drill Peck, Hydro Pump

**TM:** 01, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 51, 55, 56, 60, 65, 68, 75, 78, 80, 86, 87, 88, 90, 91, 94, 98, 100

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## STARLY #396

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



*The Starling Pokémon. They flock in great numbers. Though small, they flap their wings with great power.*

---

**Armor Class:** 11  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 25ft. flying

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+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.

### HIDDEN ABILITY

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

---

**Evolution:** Starly can evolve into Staravia 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).

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**Starting Moves:** Growl, Tackle

**Level 2:** Quick Attack, Wing Attack, Double Team

**Level 6:** Endeavor, Whirlwind

**Level 10:** Aerial Ace, Take Down

**Level 14:** Agility, Brave Bird

**Level 18:** Final Gambit

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

**Egg Moves:** Astonish, Detect, Double-Edge, Feather Dance, Foresight, Fury Attack, Mirror Move, Pursuit, Revenge, Roost, Sand Attack, Steel Wing, Upoar

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## STARAVIA #397

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



*The Starling Pokémon. It flies around forests and fields in search of bug Pokémon. It stays within a huge flock.*

**Armor Class:** 13  
**Hit Points:** 45 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 30ft. flying

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

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

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

### HIDDEN ABILITY

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Evolution:** Staravia can evolve into Staraptor at level 12 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, Quick Attack, Tackle, Wing Attack, Double Team  
**Level 6:** Endeavor  
**Level 10:** Whirlwind, Aerial Ace  
**Level 14:** Take Down, Agility  
**Level 18:** Brave Bird, Final Gambit

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

## STARAPTOR #398

**Type:** Normal/Flying  
**Classification:** Small | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Predator Pokémon. It has a savage nature. It will courageously challenge foes that are much larger.*

**Armor Class:** 15  
**Hit Points:** 107 | **Hit Dice:** d12  
**Speed:** 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

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

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

### HIDDEN ABILITY

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Starting Moves:** Close Combat, Growl, Quick Attack, Tackle, Wing Attack, Double Team, Endeavor, Whirlwind, Aerial Ace  
**Level 14:** Take Down, Agility  
**Level 18:** Brave Bird, Final Gambit

**TM:** 01, 06, 10, 11, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 87, 88, 89, 90, 100



## BIDOOF #399

**Type:** Normal  
**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 Plump Mouse Pokémon. With nerves of steel, nothing can perturb it. It is more agile and active than it appears.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 20ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Simple:** Once per short rest, you may double this Pokémon's Move modifier for a single attack or damage roll.

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

### 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:** Bidoof can evolve into Bibarel at level 5 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:** Growl, Tackle  
**Level 2:** Defense Curl, Rollout, Headbutt  
**Level 6:** Hyper Fang, Yawn  
**Level 10:** Crunch, Take Down  
**Level 14:** Super Fang, Swords Dance, Amnesia  
**Level 18:** Superpower, Curse

**TM:** 01, 06, 10, 11, 12, 13, 14, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 49, 57, 73, 75, 86, 87, 88, 90, 100

**Egg Moves:** Aqua Tail, Defense Curl, Double-Edge, Endure, Fury Swipes, Odor Sleuth, Quick Attack, Rock Climb, Rollout, Skull Bash, Sleep Talk, Water Sport

## BIBAREL #400

**Type:** Normal/Water  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Beaver Pokémon. It makes its nest by damming streams with bark and mud. It is known as an industrious worker.*

**Armor Class:** 14  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 25ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Immunities:** Ghost

**Simple:** Once per short rest, you may double this Pokémon's Move modifier for a single attack or damage roll.

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

### 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:** Aqua Jet, Growl, Tackle, Water Gun, Defense Curl, Rollout, Headbutt, Rototiller  
**Level 6:** Hyper Fang  
**Level 10:** Yawn, Crunch  
**Level 14:** Take Down, Super Fang  
**Level 18:** Swords Dance, Amnesia, Superpower, Curse

**TM:** 01, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 49, 55, 56, 57, 68, 73, 75, 78, 86, 87, 88, 90, 94, 98, 100



## KRICKETOT #401

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



*The Cricket Pokémon. It shakes its head back to front, causing its antennae to hit each other and sound like a xylophone.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 15ft. walking

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

**Proficient Skills:** Performance  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Fire, Flying, Rock  
**Resistances:** Grass, Ground, Fighting  
**Senses:** Darkvision 20ft

**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

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

**Evolution:** Kricketot can evolve into Kricketune at level 4 and above. 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:** Bide, Growl  
**Level 2:** Struggle Bug  
**Level 6:** Bug Bite

**TM:** None

## KRICKETUNE #402

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



*The Cricket Pokémon. It crosses its knifelike arms in front of its chest when it cries. It can compose melodies ad lib.*

**Armor Class:** 13  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 25ft. walking, 25ft. flying

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

**Proficient Skills:** Performance  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Fire, Flying, Rock  
**Resistances:** Grass, Ground, Fighting  
**Senses:** Darkvision 40ft

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

### 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:** Bide, Fury Cutter, Growl  
**Level 6:** Absorb, Sing, Focus Energy  
**Level 10:** Slash, X-Scissor, Screech  
**Level 14:** Taunt, Night Slash, Fell Stinger  
**Level 18:** Bug Buzz, Perish Song, Sticky Web

**TM:** 06, 10, 11, 12, 15, 17, 18, 21, 27, 28, 31, 32, 40, 42, 44, 45, 48, 49, 54, 68, 75, 81, 83, 87, 88, 90, 100



## SHINX #403

**Type:** Electric  
**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 Flash Pokémon. All of its fur dazzles if danger is sensed. It flees while the foe is momentarily blinded.*

**Armor Class:** 11  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

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

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

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

### 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.

**Evolution:** Shinx can evolve into Luxio 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:** Tackle  
**Level 2:** Leer, Charge, Baby-Doll Eyes  
**Level 6:** Spark, Bite, Roar  
**Level 10:** Swagger, Thunder Fang  
**Level 14:** Crunch, Scary Face, Discharge  
**Level 18:** Wild Charge

**TM:** 05, 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 57, 72, 73, 87, 88, 90, 93, 95, 100

**Egg Moves:** Double Kick, Eerie Impulse, Fake Tears, Fire Fang, Helping Hand, Howl, Ice Fang, Night Slash, Quick Attack, Shock Wave, Signal Beam, Swift, Take Down, Thunder Fang

## LUXIO #404

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



*The Spark Pokémon. Its claws loose electricity with enough amperage to cause fainting. They live in small groups.*

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

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

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

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

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

### 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.

**Evolution:** Luxio can evolve into Luxray at level 11 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, Tackle, Charge, Spark  
**Level 6:** Bite  
**Level 10:** Roar, Swagger  
**Level 14:** Thunder Fang, Crunch, Scary Face  
**Level 18:** Discharge, Wild Charge

**TM:** 05, 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 57, 72, 73, 87, 88, 90, 93, 95, 100



## LUXRAY #405

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



*The Gleam Eyes Pokémon. It has eyes that can see through anything. It spots and captures prey hiding behind objects.*

**Armor Class:** 15  
**Hit Points:** 102 | **Hit Dice:** d10  
**Speed:** 35ft. walking

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

**Proficient Skills:** Perception, Investigation  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel  
**Senses:** Truesight 30ft

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

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

### 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:** Charge, Leer, Tackle, Spark, Bite, Roar, Swagger

**Level 14:** Thunder Fang, Crunch, Scary Face

**Level 18:** Discharge, Wild Charge, Electric Terrain

**TM:** 05, 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 57, 68, 72, 73, 87, 88, 90, 93, 95, 100

## BUDEW #406

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



*The Bud Pokémon. Over the winter, it closes its bud and endures the cold. In spring, the bud opens and releases pollen.*

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

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

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

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**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.

### HIDDEN ABILITY

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

**Evolution:** Budew can evolve into Roselia at level 6 and above if its Loyalty level is +2 or higher. 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, Growth  
**Level 2:** Water Sport, Stun Spore  
**Level 6:** Mega Drain, Worry Seed

**TM:** 06, 09, 10, 11, 17, 18, 21, 22, 27, 30, 32, 36, 42, 44, 45, 48, 53, 75, 77, 86, 87, 88, 90, 96, 99, 100

**Egg Moves:** Bullet Seed, Cotton Spore, Extrasensory, Giga Drain, Grass Whistle, Leaf Storm, Mind Reader, Natural Gift, Pin Missile, Razor Leaf, Seed Bomb, Sleep Powder, Spikes, Synthesis



## ROSERADE #407

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



*The Bouquet Pokémon. It attracts prey with a sweet aroma, then downs it with thorny whips hidden in its arms.*

**Armor Class:** 16  
**Hit Points:** 70 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Nature, Deception  
**Saving Throws:** Constitution, Wisdom  
**Vulnerabilities:** Fire, Flying, Ice, Psychic  
**Resistances:** Electric, Fairy, Fighting, Grass, Water

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**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.

### 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:** Magical Leaf, Mega Drain, Poison Sting, Sweet Scent, Weather Ball, Grassy Terrain, Venom Drench

**TM:** 06, 09, 10, 11, 15, 17, 18, 21, 22, 27, 30, 32, 36, 42, 44, 45, 48, 53, 68, 75, 77, 84, 86, 87, 88, 90, 96, 99, 100

## CRANIDOS #408

**Type:** Rock  
**Classification:** Small | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Monster  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Head Butt Pokémon. It lived in jungles around 100 million years ago. Its skull is as hard as iron.*

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

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

**Proficient Skills:** Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison

**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

**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:** Cranidos can evolve into Rampardos 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:** Headbutt, Leer  
**Level 2:** Focus Energy, Pursuit  
**Level 6:** Take Down, Scary Face  
**Level 10:** Assurance, Chip Away  
**Level 14:** Ancient Power, Zen Headbutt  
**Level 18:** Screech, Head Smash

**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, 56, 66, 69, 71, 75, 78, 80, 87, 88, 90, 100

**Egg Moves:** Crunch, Curse, Double-Edge, Hammer Arm, Iron Head, Iron Tail, Leer, Slam, Stomp, Thrash, Whirlwind



## RAMPARDOS #409

**Type:** Rock  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Monster  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Head Butt Pokémon. Its powerful head butt has enough power to shatter even the most durable things upon impact.*

**Armor Class:** 13  
**Hit Points:** 61 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison

**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

**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:** Endeavor, Focus Energy, Headbutt, Leer, Pursuit  
**Level 6:** Take Down, Scary Face  
**Level 10:** Assurance, Chip Away  
**Level 14:** Ancient Power  
**Level 18:** Zen Headbutt, Screech, Head Smash

**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, 66, 68, 69, 71, 75, 78, 80, 82, 87, 88, 90, 94, 100

## SHIELDON #410

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



*The Shield Pokémon. A Pokémon that lived in jungles around 100 million years ago. Its facial hide is extremely hard.*

**Armor Class:** 16  
**Hit Points:** 19 | **Hit Dice:** d8  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock  
**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

**Soundproof:** This Pokémon is immune to sound-based moves.

**Evolution:** Sheldon can evolve into Bastiodon 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:** Protect, Tackle  
**Level 2:** Taunt, Metal Sound  
**Level 6:** Take Down, Iron Defense  
**Level 10:** Swagger, Ancient Power  
**Level 14:** Endure, Metal Burst  
**Level 18:** Iron Head, Heavy Slam

**TM:** 05, 06, 10, 11, 12, 13, 14, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 41, 42, 44, 45, 48, 69, 71, 78, 80, 87, 88, 90, 91, 100

**Egg Moves:** Body Slam, Counter, Curse, Double-Edge, Fissure, Focus Energy, Guard Split, Headbutt, Rock Blast, Scary Face, Screech, Stealth Rock, Wide Guard



## BASTIODON #411

**Type:** Rock/Steel  
**Classification:** Small | SR 11  
**Minimum Level Found:** 5  
**Egg Group:** Monster  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Shield Pokémon. Any frontal attack is repulsed. It is a docile Pokémon that feeds on grass and berries.*

**Armor Class:** 20  
**Hit Points:** 71 | **Hit Dice:** d12  
**Speed:** 25ft. walking

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

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock  
**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

**Soundproof:** This Pokémon is immune to sound-based moves.

**Starting Moves:** Block, Metal Sound, Protect, Tackle, Taunt

**Level 6:** Iron Defense

**Level 10:** Swagger, Ancient Power

**Level 14:** Endure

**Level 18:** Metal Burst, Iron Head, Heavy Slam

**TM:** 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 41, 42, 44, 45, 48, 68, 69, 71, 78, 80, 87, 88, 90, 91, 100

## BURMY #412

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



*The Bagworm Pokémon. To shelter itself from cold, wintry winds, it covers itself with a cloak made of twigs and leaves.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 10ft. walking, 10ft. climbing

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

**Proficient Skills:** Nature, Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Rock  
**Resistances:** Grass, Ground, Fighting  
**Senses:** Darkvision 20ft

**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

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Evolution:** A **male** Burmy can evolve into Mothim at level 6 and above. A **female** Burmy can evolve into Wormadam at level 6 and above, taking on a cloak based upon where it evolved: Plant Cloak for tall grass/forest, Sand Cloak for caves/desert/mountain, and Trash cloak for cities and buildings. When female or male Burmy evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Protect

**Level 2:** Tackle

**Level 6:** Bug Bite, Hidden Power

**TM:** 10, 17



## WORMADAM PLANT CLOAK

#413

**Type:** Bug/Grass  
**Classification:** Tiny | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Bagworm Pokémon. When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.*

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

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

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

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Starting Moves:** Bug Bite, Protect, Quiver Dance, Sucker Punch, Tackle  
**Level 6:** Hidden Power, Confusion  
**Level 10:** Razor Leaf, Growth, Psybeam  
**Level 14:** Captivate, Flail, Attract  
**Level 18:** Psychic, Leaf Storm, Bug Buzz

**TM:** 06, 09, 10, 11, 15, 17, 18, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 68, 77, 83, 85, 86, 87, 88, 90, 100

## WORMADAM SAND CLOAK

#413

**Type:** Bug/Ground  
**Classification:** Tiny | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Bagworm Pokémon. When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 15ft. walking, 15ft. climbing

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

**Proficient Skills:** Nature, Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Ice, Water  
**Resistances:** Fighting, Ground, Poison  
**Immunities:** Electric  
**Senses:** Darkvision 30ft

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Starting Moves:** Bug Bite, Protect, Quiver Dance, Sucker Punch, Tackle  
**Level 6:** Hidden Power, Confusion  
**Level 10:** Rock Blast, Harden, Psybeam  
**Level 14:** Captivate, Flail, Attract  
**Level 18:** Psychic, Fissure, Bug Buzz

**TM:** 06, 09, 10, 11, 15, 17, 18, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 68, 77, 83, 85, 86, 87, 88, 90, 100



## WORMADAM TRASH CLOAK

#413

Type: Bug/Steel  
Classification: Tiny | SR 6  
Minimum Level Found: 5  
Egg Group: Bug  
Gender Rate: 0% M / 100% F  
Evolution Stage: 2/2 | 3 ASI



The Bagworm Pokémon. When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

Armor Class: 15  
Hit Points: 50 | Hit Dice: d10  
Speed: 15ft. walking, 15ft. climbing

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

Proficient Skills: Nature, Survival  
Saving Throws: Constitution  
Vulnerabilities: Fire  
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel  
Immunities: Poison  
Senses: Darkvision 30ft

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Starting Moves:** Metal Burst, Bug Bite, Protect, Quiver Dance, Sucker Punch, Tackle

**Level 6:** Hidden Power, Confusion

**Level 10:** Mirror Shot, Metal Sound, Psybeam

**Level 14:** Captivate, Flail, Attract

**Level 18:** Psychic, Iron Head, Bug Buzz

TM: 06, 09, 10, 11, 15, 17, 18, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 68, 77, 83, 85, 86, 87, 88, 90, 100

## MOTHIM #414

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



The Moth Pokémon. It loves the honey of flowers and steals honey collected by Combee.

Armor Class: 13  
Hit Points: 45 | Hit Dice: d10  
Speed: 15ft. walking, 15ft. climbing, 30ft. flying

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

Proficient Skills: Nature, Survival  
Saving Throws: Dexterity  
Vulnerabilities: Electric, Fire, Flying, Ice, Rock  
Resistances: Bug, Fighting, Grass  
Immunities: Ground  
Senses: Darkvision 50ft

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

### HIDDEN ABILITY

**Tinted Lens:** This Pokémon's moves ignore resistances.

**Starting Moves:** Bug Bite, Protect, Quiver Dance, Tackle

**Level 6:** Hidden Power, Confusion

**Level 10:** Gust, Poison Powder, Psybeam

**Level 14:** Camouflage, Silver Wind, Air Slash

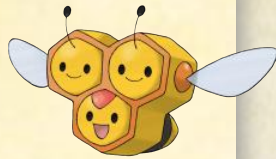
**Level 18:** Psychic, Bug Buzz, Lunge

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



## COMBEE #415

**Type:** Bug/Flying  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Bug  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI (F) || 1/1 | 4 ASI (M)



*The Tiny Bee Pokémon. A Pokémon formed by three others. It busily carries sweet floral honey to Vespiquen.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 10ft. walking, 10ft. climbing, 35ft. flying

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

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground

**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.

### 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:** A female Combee can evolve into Vespiquen at level 7 and above. When it evolves, its health increases by double its level, and it gains 17 points to add to its ability scores (max 20).

**Starting Moves:** Gust, Sweet Scent  
**Level 2:** Bug Bite  
**Level 10:** Bug Buzz

**TM:** None

## VESPIQUEN #416

**Type:** Bug/Flying  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Beehive Pokémon. Its abdomen is a honeycomb for grubs. It raises its grubs on honey collected by Combee.*

**Armor Class:** 17  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 20ft. walking, 15ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground

**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:** Confuse Ray, Destiny Bond, Gust, Poison Sting, Slash, Sweet Scent, Fury Cutter, Pursuit, Fury Swipes, Fell Stinger  
**Level 6:** Defend Order  
**Level 10:** Power Gem, Heal Order  
**Level 14:** Toxic, Air Slash, Captivate  
**Level 18:** Attack Order, Swagger

**TM:** 06, 09, 10, 11, 15, 17, 18, 19, 21, 27, 32, 36, 40, 42, 44, 45, 46, 48, 56, 60, 62, 68, 81, 83, 87, 88, 89, 90, 100



## PACHIRISU #417

**Type:** Electric  
**Classification:** Tiny | SR 6  
**Minimum Level Found:** 1  
**Egg Group:** Field, Fairy  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The EleSquirrel Pokémon. It makes fur balls that crackle with static electricity. It stores them with berries in tree holes.*

**Armor Class:** 16  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

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

**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

**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.

**Starting Moves:** Bide, Growl  
**Level 2:** Quick Attack, Charm, Spark  
**Level 6:** Endure, Swift, Nuzzle  
**Level 10:** Electro Ball, Sweet Kiss, Thunder Wave  
**Level 14:** Super Fang, Discharge  
**Level 18:** Last Resort, Hyper Fang

**TM:** 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 86, 87, 88, 89, 90, 100

**Egg Moves:** Bestow, Bite, Charge, Covet, Defense Curl, Fake Tears, Flail, Flatter, Follow Me, Ion Deluge, Iron Tail, Rollout, Tail Whip

## BUIZEL #418

**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 Weasel Pokémon. It has a flotation sac that is like an inflatable collar. It floats on water with its head out.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 30ft. walking, 20ft. climbing, 30ft. swimming

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

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

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

### HIDDEN ABILITY

**Water Veil:** This Pokémon is immune to burning.

**Evolution:** Buizel can evolve into Floatzel at level 8 and above. 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:** Quick Attack, Growl  
**Level 2:** Water Sport, Water Gun  
**Level 6:** Pursuit, Swift, Sonic Boom  
**Level 10:** Aqua Jet, Double Hit, Whirlpool  
**Level 14:** Razor Wind, Aqua Tail, Agility  
**Level 18:** Hydro Pump

**TM:** 06, 07, 08, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 48, 49, 55, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aqua Ring, Aqua Tail, Baton Pass, Double Slap, Fury Cutter, Fury Swipes, Headbutt, Me First, Mud-Slap, Odor Sleuth, Slash, Soak, Switcheroo, Tail Slap



## FLOATZEL #419

**Type:** Water

**Classification:** Small | SR 8

**Minimum Level Found:** 5

**Egg Group:** Water 1, Field

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Sea Weasel Pokémon. It floats using its well-developed flotation sac. It assists in the rescues of drowning people.*

**Armor Class:** 14

**Hit Points:** 55 | **Hit Dice:** d10

**Speed:** 35ft. walking, 30ft. climbing, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Medicine

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

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

### HIDDEN ABILITY

**Water Veil:** This Pokémon is immune to burning.

**Starting Moves:** Crunch, Growl, Ice Fang, Quick Attack, Sonic Boom, Water Sport

**Level 6:** Water Gun, Pursuit, Swift

**Level 10:** Aqua Jet, Double Hit

**Level 14:** Whirlpool, Razor Wind

**Level 18:** Aqua Tail, Agility, Hydro Pump

**TM:** 05, 06, 07, 08, 10, 12, 13, 14, 15, 17, 18, 21, 27, 31, 32, 39, 41, 42, 44, 45, 48, 49, 52, 55, 66, 68, 87, 88, 90, 94, 98, 100

## CHERUBI #420

**Type:** Grass

**Classification:** Tiny | SR 1/4

**Minimum Level Found:** 1

**Egg Group:** Fairy, Grass

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/2 | 3 ASI



*The Cherry Pokémon. The small ball holds the nutrients needed for evolution. Apparently, it is very sweet and tasty.*

**Armor Class:** 12

**Hit Points:** 17 | **Hit Dice:** d6

**Speed:** 15ft. walking

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

**Proficient Skills:** Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison

**Resistances:** Electric, Grass, Ground, Water

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

**Evolution:** Cherubi can evolve into Cherrim at level 7 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:** Morning Sun, Tackle

**Level 2:** Growth, Leech Seed, Helping Hand

**Level 6:** Magical Leaf, Sunny Day

**Level 10:** Worry Seed, Take Down

**Level 14:** Solar Beam, Lucky Chant

**Level 18:** Petal Blizzard

**TM:** 06, 10, 11, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 99, 100

**Egg Moves:** Aromatherapy, Defense Curl, Flower Shield, Grass Whistle, Heal Pulse, Healing Wish, Natural Gift, Nature Power, Razor Leaf, Rollout, Seed Bomb, Sweet Scent, Tickle, Weather Ball



## CHERRIM #421

**Type:** Grass

**Classification:** Tiny | SR 8

**Minimum Level Found:** 5

**Egg Group:** Fairy, Grass

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Blossom Pokémon. It blooms during times of strong sunlight. It tries to make up for everything it endured as a bud.*

**Armor Class:** 15

**Hit Points:** 55 | **Hit Dice:** d10

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison

**Resistances:** Electric, Grass, Ground, Water

**Flower Gift:** During harsh sunlight, ally Pokémon within 30 feet of this Pokémon add their proficiency bonus to damage rolls.

**Form Change:** Cherrim changes appearance depending on the weather. In strong sunlight, it blossoms into Sunshine Form.

**Starting Moves:** Growth, Leech Seed, Morning Sun, Petal Dance, Helping Hand

**Level 6:** Magical Leaf, Sunny Day

**Level 10:** Worry Seed

**Level 14:** Take Down, Solar Beam,

**Level 18:** Lucky Chant, Petal Blizzard

**TM:** 06, 10, 11, 15, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 68, 75, 86, 87, 88, 90, 96, 99, 100

## SHELLOS #422

**Type:** Water

**Classification:** Tiny | SR 2

**Minimum Level Found:** 1

**Egg Group:** Water 1, Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/2 | 3 ASI



*The Sea Slug Pokémon. Its colors and shapes differ from region to region. In the Sinnoh region, two types are confirmed.*

**Armor Class:** 13

**Hit Points:** 21 | **Hit Dice:** d8

**Speed:** 20ft. walking, 15ft. climbing, 20ft. swimming

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

**Proficient Skills:** Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Sticky Hold:** Held items cannot be stolen or knocked away from this Pokémon.

**Storm Drain:** If this Pokémon or an ally within 30 feet is targeted with a direct water-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

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

**Evolution:** Shellos can evolve into Gastrodon at level 8 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:** Mud-Slap, Mud Sport, Harden

**Level 2:** Water Pulse, Mud Bomb

**Level 6:** Hidden Power, Rain Dance

**Level 10:** Body Slam

**Level 14:** Muddy Water

**Level 18:** Recover

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 83, 87, 88, 90, 94, 100

**Egg Moves:** Acid Armor, Amnesia, Brine, Clear Smog, Counter, Curse, Fissure, Memento, Mirror Coat, Mist, Sludge, Spit Up, Stockpile, Swallow, Trump Card, Yawn



## GASTRODON #423

**Type:** Water/Ground  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Sea Slug Pokémon. It has a pliable body without any bones. If any part of its body is torn off, it grows right back.*

**Armor Class:** 14  
**Hit Points:** 71 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 15ft. climbing, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Grass  
**Resistances:** Fire, Poison, Rock, Steel  
**Immunities:** Electric

**Sticky Hold:** Held items cannot be stolen or knocked away from this Pokémon.

**Storm Drain:** If this Pokémon or an ally within 30 feet is targeted with a direct water-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

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

**Starting Moves:** Harden, Mud-Slap, Mud Sport, Water Pulse, Mud Bomb  
**Level 6:** Hidden Power, Rain Dance  
**Level 10:** Body Slam  
**Level 14:** Muddy Water  
**Level 18:** Recover

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 55, 68, 71, 78, 80, 83, 87, 88, 90, 94, 98, 100

## AMBIPOM #424

**Type:** Normal  
**Classification:** Small | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Long Tail Pokémon. To eat, it deftly shucks nuts with its two tails. It rarely uses its arms now.*

**Armor Class:** 15  
**Hit Points:** 94 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics, Sleight of Hand  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

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

**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.)

**Starting Moves:** Astonish, Dual Chop, Sand Attack, Scratch, Tail Whip, Baton Pass, 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, 15, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 40, 42, 44, 45, 46, 47, 48, 56, 62, 65, 66, 68, 73, 85, 86, 87, 88, 89, 90, 100



## DRIFLOON #425

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



*The Balloon Pokémon. A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.*

**Armor Class:** 12  
**Hit Points:** 23 | **Hit Dice:** d10  
**Speed:** 25ft. flying

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dark, Electric, Ghost, Ice, Rock  
**Resistances:** Bug, Grass, Poison  
**Immunities:** Fighting, Ground, Normal

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

**Unburden:** While this Pokémon is not holding an item, it gains 10 feet to its speed.

### HIDDEN ABILITY

**Flare Boost:** This Pokémon adds proficiency to its damage rolls while burned.

**Evolution:** Drifloon can evolve into Drifblim 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:** Constrict, Minimize, Astonish  
**Level 2:** Gust, Focus Energy  
**Level 6:** Payback, Ominous Wind  
**Level 10:** Stockpile, Hex, Spit Up, Swallow  
**Level 14:** Shadow Ball, Amnesia  
**Level 18:** Baton Pass, Explosion

**TM:** 04, 06, 10, 11, 17, 18, 21, 24, 25, 27, 29, 30, 32, 42, 44, 45, 46, 48, 57, 61, 62, 63, 64, 66, 73, 74, 77, 85, 87, 88, 90, 100

**Egg Moves:** Body Slam, Clear Smog, Defog, Destiny Bond, Disable, Haze, Hypnosis, Memento, Tailwind, Weather Ball

## DRIFBLIM #426

**Type:** Ghost/Flying  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Blimp Pokémon. It's drowsy in daytime, but flies off in the evening in big groups. No one knows where they go.*

**Armor Class:** 13  
**Hit Points:** 77 | **Hit Dice:** d12  
**Speed:** 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dark, Electric, Ghost, Ice, Rock  
**Resistances:** Bug, Grass, Poison  
**Immunities:** Fighting, Ground, Normal

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

**Unburden:** While this Pokémon is not holding an item, it gains 10 feet to its speed.

### HIDDEN ABILITY

**Flare Boost:** This Pokémon adds proficiency to its damage rolls while burned.

**Starting Moves:** Astonish, Constrict, Gust, Minimize, Focus Energy  
**Level 6:** Payback, Ominous Wind  
**Level 10:** Stockpile, Hex  
**Level 14:** Spit Up, Swallow, Shadow Ball  
**Level 18:** Amnesia, Baton Pass, Explosion

**TM:** 04, 06, 10, 11, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 42, 44, 45, 46, 48, 57, 61, 62, 63, 64, 66, 68, 73, 74, 76, 77, 85, 87, 88, 90, 100



## BUNEARY #427

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



*The Rabbit Pokémon. It slams foes by sharply uncoiling its rolled ears. It stings enough to make a grown-up cry in pain.*

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

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

**Proficient Skills:** Perception  
**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.

**Klutz:** This Pokémon cannot hold an item.

### HIDDEN ABILITY

**Limber:** This Pokémon is immune to being paralyzed.

**Evolution:** Buneary can evolve into Lopunny at level 7 and above if its Loyalty level is +2 or higher. 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, Foresight, Frustration, Pound, Splash

**Level 2:** Endure, Baby-Doll Eyes  
**Level 6:** Quick Attack, Jump Kick  
**Level 10:** Baton Pass, Agility  
**Level 14:** Dizzy Punch, After You, Charm  
**Level 18:** Entrainment, Bounce, Healing Wish

**TM:** 01, 06, 10, 11, 13, 17, 18, 21, 22, 24, 27, 30, 32, 42, 44, 45, 48, 56, 57, 73, 86, 87, 88, 90, 100

**Egg Moves:** Attract, Circle Throw, Copycat, Cosmic Power, Double Hit, Encore, Fake Out, Fake Tears, Fire Punch, Flail, Focus Punch, Ice Punch, Low Kick, Mud Sport, Sky Uppercut, Sweet Kiss, Switcheroo, Teeter Dance, Thunder Punch,

## LOPUNNY #428

**Type:** Normal  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Field, Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Rabbit Pokémon. An extremely cautious Pokémon. It cloaks its body with its fluffy ear fur when it senses danger.*

**Armor Class:** 17  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Darkvision 60ft

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

**Klutz:** This Pokémon cannot hold an item.

### HIDDEN ABILITY

**Limber:** This Pokémon is immune to being paralyzed.

**Starting Moves:** Defense Curl, Foresight, Magic Coat, Mirror Coat, Pound, Return, Splash, Endure, Baby-Doll Eyes, Rototiller

**Level 6:** Quick Attack, Jump Kick  
**Level 10:** Baton Pass, Agility  
**Level 14:** Dizzy Punch, After You, Charm  
**Level 18:** Entrainment, Bounce, Healing Wish, High Jump Kick

**TM:** 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 30, 32, 42, 44, 45, 47, 48, 52, 56, 57, 59, 68, 73, 86, 87, 88, 90, 100



## MISMAGIUS #429

**Type:** Ghost

**Classification:** Small | SR 12

**Minimum Level Found:** 8

**Egg Group:** Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Magical Pokémon. Its cries sound like incantations. Those hearing it are tormented by headaches and hallucinations.*

**Armor Class:** 16

**Hit Points:** 83 | **Hit Dice:** d10

**Speed:** 35ft. flying (hover)

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

**Proficient Skills:** Stealth, Deception

**Saving Throws:** Wisdom, Charisma

**Vulnerabilities:** Dark, Ghost

**Resistances:** Bug, Poison

**Immunities:** Fighting, Normal

**Senses:** Darkvision 60ft, Truesight 15ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Astonish, Growl, Lucky Chant, Magical Leaf, Power Gem, Psywave, Spite, Mystical Fire, Phantom Force

**TM:** 04, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 53, 57, 61, 63, 66, 68, 73, 77, 85, 87, 88, 90, 92, 97, 99, 100

## HONCHKROW #430

**Type:** Dark/Flying

**Classification:** Small | SR 10

**Minimum Level Found:** 8

**Egg Group:** Flying

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Big Boss Pokémon. Becoming active at night, it is known to swarm with numerous MURKROW in tow.*

**Armor Class:** 14

**Hit Points:** 89 | **Hit Dice:** d12

**Speed:** 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Stealth, Insight

**Saving Throws:** Wisdom, Dexterity

**Vulnerabilities:** Electric, Fairy, Ice, Rock

**Resistances:** Dark, Ghost, Grass

**Immunities:** Ground, Psychic

**Senses:** Darkvision 80ft

**Insomnia:** This Pokémon is immune to sleep.

**Super Luck:** This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

### HIDDEN ABILITY

**Moxie:** Upon causing an opponent to faint, this Pokémon may immediately take another action.

**Starting Moves:** Astonish, Haze, Night Slash, Pursuit, Sucker Punch, Wing Attack

**Level 10:** Swagger

**Level 14:** Nasty Plot

**Level 18:** Foul Play, Quash, Dark Pulse

**TM:** 04, 06, 10, 11, 12, 15, 17, 18, 19, 21, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 51, 60, 63, 66, 68, 73, 76, 77, 85, 87, 88, 90, 95, 97, 100



## GLAMEOW #431

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



*The Catty Pokémon. It claws if displeased and purrs when affectionate. Its fickleness is very popular among some.*

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

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

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

**Limber:** This Pokémon is immune to being paralyzed.

**Own Tempo:** This Pokémon is immune to becoming confused.

### HIDDEN ABILITY

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

**Evolution:** Glameow can evolve into Purugly at level 10 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:** Fake Out  
**Level 2:** Growl, Scratch, Hypnosis  
**Level 6:** Feint Attack, Fury Swipes  
**Level 10:** Charm, Assist, Captivate  
**Level 14:** Slash, Sucker Punch  
**Level 18:** Attract, Hone Claws, Play Rough

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

**Egg Moves:** Assurance, Bite, Fake Tears, Flail, Last Resort, Quick Attack, Sand Attack, Snatch, Tail Whip, Wake-Up Slap

## PURUGLY #432

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



*The Tiger Cat Pokémon. It is a brazen brute that barges its way into another Pokémon's nest and claims it as its own.*

**Armor Class:** 15  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception, Intimidation  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Darkvision 60ft

**Thick Fat:** This Pokemon takes half the damage it otherwise would from Ice and Fire damage.

**Own Tempo:** This Pokémon is immune to becoming confused.

### 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:** Fake Out, Growl, Scratch, Swagger, Hypnosis  
**Level 6:** Feint Attack, Fury Swipes  
**Level 10:** Charm, Assist, Captivate  
**Level 14:** Slash, Body Slam  
**Level 18:** Attract, Hone Claws

**TM:** 01, 05, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 65, 66, 68, 77, 78, 85, 87, 88, 89, 90, 100



## CHINGLING #433

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



*The Bell Pokémon. It emits cries by agitating an orb at the back of its throat. It moves with flouncing hops.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 25ft. flying (hover)

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

**Proficient Skills:** Performance  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Chingling can evolve into Chimecho at level 6 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:** Wrap, Growl  
**Level 2:** Astonish, Confusion, Yawn  
**Level 6:** Last Resort, Entrainment  
**Level 10:** Uproar

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 48, 49, 57, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

**Egg Moves:** Cosmic Power, Curse, Disable, Dream Eater, Future Sight, Hypnosis, Recover, Skill Swap, Stored Power, Wish

## STUNKY #434

**Type:** Poison/Dark  
**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 Skunk Pokémon. It protects itself by spraying a noxious fluid from its rear. The stench lingers for 24 hours.*

**Armor Class:** 13  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 15ft. climbing

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Dark, Grass, Ghost, Poison  
**Immunities:** Psychic  
**Senses:** Darkvision 30ft

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

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

### HIDDEN ABILITY

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

**Evolution:** Stunky can evolve into Skuntank 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:** Focus Energy, Scratch, Poison Gas  
**Level 2:** Screech, Fury Swipes, Smokescreen  
**Level 6:** Feint, Acid Spray, Bite  
**Level 10:** Slash, Toxic, Night Slash  
**Level 14:** Memento, Sucker Punch, Venom Drench  
**Level 18:** Explosion, Belch

**TM:** 05, 06, 09, 10, 11, 12, 17, 18, 21, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 64, 65, 66, 87, 88, 90, 95, 97, 100

**Egg Moves:** Astonish, Crunch, Defog, Double-Edge, Leer, Play Rough, Punishment, Pursuit, Scary Face, Smog



## SKUNTANK #435

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



*The Skunk Pokémon. It sprays a vile-smelling fluid from the tip of its tail to attack. Its range is over 160 feet.*

**Armor Class:** 14  
**Hit Points:** 66 | **Hit Dice:** d12  
**Speed:** 35ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Dark, Grass, Ghost, Poison  
**Immunities:** Psychic  
**Senses:** Darkvision 60ft

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

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

### HIDDEN ABILITY

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

**Starting Moves:** Focus Energy, Flamethrower, Scratch, Poison Gas, Screech, Fury Swipes, Smokescreen

**Level 6:** Feint, Acid Spray, Bite

**Level 10:** Slash, Toxic, Night Slash

**Level 14:** Memento, Sucker Punch, Venom Drench

**Level 18:** Explosion, Belch

**TM:** 05, 06, 09, 10, 11, 12, 15, 17, 18, 21, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 64, 65, 66, 68, 84, 87, 88, 90, 95, 97, 100

## BRONZOR #436

**Type:** Steel/Psychic  
**Classification:** Tiny | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/2 | 3 ASI



*The Bronze Pokémon. Implements shaped like it were discovered in ancient tombs. It is unknown if they are related.*

**Armor Class:** 15  
**Hit Points:** 19 | **Hit Dice:** d6  
**Speed:** 15ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** History, Religion  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dark, Fire, Ghost, Ground  
**Resistances:** Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison  
**Senses:** Darkvision 30ft

**Levitate:** This Pokémon is immune to ground moves.

**Heatproof:** This Pokémon takes half the damage it otherwise would from Fire damage, and is immune to the burning condition.

### HIDDEN ABILITY

**Heavy Metal:** This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

**Evolution:** Bronzor can evolve into Bronzong at level 9 and above. When it evolves, its health increases by double its level, and it gains 17 points to add to its ability scores (max 20).

**Starting Moves:** Confusion, Tackle  
**Level 2:** Hypnosis, Imprison, Confuse Ray  
**Level 6:** Psywave, Iron Defense, Feint Attack  
**Level 10:** Safeguard, Future Sight, Metal Sound  
**Level 14:** Gyro Ball, Extrasensory, Payback  
**Level 18:** Heal Block, Heavy Slam

**TM:** 03, 04, 06, 10, 11, 16, 17, 18, 20, 21, 22, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 66, 69, 74, 77, 78, 80, 85, 86, 87, 88, 90, 91, 92, 100



## BRONZONG #437

**Type:** Steel/Psychic  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/2 | 3 ASI



*The Bronze Bell Pokémon. One caused a news sensation when it was dug up at a construction site after a 2,000-year sleep.*

**Armor Class:** 17  
**Hit Points:** 60 | **Hit Dice:** d10  
**Speed:** 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	8 (-1)	18 (+4)	10 (+0)

**Proficient Skills:** History, Religion  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Dark, Fire, Ghost, Ground  
**Resistances:** Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison  
**Senses:** Darkvision 60ft

**Levitate:** This Pokémon is immune to ground moves.

**Heatproof:** This Pokémon takes half the damage it otherwise would from Fire damage, and is immune to the burning condition.

### HIDDEN ABILITY

**Heavy Metal:** This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

**Starting Moves:** Block, Confusion, Hypnosis, Imprison, Rain Dance, Sunny Day, Tackle, Confuse Ray

**Level 6:** Psywave, Iron Defense, Feint Attack  
**Level 10:** Safeguard, Future Sight, Metal Sound  
**Level 14:** Gyro Ball, Extrasensory  
**Level 18:** Payback, Heal Block, Heavy Slam

**TM:** 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 64, 66, 68, 69, 74, 77, 78, 80, 85, 86, 87, 88, 90, 91, 92, 100

## BONSLY #438

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



*The Bonsai Pokémon. It looks as if it is always crying. It is actually adjusting its body's fluid levels by eliminating excess.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 10ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison  
**Senses:** Tremorsense 30ft

**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.

**Evolution:** Bonsly can evolve into Sudowoodo at the time 'Mimic' 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:** Copycat, Fake Tears  
**Level 2:** Flail, Low Kick, Rock Throw  
**Level 6:** Mimic, Feint Attack, Tearful Look  
**Level 10:** Rock Tomb, Block  
**Level 14:** Rock Slide, Counter, Sucker Punch  
**Level 18:** Double-Edge

**TM:** 04, 06, 10, 11, 17, 21, 23, 27, 31, 32, 37, 39, 42, 44, 45, 46, 48, 64, 69, 77, 80, 87, 88, 90, 96, 100

**Egg Moves:** Curse, Defense Curl, Endure, Harden, Headbutt, Rollout, Sand Tomb, Self-Destruct, Stealth Rock



## MIME JR. #439

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



*The Mime Pokémon. It habitually mimics foes. Once mimicked, the foe cannot take its eyes off this Pokémon.*

**Armor Class:** 14  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. walking

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

**Proficient Skills:** Performance  
**Saving Throws:** Charisma  
**Vulnerabilities:** Ghost, Poison, Steel  
**Resistances:** Fighting, Psychic  
**Immunities:** Dragon  
**Senses:** Truesight 5ft

**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.

**Evolution:** Mime Jr. can evolve into Mr. Mime at the time 'Mimic' 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:** Barrier, Confusion, Pound, Tickle  
**Level 2:** Copycat, Meditate, Double Slap  
**Level 6:** Mimic, Encore, Light Screen, Reflect  
**Level 10:** Psybeam, Substitute, Recycle  
**Level 14:** Trick, Psychic  
**Level 18:** Role Play, Baton Pass, Safeguard

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 48, 56, 57, 73, 77, 83, 85, 86, 87, 88, 90, 92, 100

**Egg Moves:** Charm, Confuse Ray, Fake Out, Future Sight, Healing Wish, Hypnosis, Icy Wind, Magic Room, Mimic, Nasty Plot, Power Split, Psych Up, Teeter Dance, Trick, Wake-Up Slap

## HAPPINY #440

**Type:** Normal  
**Classification:** Tiny | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Undiscovered  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Playhouse Pokémon. It loves round white things. It carries an egg-shaped rock in imitation of CHANSEY.*

**Armor Class:** 11  
**Hit Points:** 23 | **Hit Dice:** d10  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

**Proficient Skills:** Medicine  
**Saving Throws:** 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

**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:** Happiny can evolve into Chansey at level 8 and above with the help of an Oval 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:** Charm, Pound  
**Level 2:** Copycat, Refresh, Sweet Kiss

**TM:** 01, 06, 07, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 100

**Egg Moves:** Aromatherapy, Counter, Endure, Gravity, Heal Bell, Helping Hand, Last Resort, Metronome, Mud Bomb, Natural Gift, Present, Seismic Toss, Substitute



## CHATOT #441

**Type:** Normal/Flying  
**Classification:** Tiny | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Music Note Pokémon. It can learn and speak human words. If they gather, they all learn the same saying.*

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**Armor Class:** 13  
**Hit Points:** 46 | **Hit Dice:** d10  
**Speed:** 20ft. walking, 35ft. flying

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STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

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

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**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.

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**Starting Moves:** Confide, Peck, Taunt, Growl, Mirror Move, Sing

**Level 6:** Fury Attack, Chatter

**Level 10:** Round

**Level 14:** Mimic, Echoed Voice, Roost

**Level 18:** Uproar, Synchronoise, Feather Dance, Hyper Voice

**TM:** 01, 06, 10, 11, 12, 17, 18, 19, 21, 27, 32, 40, 41, 42, 44, 45, 46, 48, 49, 51, 76, 87, 88, 89, 90, 100

**Egg Moves:** Agility, Air Cutter, Boomburst, Defog, Encore, Nasty Plot, Night Shade, Sleep Talk, Steel Wing, Supersonic

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## SPIRITOMB #442

**Type:** Ghost/Dark  
**Classification:** Small | SR 11  
**Minimum Level Found:** 5  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Forbidden Pokémon. A Pokémon that was formed by 108 spirits. It is bound to a fissure in an odd keystone.*

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**Armor Class:** 17  
**Hit Points:** 46 | **Hit Dice:** d10  
**Speed:** 25ft. flying (hover)

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	10 (+0)	18 (+4)	12 (+1)

---

**Proficient Skills:** History, Arcana  
**Saving Throws:** Wisdom, Strength  
**Vulnerabilities:** Fairy  
**Resistances:** Poison  
**Immunities:** Fighting, Normal, Psychic  
**Senses:** Darkvision 80ft, Truesight 20ft

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**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

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

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**Starting Moves:** Confuse Ray, Curse, Pursuit, Shadow Sneak, Spite, Feint Attack, Hypnosis

**Level 6:** Dream Eater

**Level 10:** Ominous Wind, Sucker Punch

**Level 14:** Nasty Plot

**Level 18:** Memento, Dark Pulse

**TM:** 04, 06, 10, 11, 12, 15, 17, 18, 21, 27, 29, 30, 32, 39, 41, 42, 44, 45, 46, 48, 60, 61, 63, 68, 77, 83, 85, 87, 88, 90, 95, 97, 100

**Egg Moves:** Captivate, Destiny Bond, Foul Play, Grudge, Imprison, Nightmare, Pain Split, Shadow Sneak, Smokescreen

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## GIBLE #443

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



*The Land Shark Pokémon. It nests in small, horizontal holes in cave walls. It pounces to catch prey that stray too close.*

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

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Fire, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 30ft

**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

**Rough Skin:** When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

**Evolution:** Gible can evolve into Gabite at level 7 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  
**Level 2:** Dragon Rage, Sandstorm  
**Level 6:** Take Down, Sand Tomb  
**Level 10:** Slash, Dragon Claw, Dig  
**Level 14:** Dragon Rush

**TM:** 02, 05, 06, 10, 11, 17, 18, 21, 26, 27, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 65, 71, 78, 80, 87, 88, 90, 100

**Egg Moves:** Body Slam, Double-Edge, Dragon Breath, Iron Head, Iron Tail, Metal Claw, Mud Shot, Outrage, Rock Climb, Sand Tomb, Scary Face, Thrash, Twister

## GABITE #444

**Type:** Dragon/Ground  
**Classification:** Medium | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Monster, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Cave Pokémon. There is a long-held belief that medicine made from its scales will heal even incurable illnesses.*

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Medicine  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Fire, 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

**Rough Skin:** When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

**Evolution:** Gabite can evolve into Garchomp at level 16 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:** Dragon Rage, Dual Chop, Sand Attack, Tackle, Sandstorm  
**Level 6:** Take Down, Sand Tomb  
**Level 10:** Slash  
**Level 14:** Dragon Claw, Dig  
**Level 18:** Dragon Rush

**TM:** 02, 05, 06, 10, 11, 17, 18, 21, 26, 27, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 65, 71, 78, 80, 87, 88, 90, 100



## GARCHOMP #445

**Type:** Dragon/Ground  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Monster, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Mach Pokémon. When it folds up its body and extends its wings, it looks like a jet plane. It flies at sonic speed.*

**Armor Class:** 17  
**Hit Points:** 126 | **Hit Dice:** d12  
**Speed:** 40ft. walking, 40ft. burrowing, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Acrobatics, Survival  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Fire, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 100ft

**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

**Rough Skin:** When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

**Starting Moves:** Crunch, Dragon Rage, Dual Chop, Fire Fang, Sand Attack, Sandstorm, Tackle, Take Down, Sand Tomb, Slash  
**Level 14:** Dragon Claw, Dig  
**Level 18:** Dragon Rush

**TM:** 02, 05, 06, 10, 11, 15, 17, 18, 21, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 54, 56, 59, 65, 68, 71, 75, 78, 80, 82, 84, 87, 88, 90, 94, 100

## MUNCHLAX #446

**Type:** Normal  
**Classification:** Tiny | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Undiscovered  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Big Eater Pokémon. It wolfs down its weight in food once a day, swallowing food whole with almost no chewing.*

**Armor Class:** 13  
**Hit Points:** 25 | **Hit Dice:** d10  
**Speed:** 10ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**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.

**Thick Fat:** This Pokemon 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.

**Evolution:** Munchlax can evolve into Snorlax 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 9 points to add to its ability scores (max 20).

**Starting Moves:** Lick, Metronome, Odor Sleuth, Recycle, Tackle, Defense Curl  
**Level 2:** Amnesia  
**Level 6:** Chip Away, Screech  
**Level 10:** Body Slam, Stockpile  
**Level 14:** Swallow, Rollout, Fling  
**Level 18:** Belly Drum, Natural Gift, Snatch, Last Resort

**TM:** 01, 06, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 78, 80, 87, 88, 90, 94, 100

**Egg Moves:** After You, Belch, Charm, Counter, Curse, Double-Edge, Fissure, Lick, Natural Gift, Pursuit, Self-Destruct, Substitute, Whirlwind, Zen Headbutt



## RIOLU #447

**Type:** Fighting  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Undiscovered  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Emanation Pokémon. The aura that emanates from its body intensifies to alert others if it is afraid or sad.*

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

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

**Proficient Skills:** Insight  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fairy, Flying, Psychic  
**Resistances:** Bug, Dark, Rock

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

**Inner Focus:** This Pokémon is immune to flinching.

### 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:** Riolu can evolve into Lucario at level 8 and above if it is daytime and its Loyalty level is +2 or higher. 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:** Endure, Foresight, Quick Attack  
**Level 2:** Counter, Feint  
**Level 6:** Force Palm, Copycat  
**Level 10:** Screech, Reversal  
**Level 18:** Nasty Plot, Final Gambit

**TM:** 01, 05, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 65, 66, 75, 78, 80, 84, 87, 88, 90, 100

**Egg Moves:** Agility, Bite, Blaze Kick, Bullet Punch, Circle Throw, Cross Chop, Crunch, Detect, Iron Defense, Low Kick, Mind Reader, Sky Uppercut, Vacuum Wave

## LUCARIO #448

**Type:** Fighting/Steel  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Field, Human-Like  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Aura Pokémon. It has the ability to sense the auras of all things. It understands human speech.*

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Proficient Skills:** Insight  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Fighting, Fire, Ground  
**Resistances:** Bug, Dark, Dragon, Grass, Ice, Normal, Rock, Steel  
**Immunities:** Poison  
**Senses:** Truesight 30ft

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

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

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

**Starting Moves:** Aura Sphere, Detect, Foresight, Metal Claw, Quick Attack, Counter, Feint, Laser Focus

**Level 6:** Swords Dance, Metal Sound, Power-Up Punch

**Level 10:** Bone Rush, Quick Guard, Me First

**Level 14:** Work Up, Calm Mind, Heal Pulse

**Level 18:** Close Combat, Dragon Pulse, Extreme Speed

**TM:** 01, 04, 05, 06, 08, 10, 11, 15, 17, 18, 21, 26, 27, 29, 30, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 65, 66, 68, 71, 75, 78, 80, 84, 87, 88, 90, 91, 97, 100



## HIPPOPOTAS #449

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



*The Hippo Pokémon. It lives in arid places. Instead of perspiration, it expels grainy sand from its body.*

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

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 30ft

**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

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

**Evolution:** Hippopotas can evolve into Hippowdon 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:** Sand Attack, Tackle  
**Level 2:** Bite, Yawn  
**Level 6:** Dig, Take Down  
**Level 10:** Sand Tomb, Crunch  
**Level 14:** Earthquake  
**Level 18:** Double-Edge, Fissure

**TM:** 05, 06, 10, 11, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 78, 80, 87, 88, 90, 100

**Egg Moves:** Body Slam, Curse, Revenge, Sand Tomb, Slack Off, Sleep Talk, Spit Up, Stockpile, Swallow, Whirlwind

## HIPPOWDON #450

**Type:** Ground  
**Classification:** Medium | SR 10  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Heavyweight Pokémon. It blasts internally stored sand from ports on its body to create a towering twister for attack.*

**Armor Class:** 18  
**Hit Points:** 66 | **Hit Dice:** d12  
**Speed:** 25ft. walking, 25ft. burrowing

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

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

**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

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

**Starting Moves:** Bite, Fire Fang, Ice Fang, Sand Attack, Tackle, Thunder Fang, Yawn  
**Level 6:** Dig, Take Down  
**Level 10:** Sand Tomb, Crunch  
**Level 14:** Earthquake  
**Level 18:** Double-Edge, Fissure

**TM:** 05, 06, 10, 11, 15, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 68, 71, 78, 80, 87, 88, 90, 100



## SKORUPI #451

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



*The Scorpion Pokémon. It grips prey with its tail claws and injects poison. It tenaciously hangs on until the poison takes.*

**Armor Class:** 15  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 20ft. climbing

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

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

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

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

### HIDDEN ABILITY

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

**Evolution:** Skorupi can evolve into Drapion at level 10 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:** Bite, Leer, Poison Sting  
**Level 2:** Knock Off, Pin Missile, Acupressure  
**Level 6:** Pursuit, Bug Bite  
**Level 10:** Poison Fang, Venoshock, Hone Claws  
**Level 14:** Toxic Spikes, Night Slash, Scary Face  
**Level 18:** Crunch, Cross Poison, Fell Stinger

**TM:** 06, 09, 10, 11, 12, 17, 18, 21, 27, 30, 31, 32, 36, 39, 40, 41, 42, 44, 45, 46, 48, 54, 56, 66, 75, 81, 83, 84, 87, 88, 90, 97, 100

**Egg Moves:** Agility, Confuse Ray, Feint Attack, Iron Tail, Night Slash, Poison Tail, Pursuit, Sand Attack, Screech, Slash, Twineedle, Whirlwind

## DRAPION #452

**Type:** Poison/Dark  
**Classification:** Medium | SR 10  
**Minimum Level Found:** 5  
**Egg Group:** Bug, Water 3  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Ogre Scorpion Pokémon. It has the power in its clawed arms to make scrap of a car. The tips of its claws release poison.*

**Armor Class:** 17  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 35ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Deception, Intimidation  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Ground  
**Resistances:** Dark, Grass, Ghost, Poison  
**Immunities:** Psychic  
**Senses:** Darkvision 60ft

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

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

### HIDDEN ABILITY

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

**Starting Moves:** Bite, Fire Fang, Ice Fang, Knock Off, Leer, Poison Sting, Thunder Fang, Pin Missile, Acupressure

**Level 6:** Pursuit, Bug Bite  
**Level 10:** Poison Fang, Venoshock, Hone Claws  
**Level 14:** Toxic Spikes, Night Slash  
**Level 18:** Scary Face, Crunch, Cross Poison, Fell Stinger

**TM:** 05, 06, 09, 10, 11, 12, 15, 17, 18, 21, 26, 27, 30, 31, 32, 36, 39, 40, 41, 42, 44, 45, 46, 48, 54, 56, 59, 66, 68, 75, 78, 80, 81, 83, 84, 87, 88, 90, 95, 97, 100



## CROAGUNK #453

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



*The Toxic Mouth Pokémon. Its cheeks hold poison sacs. It tries to catch foes off guard to jab them with toxic fingers.*

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

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

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Flying, Ground, Psychic  
**Resistances:** Bug, Dark, Fighting, Grass, Poison, Rock  
**Senses:** Darkvision 30ft

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

**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

**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:** Croagunk can evolve into Toxicroak at level 10 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:** Astonish, Mud-Slap  
**Level 2:** Poison Sting, Taunt  
**Level 6:** Pursuit, Feint Attack, Revenge  
**Level 10:** Swagger, Mud Bomb, Sucker Punch  
**Level 14:** Venoshock, Nasty Plot  
**Level 18:** Poison Jab, Sludge Bomb, Flatter, Belch

**TM:** 01, 06, 08, 09, 10, 11, 12, 17, 18, 21, 26, 27, 30, 31, 32, 34, 36, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 63, 66, 78, 80, 81, 84, 87, 88, 90, 97, 100

**Egg Moves:** Acupressure, Bullet Punch, Counter, Cross Chop, Drain Punch, Dynamic Punch, Fake Out, Feint, Headbutt, Me First, Meditate, Quick Guard, Smelling Salts, Vacuum Wave, Wake-Up Slap

## TOXICROAK #454

**Type:** Poison/Fighting  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Toxic Mouth Pokémon. Its knuckle claws secrete a toxin so vile that even a scratch could prove fatal.*

**Armor Class:** 15  
**Hit Points:** 55 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Dexterity  
**Vulnerabilities:** Flying, Ground, Psychic  
**Resistances:** Bug, Dark, Fighting, Grass, Poison, Rock  
**Senses:** Darkvision 60ft

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

**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

**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:** Astonish, Mud-Slap, Poison Sting, Taunt  
**Level 6:** Pursuit, Feint Attack, Revenge  
**Level 10:** Swagger, Mud Bomb, Sucker Punch  
**Level 14:** Venoshock, Nasty Plot  
**Level 18:** Poison Jab, Sludge Bomb, Flatter, Belch

**TM:** 01, 06, 08, 09, 10, 11, 12, 15, 17, 18, 21, 26, 27, 30, 31, 32, 34, 36, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 63, 66, 68, 71, 75, 78, 80, 81, 84, 87, 88, 90, 97, 100



## CARNIVINE #455

Type: Grass

Classification: Medium | SR 7

Minimum Level Found: 5

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



*The Bug Catcher Pokémon. It attracts prey with its sweet-smelling saliva, then chomps down. It takes a whole day to eat prey.*

Armor Class: 14

Hit Points: 54 | Hit Dice: d10

Speed: 20ft. walking, 20ft. climbing

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

Proficient Skills: Survival, Deception

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Senses: Tremorsense 60ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Bind, Growth, Bite, Vine Whip

**Level 6:** Sweet Scent, Ingrain

**Level 10:** Feint Attack, Leaf Tornado

**Level 14:** Spit Up, Stockpile, Swallow, Crunch

**Level 18:** Wring Out, Power Whip

**TM:** 06, 10, 11, 15, 17, 21, 22, 27, 32, 36, 42, 44, 45, 46, 48, 53, 56, 66, 68, 75, 83, 86, 87, 88, 90, 96, 100

**Egg Moves:** Giga Drain, Grass Whistle, Leech Seed, Magical Leaf, Rage Powder, Razor Leaf, Slam, Powder, Stun Spore, Synthesis, Worry Seed

## FINNEON #456

Type: Water

Classification: Tiny | SR 2

Minimum Level Found: 1

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



*The Wing Fish Pokémon. After long exposure to sunlight, the patterns on its tail fins shine vividly when darkness arrives.*

Armor Class: 14

Hit Points: 17 | Hit Dice: d6

Speed: 5ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Perception

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Darkvision 30ft

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

**Storm Drain:** If this Pokémon or an ally within 30 feet is targeted with a direct water-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

**Water Veil:** This Pokémon is immune to burning.

**Evolution:** Finneon can evolve into Lumineon 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:** Pound

**Level 2:** Water Gun, Attract, Rain Dance

**Level 6:** Gust, Water Pulse

**Level 10:** Captivate, Safeguard

**Level 14:** Aqua Ring, Whirlpool

**Level 18:** U-Turn, Bounce, Silver Wind, Soak

**TM:** 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 66, 77, 87, 88, 89, 90, 94, 96, 98, 100

**Egg Moves:** Agility, Aqua Tail, Aurora Beam, Brine, Charm, Flail, Psybeam, Signal Beam, Splash, Sweet Kiss, Tickle



## LUMINEON #457

**Type:** Water  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Water 2  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Neon Pokémon. It lives on the deep-sea floor. It attracts prey by flashing the patterns on its four tail fins.*

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Nature, Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Darkvision 60ft

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

**Storm Drain:** If this Pokémon or an ally within 30 feet is targeted with a direct water-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

**Water Veil:** This Pokémon is immune to burning.

**Starting Moves:** Attract, Gust, Pound, Water Gun, Rain Dance

**Level 6:** Water Pulse

**Level 10:** Captivate, Safeguard

**Level 14:** Aqua Ring, Whirlpool

**Level 18:** U-Turn, Bounce, Silver Wind, Soak

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 66, 68, 77, 87, 88, 89, 90, 94, 98, 100

## MANTYKE #458

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



*The Kite Pokémon. A friendly Pokémon that captures the subtle flows of seawater using its two antennae.*

**Armor Class:** 15  
**Hit Points:** 19 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 20ft. swimming

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

**Proficient Skills:** Acrobatics  
**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.

**Evolution:** Mantyke can evolve into Mantine at level 8 and above when Remoraid is also in the party. 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:** Bubble, Tackle, Supersonic

**Level 2:** Bubble Beam, Confuse Ray

**Level 6:** 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, 17, 18, 21, 26, 27, 32, 40, 42, 44, 45, 48, 55, 62, 78, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Amnesia, Haze, Hydro Pump, Mirror Coat, Mud Sport, Rock Slide, Signal Beam, Slam, Splash, Tailwind, Twister, Water Sport, Wide Guard



## SNOVER #459

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



*The Frost Tree Pokémon. It lives on snowy mountains. Having had little contact with humans, it is boldly inquisitive.*

**Armor Class:** 13  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fighting, Fire, Flying, Poison, Rock Steel  
**Resistances:** Electric, Grass, Ground, Water

**Snow Warning:** When this Pokémon enters an outside battle, the weather immediately changes to hail 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

**Soundproof:** This Pokémon is immune to sound-based moves.

**Evolution:** Snover can evolve into Abomasnow at level 11 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:** Leer, Powder Snow  
**Level 2:** Razor Leaf, Icy Wind, Grass Whistle  
**Level 6:** Swagger, Mist  
**Level 10:** Ice Shard, Ingrain  
**Level 14:** Wood Hammer, Blizzard  
**Level 18:** Sheer Cold

**TM:** 06, 07, 10, 13, 14, 16, 17, 18, 20, 21, 22, 27, 30, 32, 42, 44, 45, 48, 53, 75, 79, 86, 87, 88, 90, 100

**Egg Moves:** Avalanche, Bullet Seed, Double-Edge, Growth, Leech Seed, Magical Leaf, Mist, Natural Gift, Seed Bomb, Skull Bash, Stomp

## ABOMASNOW #460

**Type:** Grass/Ice  
**Classification:** Large | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Monster, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Frost Tree Pokémon. It whips up blizzards in mountains that are always buried in snow. It is the abominable snowman.*

**Armor Class:** 15  
**Hit Points:** 97 | **Hit Dice:** d12  
**Speed:** 30ft. walking

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

**Proficient Skills:** Survival, Intimidation  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Bug, Fighting, Fire, Flying, Poison, Rock Steel  
**Resistances:** Electric, Grass, Ground, Water

**Snow Warning:** When this Pokémon enters an outside battle, the weather immediately changes to hail 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

**Soundproof:** This Pokémon is immune to sound-based moves.

**Starting Moves:** Ice Punch, Icy Wind, Leer, Powder Snow, Razor Leaf, Grass Whistle, Swagger, Mist  
**Level 10:** Ice Shard, Ingrain  
**Level 14:** Wood Hammer  
**Level 18:** Blizzard, Sheer Cold

**TM:** 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 22, 26, 27, 30, 31, 32, 39, 42, 44, 45, 48, 52, 53, 56, 68, 75, 78, 79, 80, 86, 87, 88, 90, 100



## WEAVILE #461

**Type:** Dark/Ice  
**Classification:** Small | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Sharp Claw Pokémon. They live in cold regions, forming groups of four or five that hunt prey with impressive coordination.*

**Armor Class:** 16  
**Hit Points:** 78 | **Hit Dice:** d10  
**Speed:** 40ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Stealth, Deception, Sleight of Hand  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Bug, Fairy, Fighting, Fire, Rock, Steel  
**Resistances:** Dark, Ghost, Ice  
**Immunities:** Psychic  
**Senses:** Darkvision 80ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

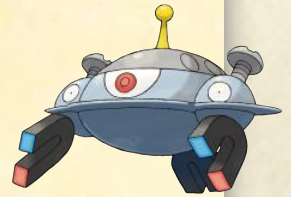
**Pickpocket:** When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

**Starting Moves:** Assurance, Embargo, Leer, Quick Attack, Revenge, Scratch, Taunt, Feint Attack, Icy Wind, Fury Swipes, Nasty Plot, Metal Claw  
**Level 10:** Hone Claws, Fling, Screech  
**Level 14:** Night Slash, Snatch  
**Level 18:** Punishment, Dark Pulse

**TM:** 04, 06, 07, 10, 11, 12, 13, 14, 15, 17, 18, 21, 27, 30, 31, 32, 33, 40, 41, 42, 44, 45, 46, 47, 48, 52, 54, 56, 63, 65, 66, 68, 75, 77, 81, 84, 85, 87, 88, 90, 94, 95, 97, 100

## MAGNEZONE #462

**Type:** Electric/Steel  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 3/3 | 2 ASI



*The Magnet Area Pokémon. It evolved from exposure to a special magnetic field. Three units generate magnetism.*

**Armor Class:** 17  
**Hit Points:** 133 | **Hit Dice:** d12  
**Speed:** 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Insight, Acrobatics  
**Saving Throws:** Constitution, Strength  
**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.

**Starting Moves:** Barrier, Mirror Coat, Supersonic, Tackle, Thunder Shock, Thunder Wave, Tri Attack, Magnet Bomb, Light Screen, Sonic Boom, Spark, Mirror Shot, Metal Sound, Electro Ball, Electric Terrain, Magnetic Flux  
**Level 14:** 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



## LICKILICKY #463

**Type:** Normal  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 10  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Licking Pokémon. It wraps things with its extensible tongue. Getting too close to it will leave you soaked with drool.*

**Armor Class:** 16  
**Hit Points:** 147 | **Hit Dice:** d12  
**Speed:** 25ft. walking

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

**Proficient Skills:** Perception  
**Saving Throws:** Constitution, Strength  
**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.

**Starting Moves:** Lick, Power Whip, Wring Out, Supersonic, Defense Curl, Knock Off, Wrap, Stomp, Disable, Slam

**Level 14:** Rollout, Chip Away, Me First

**Level 18:** Refresh, Screech, Gyro Ball

**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, 52, 56, 59, 64, 68, 74, 75, 77, 78, 80, 82, 85, 87, 88, 90, 94, 100

## RHYPERIOR #464

**Type:** Ground/Rock  
**Classification:** Large | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Drill Pokémon. It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.*

**Armor Class:** 18  
**Hit Points:** 184 | **Hit Dice:** d12  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Intimidation  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Fighting, Grass, Ground, Ice, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 100ft

**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.

**Solid Rock:** This Pokémon does not take any additional damage from a critical hit.

### HIDDEN ABILITY

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Starting Moves:** Fury Attack, Hammer Arm, Horn Attack, Poison Jab, Scary Face, Tail Whip, Smack Down, Stomp, Bulldoze, Chip Away, Rock Blast

**Level 14:** Drill Run, Take Down, Stone Edge, Chip Away, Head Smash

**Level 18:** Earthquake, Megahorn, Horn Drill, Rock Wrecker, 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, 91, 94, 100



## TANGROWTH #465

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



*The Vine Pokémon. It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.*

---

**Armor Class:** 17  
**Hit Points:** 128 | **Hit Dice:** d12  
**Speed:** 30ft. walking

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

---

**Proficient Skills:** Nature, Survival  
**Saving Throws:** Constitution, Strength  
**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.

---

**Starting Moves:** Constrict, Ingrain, Sleep Powder, Vine Whip, Absorb, Poison Powder, Bind, Growth, Mega Drain, Knock Off, Stun Spore  
**Level 14:** Natural Gift, Giga Drain, Ancient Power  
**Level 18:** Slam, Tickle, Wring Out, Power Whip, Block, Grassy Terrain

**TM:** 06, 10, 11, 15, 17, 21, 22, 26, 27, 31, 32, 33, 36, 39, 40, 42, 44, 45, 46, 48, 52, 53, 56, 66, 68, 75, 77, 78, 80, 83, 84, 86, 87, 88, 90, 96, 100

---

## ELECTIVIRE #466

**Type:** Electric  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Human-Like  
**Gender Rate:** 75% M / 25% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Thunderbolt Pokémon. It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of power.*

---

**Armor Class:** 16  
**Hit Points:** 136 | **Hit Dice:** d12  
**Speed:** 35ft. walking

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

---

**Proficient Skills:** Athletics  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

---

**Motor Drive:** When hit by an electric-type move, if not immune, this Pokémon's speed increases by 10 feet until the end of combat (up to a max of 50 additional feet).

### HIDDEN ABILITY

**Vital Spirit:** This Pokémon cannot be put to sleep.

---

**Starting Moves:** Fire Punch, Leer, Low Kick, Quick Attack, Thunder Shock, Swift, Shock Wave, Thunder Wave, Electro Ball, Light Screen, Thunder Punch, Ion Deluge

**Level 14:** Discharge, Screech

**Level 18:** Thunderbolt, Thunder, Giga Impact, Electric Terrain

**TM:** 06, 10, 12, 15, 16, 17, 18, 21, 24, 25, 26, 27, 29, 31, 32, 35, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 57, 68, 72, 73, 78, 80, 87, 88, 90, 93, 100

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## MAGMORTAR #467

**Type:** Fire  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Human-Like  
**Gender Rate:** 75% M / 25% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Blast Pokémon. It blasts fireballs of over 3,600 degrees F from the ends of its arms. It lives in volcanic craters.*

**Armor Class:** 16  
**Hit Points:** 136 | **Hit Dice:** d12  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Constitution, Strength  
**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.

**Starting Moves:** Ember, Leer, Smog, Smokescreen, Thunder Punch, Feint Attack, Fire Spin, Clear Smog, Flame Burst, Confuse Ray, Fire Punch

**Level 14:** Lava Plume, Sunny Day

**Level 18:** Flamethrower, Fire Blast, Hyper Beam

**TM:** 06, 10, 11, 12, 15, 17, 21, 22, 24, 26, 27, 29, 31, 32, 35, 38, 39, 41, 42, 43, 44, 45, 46, 47, 48, 50, 52, 56, 61, 68, 78, 80, 87, 88, 90, 100

## TOGEKISS #468

**Type:** Fairy/Flying  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Flying, Fairy  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Jubilee Pokémon. It will never appear where there is strife. Its sightings have become rare recently.*

**Armor Class:** 18  
**Hit Points:** 131 | **Hit Dice:** d12  
**Speed:** 35ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	10 (+0)	18 (+4)	15 (+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 30ft

**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.)

**Starting Moves:** After You, Air Slash, Aura Sphere, Extreme Speed, Sky Attack

**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, 68, 73, 76, 77, 85, 86, 87, 88, 90, 99, 100



## YANMEGA #469

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



*The Ogre Darner Pokémon. By churning its wings, it creates shock waves that inflict critical internal injuries to foes.*

---

**Armor Class:** 15  
**Hit Points:** 125 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 30ft. climbing, 40ft. flying

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

---

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity, Wisdom  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground  
**Senses:** Darkvision 100ft

---

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

**Tinted Lens:** This Pokémon's moves ignore resistances.

### HIDDEN ABILITY

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

---

**Starting Moves:** Bug Bite, Double Team, Foresight, Night Slash, Quick Attack, Tackle, Sonic Boom, Detect, Supersonic, Uproar, Pursuit  
**Level 14:** Ancient Power, Feint  
**Level 18:** Slash, Screech, U-Turn, Air Slash, Bug Buzz

---

**TM:** 06, 10, 11, 15, 17, 19, 21, 22, 27, 28, 29, 30, 32, 40, 42, 44, 45, 46, 48, 51, 68, 77, 85, 87, 88, 89, 90, 100

---

## LEAFEON #470

**Type:** Grass  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Verdant Pokémon. Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.*

---

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 40ft. walking

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

---

**Proficient Skills:** Perception, Nature  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water

---

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

### HIDDEN ABILITY

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

---

**Starting Moves:** Helping Hand, Razor Leaf, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack  
**Level 6:** Grass Whistle, Magical Leaf  
**Level 10:** Giga Drain, Swords Dance  
**Level 14:** Synthesis, Sunny Day, Last Resort  
**Level 18:** Leaf Blade

---

**TM:** 01, 05, 06, 10, 11, 15, 17, 18, 21, 22, 27, 30, 32, 40, 42, 44, 45, 48, 49, 53, 68, 75, 81, 86, 87, 88, 90, 96, 100

---



## GLACEON #471

**Type:** Ice  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Fresh Snow Pokémon. As a protective technique, it can completely freeze its fur to make its hairs stand like needles.*

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception, Survival  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Fighting, Fire, Rock, Steel  
**Resistances:** Ice

**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

**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:** Helping Hand, Icy Wind, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack  
**Level 6:** Bite, Ice Fang  
**Level 10:** Ice Shard, Barrier  
**Level 14:** Mirror Coat, Hail, Last Resort  
**Level 18:** Blizzard

**TM:** 01, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 30, 32, 42, 44, 45, 48, 49, 68, 70, 79, 87, 88, 90, 100

## GLISCOR #472

**Type:** Ground/Flying  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Fang Scorpion Pokémon. It observes prey while hanging inverted from branches. When the chance presents itself, it swoops!*

**Armor Class:** 17  
**Hit Points:** 80 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. climbing, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics, Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Ice, Water  
**Resistances:** Bug, Fighting, Poison  
**Immunities:** Electric, Ground  
**Senses:** Darkvision 60ft

**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

**Poison Heal:** This Pokémon does not suffer the disadvantage effects of the poisoned status. In addition, this Pokémon recovers half of all poison damage it would take, including the damage at each of the end of its turns.

**Starting Moves:** Fire Fang, Guillotine, Harden, Ice Fang, Knock Off, Poison Jab, Sand Attack, Thunder Fang, Quick Attack, Fury Cutter, Feint Attack, Acrobatics

**Level 10:** Night Slash, U-Turn  
**Level 14:** Screech, X-Scissor  
**Level 18:** Sky Uppercut, Swords Dance

**TM:** 06, 09, 10, 11, 12, 15, 17, 18, 19, 21, 26, 27, 31, 32, 36, 37, 39, 40, 41, 42, 44, 45, 46, 48, 51, 54, 56, 59, 62, 66, 68, 69, 71, 75, 78, 80, 81, 84, 87, 88, 89, 90, 97, 100



## MAMOSWINE #473

**Type:** Ice/Ground  
**Classification:** Large | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Twin Tusk Pokémon. Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.*

---

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

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	6 (-2)	14 (+2)	10 (+0)

---

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Strength  
**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.

---

**Starting Moves:** Ancient Power, Fury Attack, Mud Sport, Odor Sleuth, Peck, Powder Snow, Scary Face, Mud-Slap, Endure, Mud Bomb, Hail, Ice Fang, Take Down

**Level 14:** Double Hit, Mist, Thrash

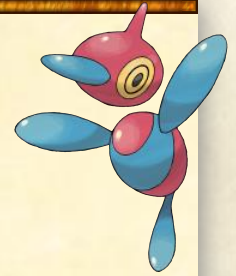
**Level 18:** Earthquake, Blizzard

---

**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

## PORYGON-Z #474

**Type:** Normal  
**Classification:** Small | SR 14  
**Minimum Level Found:** 10  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 3/3 | 2 ASI



*The Virtual Pokémon. Additional software was installed to make it a better Pokémon. It began acting oddly, however.*

---

**Armor Class:** 15  
**Hit Points:** 112 | **Hit Dice:** d12  
**Speed:** 35ft. walking, 35ft. flying (hover)

---

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

---

**Proficient Skills:** Insight, History  
**Saving Throws:** Constitution, Wisdom  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Truesight 20ft

---

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

**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.

---

**Starting Moves:** Conversion, Conversion 2, Magic Coat, Nasty Plot, Tackle, Trick Room, Psybeam, Agility, Recover, Magnet Rise, Signal Beam

**Level 14:** Embargo, Discharge, Lock-On

**Level 18:** Tri Attack, 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, 63, 68, 73, 77, 85, 87, 88, 90, 92, 97, 100



## GALLADE #475

**Type:** Psychic/Fighting  
**Classification:** Medium | SR 12  
**Minimum Level Found:** 8  
**Egg Group:** Human-Like, Amorphous  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Blade Pokémon. A master of courtesy and swordsmanship, it fights using extending swords on its elbows.*

---

**Armor Class:** 16  
**Hit Points:** 101 | **Hit Dice:** d10  
**Speed:** 30ft. walking

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

---

**Proficient Skills:** Acrobatics, Persuasion  
**Saving Throws:** Wisdom, Strength  
**Vulnerabilities:** Fairy, Flying, Ghost  
**Resistances:** Fighting, Rock  
**Senses:** Truesight 20ft

---

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

### HIDDEN ABILITY

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

---

**Starting Moves:** Confusion, Double Team, Leaf Blade, Leer, Night Slash, Slash, Teleport, Quick Guard, Fury Cutter, Aerial Ace, Heal Pulse  
**Level 10:** Wide Guard, Swords Dance, Psycho Cut  
**Level 14:** Helping Hand, Feint  
**Level 18:** False Swipe, Protect, Close Combat, Stored Power

**TM:** 01, 03, 04, 06, 08, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 26, 27, 29, 30, 31, 32, 33, 39, 40, 41, 42, 44, 45, 46, 47, 48, 49, 52, 54, 56, 57, 61, 68, 71, 73, 75, 77, 78, 80, 81, 84, 85, 86, 87, 88, 90, 92, 99, 100

---

## PROBOPASS #476

**Type:** Rock/Steel  
**Classification:** Medium | SR 13  
**Minimum Level Found:** 8  
**Egg Group:** Mineral  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Compass Pokémon. It exudes strong magnetism from all over. It controls three small units called Mini-Noses.*

---

**Armor Class:** 20  
**Hit Points:** 97 | **Hit Dice:** d12  
**Speed:** 25ft. walking, 25ft. flying

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

---

**Proficient Skills:** Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock  
**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.

**Magnet Pull:** Steel opponents in battle with this Pokémon may not switch out or flee.

### HIDDEN ABILITY

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

---

**Starting Moves:** Block, Gravity, Iron Defense, Magnet Bomb, Magnet Rise, Tackle, Tri Attack, Wide Guard, Thunder Wave, Rest, Spark, Rock Slide, Magnetic Flux  
**Level 10:** Power Gem, Rock Blast, Discharge  
**Level 14:** Sandstorm, Earth Power, Stone Edge  
**Level 18:** Lock-On, Zap Cannon

**TM:** 06, 10, 11, 12, 15, 17, 21, 23, 24, 25, 26, 27, 32, 37, 39, 41, 42, 44, 45, 48, 64, 68, 69, 71, 72, 73, 78, 80, 87, 88, 90, 91, 99, 100

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## DUSKNOIR #477

**Type:** Ghost  
**Classification:** Large | SR 14  
**Minimum Level Found:** 12  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Gripper Pokémon. The antenna on its head captures radio waves from the world of spirits that command it to take people there.*

---

**Armor Class:** 19  
**Hit Points:** 126 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. flying (hover)

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	8 (-1)	16 (+3)	10 (+0)

---

**Proficient Skills:** Deception, Intimidation  
**Saving Throws:** Wisdom, Strength  
**Vulnerabilities:** Dark, Ghost  
**Resistances:** Bug, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 100ft

---

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

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

---

**Starting Moves:** Astonish, Bind, Disable, Fire Punch, Gravity, Ice Punch, Leer, Night Shade, Shadow Punch, Thunder Punch, Foresight, Shadow Sneak, Pursuit, Will-O-Wisp, Confuse Ray

**Level 14:** Curse, Hex

**Level 18:** Shadow Ball, Mean Look, Payback, Future Sight

**TM:** 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 26, 27, 29, 30, 31, 32, 39, 41, 42, 44, 45, 46, 48, 52, 56, 57, 61, 63, 66, 68, 77, 78, 80, 83, 85, 87, 88, 90, 92, 97, 100

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## FROSLASS #478

**Type:** Ice/Ghost  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 10  
**Egg Group:** Fairy, Mineral  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Snow Land Pokémon. It freezes foes with an icy breath nearly -60 degrees F. What seems to be its body is actually hollow.*

---

**Armor Class:** 15  
**Hit Points:** 97 | **Hit Dice:** d10  
**Speed:** 20ft. walking, 30ft. flying (hover)

---

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

---

**Proficient Skills:** Survival  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Fire, Ghost, Rock, Steel  
**Resistances:** Bug, Ice, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 60ft

---

**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

**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:** Double Team, Ice Shard, Leer, Ominous Wind, Powder Snow, Icy Wind, Astonish, Draining Kiss, Will-O-Wisp, Confuse Ray

**Level 14:** Wake-Up Slap, Captivate

**Level 18:** Shadow Ball, Blizzard, Hail, Destiny Bond

**TM:** 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 41, 42, 44, 45, 48, 56, 61, 63, 66, 68, 70, 73, 77, 79, 85, 87, 88, 90, 100

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## ROTOM #479

**Type:** Electric/Ghost  
**Classification:** Tiny | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.*

---

**Armor Class:** 14  
**Hit Points:** 44 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

---

**Proficient Skills:** Arcana  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Dark, Ghost, Ground  
**Resistances:** Bug, Electric, Flying, Poison, Steel  
**Immunities:** Fighting, Normal

---

**Levitate:** This Pokémon is immune to ground moves.

---

**Form Change:** Rotom has 5 alternate forms that it can take when it is near a household appliance. As an action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

---

**Starting Moves:** Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar  
**Level 6:** Double Team, Shock Wave  
**Level 10:** Ominous Wind  
**Level 14:** Substitute, Electro Ball  
**Level 18:** Hex, Charge, Discharge

---

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

---

## ROTOM HEAT #479

**Type:** Electric/Fire  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.*

---

**Armor Class:** 16  
**Hit Points:** 44 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

---

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

---

**Proficient Skills:** Arcana  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Ground, Rock, Water  
**Resistances:** Bug, Electric, Fairy, Fire, Flying, Grass, Ice, Steel

---

**Levitate:** This Pokémon is immune to ground moves.

---

**Overheat:** This Pokémon knows Overheat as a fifth move. The move is forgotten if it takes any other form.

---

**Form Change:** Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

---

**Starting Moves:** Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar  
**Level 6:** Double Team, Shock Wave  
**Level 10:** Ominous Wind  
**Level 14:** Substitute, Electro Ball  
**Level 18:** Hex, Charge, Discharge

---

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

---



## ROTOM WASH #479

**Type:** Electric/Water  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.*

**Armor Class:** 16  
**Hit Points:** 44 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

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

**Proficient Skills:** Arcana  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Grass, Ground  
**Resistances:** Fire, Flying, Ice, Steel, Water

**Levitate:** This Pokémon is immune to ground moves.

**Hydro Pump:** This Pokémon knows Hydro Pump as a fifth move. The move is forgotten if it takes any other form.

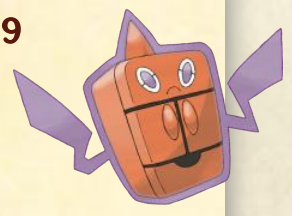
**Form Change:** Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

**Starting Moves:** Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar  
**Level 6:** Double Team, Shock Wave  
**Level 10:** Ominous Wind  
**Level 14:** Substitute, Electro Ball  
**Level 18:** Hex, Charge, Discharge

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

## ROTOM FROST #479

**Type:** Electric/Ice  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.*

**Armor Class:** 16  
**Hit Points:** 44 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

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

**Proficient Skills:** Arcana  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting, Fire, Ground, Rock  
**Resistances:** Flying, Electric, Ice

**Levitate:** This Pokémon is immune to ground moves.

**Blizzard:** This Pokémon knows Blizzard as a fifth move. The move is forgotten if it takes any other form.

**Form Change:** Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

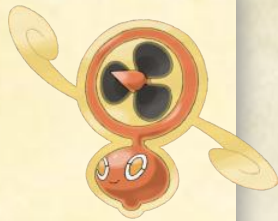
**Starting Moves:** Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar  
**Level 6:** Double Team, Shock Wave  
**Level 10:** Ominous Wind  
**Level 14:** Substitute, Electro Ball  
**Level 18:** Hex, Charge, Discharge

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100



## ROTOM FAN #479

**Type:** Electric/Flying  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.*

**Armor Class:** 16  
**Hit Points:** 44 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

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

**Proficient Skills:** Arcana  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Ice, Rock  
**Resistances:** Bug, Fighting, Flying, Grass, Steel  
**Immunities:** Ground

**Levitate:** This Pokémon is immune to ground moves.

**Air Slash:** This Pokémon knows Air Slash as a fifth move. The move is forgotten if it takes any other form.

**Form Change:** Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

**Starting Moves:** Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar  
**Level 6:** Double Team, Shock Wave  
**Level 10:** Ominous Wind  
**Level 14:** Substitute, Electro Ball  
**Level 18:** Hex, Charge, Discharge

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

## ROTOM MOW #479

**Type:** Electric/Grass  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.*

**Armor Class:** 16  
**Hit Points:** 44 | **Hit Dice:** d8  
**Speed:** 30ft. flying (hover)

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

**Proficient Skills:** Arcana  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Fire, Ice, Poison  
**Resistances:** Electric, Grass, Water, Steel

**Levitate:** This Pokémon is immune to ground moves.

**Leaf Storm:** This Pokémon knows Leaf Storm as a fifth move. The move is forgotten if it takes any other form.

**Form Change:** Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

**Starting Moves:** Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar  
**Level 6:** Double Team, Shock Wave  
**Level 10:** Ominous Wind  
**Level 14:** Substitute, Electro Ball  
**Level 18:** Hex, Charge, Discharge

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100



## UXIE #480

**Type:** Psychic  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Knowledge Pokémon. Known as "The Being of Knowledge." It is said that it can wipe out the memory of those who see its eyes.*

**Armor Class:** 20  
**Hit Points:** 218 | **Hit Dice:** d12  
**Speed:** 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	28 (+9)	16 (+3)	18 (+4)

**Proficient Skills:** Insight, Arcana, Persuasion, Intimidation, History, Religion  
**Saving Throws:** Intelligence, Dexterity  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 60ft, Truesight 50ft

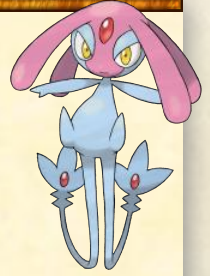
**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Rest, Imprison, Endure, Swift, Yawn, Future Sight  
**Level 18:** Amnesia, Extrasensory, Flail, Natural Gift, Memento

**TM:** 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 32, 33, 37, 42, 44, 48, 53, 56, 57, 62, 68, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

## MESPRIT #481

**Type:** Psychic  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Emotion Pokémon. Known as "The Being of Emotion." It taught humans the nobility of sorrow, pain, and joy.*

**Armor Class:** 18  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	16 (+3)	18 (+4)	28 (+9)

**Proficient Skills:** Insight, Arcana, Persuasion, Intimidation, History, Religion  
**Saving Throws:** Charisma, Dexterity  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 60ft, Truesight 50ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Rest, Imprison, Protect, Swift, Lucky Chant, Future Sight  
**Level 18:** Charm, Extrasensory, Copycat, Natural Gift, Healing Wish

**TM:** 03, 04, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 37, 42, 44, 48, 53, 56, 57, 62, 68, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100



## AZELF #482

**Type:** Psychic  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Willpower Pokémon. Known as "The Being of Willpower." It sleeps at the bottom of a lake to keep the world in balance.*

**Armor Class:** 16  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	18 (+4)	28 (+9)	16 (+3)

**Proficient Skills:** Insight, Arcana, Persuasion, Intimidation, History, Religion  
**Saving Throws:** Wisdom, Dexterity  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 60ft, Truesight 50ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Rest, Imprison, Detect, Swift, Uproar, Future Sight  
**Level 18:** Nasty Plot, Extrasensory, Last Resort, Natural Gift, Explosion

**TM:** 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 35, 37, 38, 41, 42, 44, 48, 53, 56, 57, 62, 64, 66, 68, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

## DIALGA #483

**Type:** Steel/Dragon  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Temporal Pokémon. It has the power to control time. It appears in Sinnoh-region myths as an ancient deity.*

**Armor Class:** 20  
**Hit Points:** 505 | **Hit Dice:** d20  
**Speed:** 80ft. walking, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	20 (+5)	20 (+5)	24 (+7)	16 (+3)

**Proficient Skills:** All Skills  
**Saving Throws:** Wisdom, Intelligence, Strength  
**Vulnerabilities:** Fighting, Ground  
**Resistances:** Bug, Electric, Flying, Grass, Normal, Psychic, Rock, Steel, Water  
**Immunities:** Poison  
**Senses:** Darkvision 100ft, Truesight 100ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Starting Moves:** Dragon Breath, Scary Face, Metal Claw, Ancient Power, Slash, Power Gem, Metal Burst, Dragon Claw, Earth Power, Aura Sphere, Iron Tail, Roar of Time, Flash Cannon

**TM:** 02, 05, 06, 08, 10, 11, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 50, 65, 68, 71, 73, 77, 78, 80, 82, 87, 88, 90, 91, 92, 100



## PALKIA #484

**Type:** Water/Dragon  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Spatial Pokémon. It has the ability to distort space. It is described as a deity in Sinnoh-region mythology.*

**Armor Class:** 20  
**Hit Points:** 486 | **Hit Dice:** d20  
**Speed:** 80ft. walking, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	19 (+4)	20 (+5)	24 (+7)	16 (+3)

**Proficient Skills:** All Skills  
**Saving Throws:** Wisdom, Intelligence, Strength  
**Vulnerabilities:** Dragon, Fairy  
**Resistances:** Fire, Steel, Water  
**Senses:** Darkvision 100ft, Truesight 100ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Starting Moves:** Dragon Breath, Scary Face, Water Pulse, Ancient Power, Slash, Power Gem, Aqua Ring, Dragon Claw, Earth Power, Aura Sphere, Aqua Tail, Spacial Rend, Hydro Pump

**TM:** 02, 05, 06, 07, 08, 10, 11, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 52, 56, 65, 68, 71, 73, 77, 78, 80, 82, 87, 88, 90, 92, 94, 100

## HEATRAN #485

**Type:** Fire/Steel  
**Classification:** Large | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Lava Dome Pokémon. It dwells in volcanic caves. It digs in with its cross-shaped feet to crawl on ceilings and walls.*

**Armor Class:** 20  
**Hit Points:** 486 | **Hit Dice:** d20  
**Speed:** 30ft. walking, 30ft. climbing

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

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Ground, Water  
**Resistances:** Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Steel  
**Immunities:** Poison  
**Senses:** Darkvision 100ft, Tremorsense 100ft

**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:** Ancient Power, Earth Power, Fire Spin, Heat Wave, Iron Head, Leer, Fire Fang, Metal Sound, Crunch, Scary Face, Lava Plume, Stone Edge, Magma Storm

**TM:** 05, 06, 10, 11, 12, 15, 17, 21, 22, 26, 27, 32, 35, 38, 39, 41, 42, 43, 44, 45, 48, 50, 61, 64, 66, 68, 71, 78, 80, 87, 88, 90, 91, 96, 97, 100



## REGIGIGAS #486

**Type:** Normal  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Colossal Pokémon. There is an enduring legend that states this Pokémon towed continents with ropes.*

---

**Armor Class:** 20  
**Hit Points:** 524 | **Hit Dice:** d20  
**Speed:** 50ft. walking

---

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	22 (+6)	10 (+0)	12 (+1)	16 (+3)

---

**Proficient Skills:** Survival, Athletics, Intimidation  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Tremorsense 200ft

---

**Slow Start:** This Pokémon's speed is halved and its attacks are made at disadvantage for the first two rounds of every combat.

---

**Starting Moves:** Confuse Ray, Crush Grip, Dizzy Punch, Fire Punch, Foresight, Heavy Slam, Ice Punch, Knock Off, Thunder Punch, Revenge, Wide Guard, Zen Headbutt, Payback, Giga Impact

**TM:** 06, 10, 11, 15, 18, 20, 21, 23, 24, 25, 26, 27, 31, 32, 39, 40, 42, 48, 52, 56, 66, 68, 69, 71, 73, 77, 78, 80, 87, 88, 90, 96, 100

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## GIRATINA ALTERED FORME #487



**Type:** Ghost/Dragon  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI

*The Renegade Pokémon. A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.*

---

**Armor Class:** 22  
**Hit Points:** 543 | **Hit Dice:** d20  
**Speed:** 40ft. walking, 40ft. flying

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	25 (+7)	18 (+4)	22 (+6)	16 (+3)

---

**Proficient Skills:** Athletics, Insight, Arcana, History, Religion  
**Saving Throws:** Strength, Constitution, Wisdom  
**Vulnerabilities:** Fairy, Dark, Dragon, Ghost, Ice  
**Resistances:** Bug, Electric, Fire, Grass, Poison, Water  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 100ft, Truesight 100ft

---

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

---

**Form Change:** Giratina's default form is Altered Forme. When it is given a Griseous Orb to hold, or any time it is in its home plane, the Distortion World, it takes on the Origin Forme.

---

**Starting Moves:** Dragon Breath, Scary Face, Ominous Wind, Ancient Power, Slash, Shadow Sneak, Destiny Bond, Dragon Claw, Earth Power, Aura Sphere, Shadow Claw, Shadow Force, Hex

**TM:** 02, 04, 05, 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 29, 30, 32, 40, 42, 44, 48, 49, 51, 53, 57, 59, 61, 65, 66, 68, 71, 73, 76, 77, 78, 82, 85, 87, 88, 90, 97, 100

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## GIRATINA ORIGIN FORME

#487

Type: Ghost/Dragon  
Classification: Huge | SR 15  
Minimum Level Found: 20  
Egg Group: Undiscovered  
Gender Rate: Genderless  
Evolution Stage: 1/1 | 4 ASI



*The Renegade Pokémon. A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.*

Armor Class: 20  
Hit Points: 543 | Hit Dice: d20  
Speed: 40ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	25 (+7)	18 (+4)	22 (+6)	16 (+3)

**Proficient Skills:** Athletics, Insight, Arcana, History, Religion

**Saving Throws:** Strength, Constitution, Wisdom

**Vulnerabilities:** Fairy, Dark, Dragon, Ghost, Ice

**Resistances:** Bug, Electric, Fire, Grass, Poison, Water

**Immunities:** Fighting, Normal

**Senses:** Darkvision 100ft, Truesight 100ft

**Levitate:** This Pokémon is immune to ground moves.

**Form Change:** Giratina's default form is Altered Forme. When it is given a Griseous Orb to hold, or any time it is in its home plane, the Distortion World, it takes on the Origin Forme.

**Starting Moves:** Dragon Breath, Scary Face, Ominous Wind, Ancient Power, Slash, Shadow Sneak, Destiny Bond, Dragon Claw, Earth Power, Aura Sphere, Shadow Claw, Shadow Force, Hex

**TM:** 02, 04, 05, 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 29, 30, 32, 40, 42, 44, 48, 49, 51, 53, 57, 59, 61, 65, 66, 68, 71, 73, 76, 77, 78, 82, 85, 87, 88, 90, 97, 100

## CRESSELIA #488

Type: Psychic  
Classification: Medium | SR 15  
Minimum Level Found: 20  
Egg Group: Undiscovered  
Gender Rate: 0% M / 100% F  
Evolution Stage: 1/1 | 4 ASI



*The Lunar Pokémon. Shiny particles are released from its wings like a veil. It is said to represent the crescent moon.*

Armor Class: 20  
Hit Points: 524 | Hit Dice: d20  
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	23 (+6)	18 (+4)	20 (+5)	18 (+4)

**Proficient Skills:** Insight, Arcana, History, Religion

**Saving Throws:** Constitution, Wisdom, Charisma

**Vulnerabilities:** Bug, Dark, Ghost

**Resistances:** Fighting, Psychic

**Senses:** Darkvision 100ft, Truesight 100ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Confusion, Double Team, Lunar Dance, Moonlight, Psycho Cut, Psycho Shift, Safeguard, Mist, Aurora Beam, Future Sight, Slash, Psychic, Moonblast

**TM:** 03, 04, 06, 10, 11, 13, 15, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 42, 44, 45, 48, 53, 57, 68, 73, 77, 85, 86, 87, 88, 90, 92, 100



## PHIONE #489

**Type:** Water  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Sea Drifter Pokémon. A Pokémon that lives in warm seas. It inflates the flotation sac on its head to drift and search for food.*

**Armor Class:** 16  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

**Proficient Skills:** Persuasion, Survival  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Darkvision 60ft

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Bubble, Water Sport, Charm, Supersonic, Bubble Beam, Acid Armor, Whirlpool  
**Level 18:** Water Pulse, Aqua Ring, Dive, Rain Dance

**TM:** 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 48, 55, 56, 77, 86, 87, 88, 89, 90, 94, 98, 99, 100

## MANAPHY #490

**Type:** Water  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Seafaring Pokémon. Born on a cold seafloor, it will swim great distances to return to its birthplace.*

**Armor Class:** 18  
**Hit Points:** 246 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

**Proficient Skills:** Persuasion, Survival  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Darkvision 60ft

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Bubble, Tail Glow, Water Sport, Charm, Supersonic, Bubble Beam, Acid Armor, Whirlpool  
**Level 18:** Water Pulse, Aqua Ring, Dive, Rain Dance, Heart Swap

**TM:** 04, 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 42, 44, 48, 53, 55, 56, 68, 77, 86, 87, 88, 89, 90, 94, 98, 99, 100



## DARKRAI #491

**Type:** Dark  
**Classification:** Medium | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Pitch-Black Pokémon. It can lull people to sleep and make them dream. It is active during nights of the new moon.*

**Armor Class:** 17  
**Hit Points:** 467 | **Hit Dice:** d20  
**Speed:** 40ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	18 (+4)	18 (+4)	15 (+2)

**Proficient Skills:** Stealth, Deception, Intimidation, Arcana, Insight  
**Saving Throws:** Wisdom, Intelligence, Constitution  
**Vulnerabilities:** Bug, Fairy, Fighting  
**Resistances:** Dark, Ghost  
**Immunities:** Psychic  
**Senses:** Darkvision 100ft, Truesight 100ft

**Bad Dreams:** If an opponent in battle with this Pokémon falls asleep, they take an amount of damage equal to this Pokémon's proficiency bonus at the end of each of their turns.

**Starting Moves:** Disable, Ominous Wind, Quick Attack, Hypnosis, Feint Attack, Nightmare, Double Team, Haze, Dark Void, Nasty Plot, Dream Eater, Dark Pulse

**TM:** 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 29, 30, 31, 32, 36, 39, 40, 41, 42, 44, 46, 48, 52, 56, 57, 61, 63, 65, 66, 68, 73, 75, 77, 80, 81, 84, 85, 87, 88, 90, 95, 97, 100

## SHAYMIN LAND #492

**Type:** Grass  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Gratitude Pokémon. It lives in flower patches and avoids detection by curling up to look like a flowering plant.*

**Armor Class:** 18  
**Hit Points:** 246 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	18 (+4)	18 (+4)

**Proficient Skills:** Persuasion, Survival  
**Saving Throws:** Wisdom, Charisma, Dexterity  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water  
**Senses:** Truesight 50ft

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**Form Change:** Shaymin's default form is Land. When Given a Gracidea Flower to hold, it can change to Sky Form, taking on new typing, statistics, and moves

**Starting Moves:** Growth, Magical Leaf, Leech Seed, Synthesis, Sweet Scent, Natural Gift  
**Level 18:** Worry Seed, Aromatherapy, Energy Ball, Sweet Kiss, Healing Wish, Seed Flare

**TM:** 06, 10, 11, 15, 17, 20, 21, 22, 27, 29, 32, 42, 44, 48, 53, 68, 75, 77, 86, 87, 88, 90, 96, 99, 100



## SHAYMIN SKY #492

**Type:** Grass/Flying  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Gratitude Pokémon. It lives in flower patches and avoids detection by curling up to look like a flowering plant.*

**Armor Class:** 16  
**Hit Points:** 246 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	20 (+5)	18 (+4)

**Proficient Skills:** Persuasion, Survival  
**Saving Throws:** Wisdom, Charisma, Dexterity  
**Vulnerabilities:** Fire, Flying, Ice, Poison, Rock  
**Resistances:** Fighting, Grass, Water  
**Immunities:** Ground  
**Senses:** Truesight 50ft

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**Form Change:** Shaymin's default form is Land. When Given a Gracidea Flower to hold, it can change to Sky Form, taking on new typing, statistics, and moves

**Starting Moves:** Growth, Magical Leaf, Leech Seed, Quick Attack, Sweet Scent, Natural Gift  
**Level 18:** Worry Seed, Air Slash, Energy Ball, Sweet Kiss, Leaf Storm, Seed Flare

**TM:** 06, 10, 11, 15, 17, 20, 21, 22, 27, 29, 32, 42, 44, 48, 53, 68, 75, 77, 86, 87, 88, 90, 96, 99, 100

## ARCEUS #493

**Type:** Normal  
**Classification:** Large | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Alpha Pokémon. It is described in mythology as the Pokémon that shaped the universe with its 1,000 arms.*

**Armor Class:** 25  
**Hit Points:** 543 | **Hit Dice:** d20  
**Speed:** 80ft. walking, 80ft. swimming, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
25 (+7)	25 (+7)	25 (+7)	30 (+10)	30 (+10)	25 (+7)

**Proficient Skills:** All Skills  
**Saving Throws:** All Abilities  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Darkvision 200ft, Truesight 100ft

**Multitype:** This Pokémon's type and form change to match the type of Elemental Plate this Pokémon holds. The Plate cannot be effected by any item-removing ability or move.

**Form Change:** Arceus' default type is Normal. It can change its type by holding an Elemental Plate. While holding this plate, the signature move, Judgment, also changes its type to match Arceus. These plates are: Draco (Dragon), Dread (Dark), Earth (Ground), Fist (Fighting), Flame (Fire), Icicle (Ice), Insect (Bug), Iron (Steel), Meadow (Grass), Mind (Psychic), Pixie (Fairy), Sky (Flying), Splash (Water), Spooky (Ghost), Stone (Rock), Toxic (Poison), and Zap (Electric)

**Starting Moves:** Cosmic Power, Natural Gift, Punishment, Seismic Toss, Gravity, Earth Power, Hyper Voice, Extreme Speed, Refresh, Future Sight, Recover, Hyper Beam, Perish Song, Judgment

**TM:** 01, 02, 03, 04, 05, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 33, 35, 36, 37, 38, 39, 40, 42, 44, 48, 49, 50, 52, 53, 57, 60, 61, 65, 66, 68, 71, 73, 75, 76, 77, 78, 80, 81, 84, 85, 86, 87, 88, 90, 91, 92, 94, 95, 97, 98, 100