

POKÉMON 5E - GEN V & VI MONSTER MANUAL

STAT BLOCKS FOR ALL 228 GENERATION V & VI POKÉMON

Homebrew created by @JOetheDM

The following pages contain the stat blocks of all 228 Generation V & VI 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 III & IV Monster Manual:

https://drive.google.com/file/d/1NXyArTR3F9s_cc-s6fbDbMB5s6up7tw/view?usp=sharing

Generation VII Monster Manual:

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

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Based on the original game by Satoshi Tajiri

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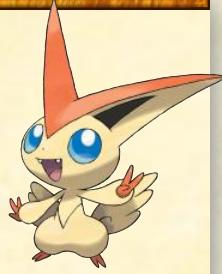
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IDEAS/CONCERNS/QUESTIONS?

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VICTINI #494

Type: Psychic/Fire
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Victory Pokémon. It creates an unlimited supply of energy inside its body, which it shares with those who touch it.

Armor Class: 18
Hit Points: 246 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. climbing, 40ft. flying

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

Proficient Skills: Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Fairy, Fighting, Fire, Grass, Ice, Psychic, Steel
Senses: Truesight 15ft

Victory Star: While this Pokémon is in battle, all allied Pokémon add an additional +1 to their attack rolls.

Starting Moves: Confusion, Focus Energy, Incinerate, Quick Attack, Searing Shot, Endure, Headbutt, Flame Charge, Reversal, Flame Burst, Zen Headbutt, Inferno, Double-Edge
Level 18: Flare Blitz, Final Gambit, Stored Power, Overheat, V-Create

TM: 01, 03, 06, 10, 11, 12, 15, 16, 17, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 35, 38, 42, 43, 44, 48, 50, 52, 53, 56, 57, 61, 63, 68, 73, 77, 86, 87, 88, 89, 90, 92, 93, 99, 100

SNIVY #495

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



The Grass Snake Pokémon. They photosynthesize by bathing their tails in sunlight. When they are not feeling well, their tails droop.

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

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

Proficient Skills: Stealth
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

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)

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

Starting Moves: Tackle, Leer
Level 2: Vine Whip, Wrap, Growth
Level 6: Leaf Tornado, Leech Seed, Mega Drain
Level 10: Slam, Leaf Blade, Coil
Level 14: Giga Drain, Wring Out, Gastro Acid
Level 18: Leaf Storm

TM: 01, 04, 06, 10, 11, 12, 16, 17, 20, 21, 22, 27, 32, 33, 40, 41, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Captivate, Glare, Grassy Terrain, Iron Tail, Magical Leaf, Mean Look, Mirror Coat, Natural Gift, Pursuit, Sweet Scent, Twister

SERVINE #496

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



The Grass Snake Pokémon. They avoid attacks by sinking into the shadows of thick foliage. They retaliate with masterful whipping techniques.

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

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

Proficient Skills: Stealth
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

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)

Evolution: Servine can evolve into Serperior 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: Tackle, Leer, Vine Whip, Wrap, Growth

Level 6: Leaf Tornado, Leech Seed

Level 10: Mega Drain, Slam, Leaf Blade

Level 14: Coil, Giga Drain

Level 18: Wring Out, Gastro Acid, Leaf Storm

TM: 01, 04, 06, 10, 11, 12, 16, 17, 20, 21, 22, 27, 32, 33, 40, 41, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

SERPRIOR #497

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



The Regal Pokémon. They raise their heads to intimidate opponents but only give it their all when fighting a powerful opponent.

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

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

Proficient Skills: Stealth, Deception
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

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, Leer, Vine Whip, Wrap, Growth, Leaf Tornado, Leech Seed, Mega Drain, Slam, Leaf Blade

Level 14: Coil, Giga Drain

Level 18: Wring Out, Gastro Acid, Leaf Storm

TM: 01, 04, 06, 10, 11, 12, 15, 16, 17, 20, 21, 22, 27, 32, 33, 40, 41, 42, 44, 45, 48, 53, 59, 68, 75, 82, 86, 87, 88, 90, 96, 100

TEPIG #498

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



The Fire Pig Pokémon. It blows fire through its nose. When it catches a cold, the fire becomes pitch-black smoke instead.

Armor Class: 12
Hit Points: 18 | **Hit Dice:** d6
Speed: 35ft. walking

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

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

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

Starting Moves: Tackle, Tail Whip
Level 2: Ember, Odor Sleuth, Defense Curl
Level 6: Flame Charge, Smog, Rollout
Level 10: Take Down, Heat Crash, Assurance
Level 14: Flamethrower, Head Smash, Roar
Level 18: Flare Blitz

TM: 01, 05, 06, 10, 11, 12, 17, 21, 22, 27, 32, 35, 38, 39, 42, 43, 44, 45, 48, 49, 50, 61, 74, 86, 87, 88, 90, 93, 100

Egg Moves: Body Slam, Covet, Curse, Endeavor, Slam, Magnitude, Sleep Talk, Sucker Punch, Superpower, Thrash, Yawn

PIGNITE #499

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 Fire Pig Pokémon. Whatever it eats becomes fuel for the flame in its stomach. When it is angered, the intensity of the flame increases.

Armor Class: 13
Hit Points: 50 | **Hit Dice:** d8
Speed: 25ft. walking

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

Proficient Skills: Athletics
Saving Throws: 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

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

Evolution: Pignite can evolve into Emboar 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: Arm Thrust, Ember, Tackle, Tail Whip, Odor Sleuth, Defense Curl
Level 6: Flame Charge, Smog
Level 10: Rollout, Take Down, Heat Crash
Level 14: Assurance, Flamethrower
Level 18: Head Smash, Roar, Flare Blitz

TM: 01, 05, 06, 10, 11, 12, 17, 21, 22, 27, 31, 32, 35, 38, 39, 42, 43, 44, 45, 47, 48, 49, 50, 52, 56, 61, 71, 74, 78, 80, 84, 86, 87, 88, 90, 93, 100

EMBOAR #500

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 Mega Fire Pig Pokémon. It has mastered fast and powerful fighting moves. It grows a beard of fire.

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

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

Proficient Skills: Athletics
Saving Throws: Strength, Constitution
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

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Starting Moves: Arm Thrust, Hammer Arm, Odor Sleuth, Tackle, Tail Whip, Ember, Defense Curl, Flame Charge, Smog, Rollout, Take Down, Heat Crash

Level 14: Assurance, Flamethrower

Level 18: Head Smash, Roar, Flare Blitz

TM: 01, 05, 06, 08, 10, 11, 12, 15, 17, 21, 22, 23, 26, 27, 31, 32, 35, 38, 39, 42, 43, 44, 45, 47, 48, 49, 50, 52, 55, 56, 61, 68, 71, 74, 78, 80, 84, 86, 87, 88, 90, 93, 100

OSHAWOTT #501

Type: Water
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 Sea Otter Pokémon. The scallop on its stomach is made from the same elements as claws. It detaches the scallop for use as a blade.

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

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

Proficient Skills: Survival
Saving Throws: Dexterity
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

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

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

Starting Moves: Tackle, Tail Whip

Level 2: Water Gun, Water Sport

Level 6: Focus Energy, Razor Shell, Fury Cutter

Level 10: Water Pulse, Revenge, Aqua Jet, Encore

Level 14: Aqua Tail, Retaliate, Swords Dance

Level 18: Hydro Pump

TM: 01, 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 32, 40, 42, 44, 45, 48, 54, 55, 56, 75, 81, 86, 87, 88, 90, 94, 98, 100

Egg Moves: Air Slash, Assurance, Brine, Copycat, Detect, Night Slash, Screech, Trump Card

DEWOTT #502

Type: Water

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Discipline Pokémon. Scalchop techniques differ from one Dewott to another. It never neglects maintaining its scaly chops.

Armor Class: 14

Hit Points: 50 | Hit Dice: d8

Speed: 25ft. walking, 25ft. swimming

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

Proficient Skills: Survival

Saving Throws: Dexterity

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

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

Evolution: Dewott can evolve into Samurott 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: Tackle, Tail Whip, Water Gun, Water Sport, Focus Energy

Level 6: Razor Shell, Fury Cutter

Level 10: Water Pulse, Revenge

Level 14: Aqua Jet, Encore, Aqua Tail

Level 18: Retaliate, Swords Dance, Hydro Pump

TM: 01, 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 32, 40, 42, 44, 45, 48, 54, 55, 56, 75, 81, 86, 87, 88, 90, 94, 98, 100

SAMUROT #503

Type: Water

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Formidable Pokémon. Part of the armor on its anterior legs becomes a giant sword. Its cry alone is enough to intimidate most enemies.

Armor Class: 15

Hit Points: 107 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Intimidation

Saving Throws: Dexterity, Strength

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

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

HIDDEN ABILITY

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

Starting Moves: Megahorn, Slash, Tackle, Tail Whip, Water Gun, Water Sport, Focus Energy, Razor Shell, Fury Cutter, Water Pulse, Revenge

Level 14: Aqua Jet, Encore

Level 18: Aqua Tail, Retaliate, Swords Dance, Hydro Pump

TM: 01, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 27, 32, 40, 42, 44, 45, 48, 54, 55, 56, 67, 68, 75, 81, 82, 86, 87, 88, 90, 94, 98, 100

PATRAT #504

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 Scout Pokémon. Extremely cautious, they take shifts to maintain a constant watch of their nest. They feel insecure without a lookout.

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

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

Proficient Skills: Investigation
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

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

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

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Evolution: Patrat can evolve into Watchhog at level 6 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: Tackle, Leer
Level 2: Bite, Bide, Detect, Sand Attack
Level 6: Crunch, Hypnosis, Super Fang
Level 10: After You, Focus Energy, Work Up, Hyper Fang
Level 14: Nasty Plot, Mean Look, Baton Pass, Slam

TM: 01, 06, 10, 11, 17, 18, 21, 24, 27, 30, 32, 42, 44, 45, 48, 56, 75, 86, 87, 88, 90, 100

Egg Moves: Assurance, Flail, Foresight, Iron Tail, Pursuit, Revenge, Screech

WATCHOG #505

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



The Lookout Pokémon. They make the patterns on their bodies shine in order to threaten predators. Keen eyesight lets them see in the dark.

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

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

Proficient Skills: Investigation
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

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

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

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Starting Moves: Confuse Ray, Low Kick, Tackle, Leer, Bite, Bide, Detect, Sand Attack
Level 6: Crunch, Hypnosis, Super Fang
Level 10: After You, Focus Energy, Psych Up
Level 14: Hyper Fang, Nasty Plot
Level 18: Mean Look, Baton Pass, Slam

TM: 01, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 30, 32, 35, 42, 44, 45, 48, 52, 56, 68, 73, 75, 77, 85, 86, 87, 88, 90, 100

LILLIPUP #506

Type: Normal
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 Puppy Pokémon. The long hair around its face provides an amazing radar that lets it sense subtle changes in its surroundings.

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

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

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 20ft

Vital Spirit: This Pokémon cannot be put to sleep.

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

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

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

Starting Moves: Leer, Tackle
Level 2: Odor Sleuth, Bite, Baby-Doll Eyes, Helping Hand
Level 6: Take Down, Work Up, Crunch
Level 10: Roar, Retaliate
Level 14: Reversal, Last Resort, Giga Impact
Level 18: Play Rough

TM: 01, 05, 06, 10, 11, 17, 18, 21, 24, 27, 30, 32, 39, 40, 42, 44, 45, 48, 68, 73, 87, 88, 90, 93, 95, 100

Egg Moves: After You, Charm, Endure, Fire Fang, Howl, Ice Fang, Lick, Mud-Slap, Pursuit, Sand Attack, Thunder Fang, Yawn

HERDIER #507

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



The Loyal Dog Pokémon. It loyally follows its Trainer's orders. For ages, they have helped Trainers raise Pokémon.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d10
Speed: 25ft. walking

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

Proficient Skills: Perception
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 25ft

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

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

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: Herdier can evolve into Stoutland at level 13 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: Bite, Leer, Odor Sleuth, Tackle, Helping Hand
Level 6: Take Down, Work Up
Level 10: Crunch, Roar
Level 14: Retaliate, Reversal
Level 18: Last Resort, Giga Impact, Play Rough

TM: 01, 05, 06, 10, 11, 17, 18, 21, 24, 27, 30, 32, 39, 40, 42, 44, 45, 48, 66, 68, 73, 87, 88, 90, 93, 94, 95, 100

STOUTLAND #508

Type: Normal
Classification: Small | SR 14
Minimum Level Found: 10
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Big-Hearted Pokémon. This extremely wise Pokémon excels at rescuing people stranded at sea or in the mountains.

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

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

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

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

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

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: Bite, Fire Fang, Ice Fang, Leer, Odor Sleuth, Tackle, Thunder Fang, Helping Hand, Take Down, Work Up, Crunch, Roar

Level 14: Retaliate, Reversal

Level 18: Last Resort, Giga Impact, Play Rough

TM: 01, 05, 06, 10, 11, 15, 17, 18, 21, 24, 25, 27, 30, 32, 39, 40, 42, 44, 45, 48, 66, 68, 73, 87, 88, 90, 93, 94, 95, 100

PURRLOIN #509

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



The Devious Pokémon. Its cute act is a ruse. When victims let down their guard, they find their items taken. It attacks with sharp claws.

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

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

Proficient Skills: Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 25ft

Limber: This Pokémon is immune to being paralyzed.

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

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: Purrloin can evolve into Liepard at level 6 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: Scratch, Growl

Level 2: Assist, Sand Attack, Fury Swipes

Level 6: Pursuit, Torment, Fake Out

Level 10: Hone Claws, Assurance, Slash

Level 14: Captivate, Night Slash, Snatch

Level 18: Nasty Plot, Sucker Punch, Play Rough

TM: 06, 10, 11, 12, 17, 18, 21, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 63, 65, 66, 73, 77, 85, 86, 87, 88, 89, 90, 95, 97, 100

Egg Moves: Charm, Copycat, Covet, Encore, Feint Attack, Fake Tears, Pay Day, Foul Play, Yawn

LIEPARD #510

Type: 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 Cruel Pokémon. Stealthily, it sneaks up on its target, striking from behind before its victim has a chance to react.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d10
Speed: 35ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	14 (+2)

Proficient Skills: Sleight of Hand
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 30ft

Limber: This Pokémon is immune to being paralyzed.

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

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: Assist, Growl, Sand Attack, Scratch, Fury Swipes

Level 6: Pursuit, Torment, Fake Out

Level 10: Hone Claws, Assurance

Level 14: Slash, Taunt, Night Slash

Level 18: Snatch, Nasty Plot, Sucker Punch, Play Rough

TM: 06, 10, 11, 12, 15, 17, 18, 21, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 63, 65, 66, 68, 73, 77, 85, 86, 87, 88, 89, 90, 95, 97, 100

PANSAGE #511

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



The Grass Monkey Pokémon. It shares the leaf on its head with weary-looking Pokémon. These leaves are known to relieve stress.

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

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

Proficient Skills: Acrobatics, Survival
Saving Throws: Dexterity
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

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

HIDDEN ABILITY

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

Evolution: Pansage can evolve into Simisage at level 8 and above, with the help of a Leaf 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: Scratch, Leer

Level 2: Lick, Vine Whip, Fury Swipes

Level 6: Leech Seed, Bite, Seed Bomb

Level 10: Torment, Fling, Acrobatics

Level 14: Grass Knot, Recycle, Natural Gift

Level 18: Crunch

TM: 01, 06, 10, 11, 12, 17, 21, 22, 27, 32, 39, 41, 42, 44, 45, 46, 47, 48, 53, 56, 62, 65, 66, 86, 87, 88, 90, 96, 100

Egg Moves: Astonish, Bullet Seed, Covet, Disarming Voice, Grass Whistle, Leaf Storm, Low Kick, Magical Leaf, Nasty Plot, Role Play, Tickle

SIMISAGE #512

Type: Grass

Classification: Small | SR 10

Minimum Level Found: 8

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/2 | 3 ASI



The Thorn Monkey Pokémon. It attacks enemies with strikes of its thorn-covered tail. This Pokémon is wild tempered.

Armor Class: 15

Hit Points: 80 | **Hit Dice:** d10

Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Survival

Saving Throws: Dexterity

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

HIDDEN ABILITY

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

Starting Moves: Fury Swipes, Leer, Lick, Seed Bomb

TM: 01, 06, 10, 11, 12, 15, 17, 21, 22, 27, 31, 32, 39, 41, 42, 44, 45, 46, 47, 48, 52, 53, 56, 62, 65, 66, 68, 80, 86, 87, 88, 90, 96, 100

PANSEAR #513

Type: Fire

Classification: Tiny | SR 1

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/2 | 3 ASI



The High Temp Pokémon. This Pokémon lives in caves in volcanoes. The fire within the tuft on its head can reach 600° F.

Armor Class: 13

Hit Points: 17 | **Hit Dice:** d6

Speed: 25ft. walking, 25ft. climbing

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

Proficient Skills: Acrobatics, Survival

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

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

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

HIDDEN ABILITY

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

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

Starting Moves: Scratch, Leer

Level 2: Lick, Incinerate, Fury Swipes

Level 6: Yawn, Bite, Flame Burst

Level 10: Amnesia, Fling, Acrobatics

Level 14: Fire Blast, Recycle, Natural Gift

Level 18: Crunch

TM: 01, 06, 10, 11, 12, 17, 21, 22, 27, 32, 35, 38, 39, 41, 42, 43, 44, 45, 46, 47, 48, 50, 56, 61, 62, 65, 66, 86, 87, 88, 90, 100

Egg Moves: Astonish, Covet, Disarming Voice, Fire Punch, Fire Spin, Heat Wave, Low Kick, Nasty Plot, Role Play, Sleep Talk, Tickle

SIMISEAR #514

Type: Fire
Classification: Small | SR 10
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Ember Pokémon. A flame burns inside its body. It scatters embers from its head and tail to sear its opponents.

Armor Class: 15
Hit Points: 80 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

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

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

HIDDEN ABILITY

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

Starting Moves: Flame Burst, Fury Swipes, Leer, Lick

TM: 01, 06, 10, 11, 12, 15, 17, 21, 22, 27, 31, 32, 35, 38, 39, 41, 42, 43, 44, 45, 46, 47, 48, 50, 52, 56, 61, 62, 65, 66, 68, 80, 86, 87, 88, 90, 100

PANPOUR #515

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



The Spray Pokémon. It does not thrive in dry environments. It keeps itself damp by shooting water stored in its head tuft from its tail.

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Scratch, Leer
Level 2: Lick, Water Gun, Fury Swipes
Level 6: Water Sport, Bite, Scald
Level 10: Taunt, Fling, Acrobatics
Level 14: Brine, Recycle, Natural Gift
Level 18: Crunch

TM: 01, 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 32, 39, 41, 42, 44, 45, 46, 47, 48, 55, 56, 62, 65, 66, 86, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Ring, Aqua Tail, Astonish, Covet, Disarming Voice, Hydro Pump, Low Kick, Mud Sport, Nasty Plot, Role Play, Tickle

SIMIPOUR #516

Type: Water

Classification: Small | SR 10

Minimum Level Found: 8

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/2 | 3 ASI



The Geyser Pokémon. The high-pressure water expelled from its tail is so powerful, it can destroy a concrete wall.

Armor Class: 15

Hit Points: 80 | **Hit Dice:** d10

Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Survival

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

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

HIDDEN ABILITY

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

Starting Moves: Fury Swipes, Leer, Lick, Scald

TM: 01, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 27, 31, 32, 39, 41, 42, 44, 45, 46, 47, 48, 52, 55, 56, 62, 65, 66, 68, 80, 86, 87, 88, 90, 94, 98, 100

MUNNA #517

Type: Psychic

Classification: Tiny | SR 2

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Dream Eater Pokémon. It eats the dreams of people and Pokémon. When it eats a pleasant dream, it expels pink-colored mist.

Armor Class: 12

Hit Points: 20 | **Hit Dice:** d8

Speed: 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Insight

Saving Throws: Constitution, Wisdom

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

Senses: Truesight 20ft

Forewarn: When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

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

HIDDEN ABILITY

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

Evolution: Munna can evolve into Musharna 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 10 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Psywave

Level 2: Lucky Chant, Yawn, Psybeam, Imprison

Level 6: Moonlight, Hypnosis

Level 10: Zen Headbutt, Synchronoise, Nightmare, Future Sight

Level 14: Calm Mind, Psychic, Dream Eater

Level 18: Telekinesis, Stored Power

TM: 03, 04, 06, 10, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 39, 41, 42, 44, 45, 48, 53, 57, 73, 74, 77, 80, 85, 87, 88, 90, 92, 99, 100

Egg Moves: Barrier, Baton Pass, Curse, Healing Wish, Helping Hand, Magic Coat, Secret Power, Sleep Talk, Sonic Boom, Swift

MUSHARNA #518

Type: Psychic
Classification: Small | SR 13
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Drowsing Pokémon. With the mist from its forehead, it can create shapes of things from dreams it has eaten.

Armor Class: 15
Hit Points: 105 | **Hit Dice:** d12
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	20 (+5)	8 (-1)	18 (+4)	10 (+0)

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

Forewarn: When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

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

HIDDEN ABILITY

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

Starting Moves: Defense Curl, Hypnosis, Lucky Chant, Psybeam, Psychic Terrain

TM: 03, 04, 06, 10, 15, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 39, 41, 42, 44, 45, 48, 53, 57, 68, 73, 74, 77, 80, 85, 87, 88, 90, 92, 99, 100

PIDOVE #519

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



The Tiny Pigeon Pokémon. These Pokémon live in cities. They are accustomed to people. Flocks often gather in parks and plazas.

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

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

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

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

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

HIDDEN ABILITY

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

Evolution: Pidove can evolve into Tranquill 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: Gust, Growl
Level 2: Leer, Quick Attack
Level 6: Air Cutter, Roost, Detect
Level 10: Taunt, Air Slash, Razor Wind
Level 14: Feather Dance, Swagger
Level 18: Facade, Tailwind, Sky Attack

TM: 01, 06, 10, 11, 12, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 48, 49, 51, 76, 87, 88, 89, 90, 100

Egg Moves: Bestow, Hypnosis, Lucky Chant, Morning Sun, Night Slash, Steel Wing, Uproar, Wish

TRANQUILL #520

Type: Normal/Flying
Classification: Tiny | SR 4
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Wild Pigeon Pokémon. Many people believe that, deep in the forest where Tranquill live, there is a peaceful place where there is no war.

Armor Class: 13
Hit Points: 50 | **Hit Dice:** d8
Speed: 20ft. walking, 30ft. flying

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

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

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

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

HIDDEN ABILITY

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

Evolution: Tranquill can evolve into Unfezant 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, Gust, Leer, Quick Attack
Level 6: Air Cutter, Roost
Level 10: Detect, Taunt, Air Slash
Level 14: Razor Wind, Feather Dance, Swagger
Level 18: Facade, Tailwind, Sky Attack

TM: 01, 06, 10, 11, 12, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 48, 49, 51, 76, 87, 88, 89, 90, 100

UNFEZANT #521

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



The Proud Pokémon. Males have plumage on their heads. They will never let themselves feel close to anyone other than their Trainers.

Armor Class: 15
Hit Points: 88 | **Hit Dice:** d12
Speed: 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

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

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

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

HIDDEN ABILITY

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

Starting Moves: Growl, Gust, Leer, Quick Attack, Air Cutter, Roost
Level 10: Detect, Taunt
Level 14: Air Slash, Razor Wind, Feather Dance
Level 18: Swagger, Facade, Tailwind, Sky Attack

TM: 01, 06, 10, 11, 12, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 48, 49, 51, 68, 76, 77, 87, 88, 89, 90, 100

BLITZLE #522

Type: Electric
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 Electrified Pokémon. When thunderclouds cover the sky, it will appear. It can catch lightning with its mane and store the electricity.

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

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

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

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.

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

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: Blitzle can evolve into Zebstrika 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, Tail Whip
Level 2: Charge, Shock Wave
Level 6: Thunder Wave, Flame Charge, Pursuit
Level 10: Spark, Stomp, Discharge
Level 14: Agility, Wild Charge
Level 18: Thrash

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 43, 44, 45, 48, 57, 72, 73, 87, 88, 90, 93, 100

Egg Moves: Double Kick, Double-Edge, Endure, Me First, Rage, Sand Attack, Screech, Shock Wave, Snatch, Take Down

ZEBSTRIKA #523

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



The Thunderbolt Pokémon. This ill-tempered Pokémon is dangerous because when it's angry, it shoots lightning from its mane in all directions.

Armor Class: 15
Hit Points: 80 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

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

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.

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

Sap Sipper: This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

Starting Moves: Charge, Quick Attack, Tail Whip, Thunder Wave, Shock Wave, Flame Charge, Pursuit
Level 10: Spark, Stomp
Level 14: Discharge, Agility
Level 18: Wild Charge, Thrash

TM: 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 32, 42, 43, 44, 45, 48, 50, 57, 68, 72, 73, 87, 88, 90, 93, 100

ROGGENROLA #524

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



The Mantle Pokémon. They were discovered a hundred years ago in an earthquake fissure. Inside each one is an energy core.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	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 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.

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

HIDDEN ABILITY

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

Evolution: Roggenrola can evolve into Boldore at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Tackle, Harden
Level 2: Sand Attack, Headbutt
Level 6: Rock Blast, Mud-Slap, Iron Defense
Level 10: Smack Down, Rock Slide, Stealth Rock
Level 14: Sandstorm, Stone Edge, Explosion

TM: 06, 10, 17, 21, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 64, 69, 71, 78, 80, 87, 88, 90, 91, 96, 100

Egg Moves: Autotomize, Curse, Gravity, Heavy Slam, Lock-On, Magnitude, Take Down, Wide Guard

BOLDORE #525

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



The Ore Pokémon. Because its energy was too great to be contained, the energy leaked and formed orange crystals.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d10
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, 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.

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

HIDDEN ABILITY

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

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

Starting Moves: Harden, Headbutt, Power Gem, Sand Attack, Tackle
Level 6: Rock Blast, Mud-Slap, Iron Defense
Level 10: Smack Down, Rock Slide
Level 14: Stealth Rock, Sandstorm
Level 18: Stone Edge, Explosion

TM: 06, 10, 17, 21, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 64, 69, 71, 78, 80, 87, 88, 90, 91, 96, 100

GIGALITH #526

Type: Rock
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Compressed Pokémon. The solar energy absorbed by its body's orange crystals is magnified internally and fired from its mouth.

Armor Class: 17
Hit Points: 122 | **Hit Dice:** d12
Speed: 25ft. walking

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

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 120ft

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.

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: Harden, Headbutt, Power Gem, Sand Attack, Tackle, Rock Blast, Mud-Slap, Iron Defense, Smack Down, Rock Slide

Level 14: Stealth Rock, Sandstorm

Level 18: Stone Edge, Explosion

TM: 06, 10, 15, 17, 21, 22, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 64, 68, 69, 71, 78, 80, 87, 88, 90, 91, 96, 100

WOOBAT #527

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



The Bat Pokémon. Suction from its nostrils enables it to stick to cave walls during sleep. It leaves a heart-shaped mark behind.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 5ft. walking, 25ft. flying

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

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground
Senses: Blindsight 30ft, Darkvision 30ft

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

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

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

Evolution: Woobat can evolve into Swoobat at level 7 and above, only if its Loyalty is +2 or higher. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Confusion, Odor Sleuth
Level 2: Gust, Assurance
Level 6: Heart Stamp, Imprison, Air Cutter
Level 10: Attract, Amnesia, Calm Mind
Level 14: Air Slash, Future Sight, Psychic
Level 18: Endeavor

TM: 03, 04, 06, 10, 12, 16, 17, 18, 19, 20, 21, 27, 29, 30, 32, 33, 40, 41, 42, 44, 45, 46, 48, 51, 53, 57, 62, 63, 73, 74, 76, 77, 85, 87, 88, 89, 90, 92, 100

Egg Moves: Captivate, Charm, Fake Tears, Flatter, Helping Hand, Knock Off, Psycho Shift, Roost, Stored Power, Supersonic, Synchronoise, Venom Drench

SWOOBAT #528

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



The Courting Pokémon. Anyone who comes into contact with the ultrasonic waves emitted by a courting male experiences a positive mood shift.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d10
Speed: 10ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground
Senses: Blindsight 50ft, Darkvision 50ft

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

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

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

Starting Moves: Assurance, Confusion, Gust, Odor Sleuth

Level 6: Heart Stamp, Imprison, Air Cutter

Level 10: Attract, Amnesia, Calm Mind

Level 14: Air Slash, Future Sight, Psychic

Level 18: Endeavor

TM: 03, 04, 06, 10, 12, 15, 16, 17, 18, 19, 20, 21, 27, 29, 30, 32, 33, 40, 41, 42, 44, 45, 46, 48, 51, 53, 57, 62, 63, 68, 73, 74, 76, 77, 85, 87, 88, 89, 90, 92, 100

DRILBUR #529

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



The Mole Pokémon. It makes its way swiftly through the soil by putting both claws together and rotating at high speed.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking, 30ft. burrowing

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

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 40ft

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

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

HIDDEN ABILITY

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.)

Evolution: Drilbur can evolve into Excadrill 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: Mud Sport, Scratch
Level 2: Rapid Spin, Mud-Slap, Fury Swipes
Level 6: Metal Claw, Dig, Hone Claws
Level 10: Slash, Rock Slide
Level 14: Earthquake, Swords Dance, Sandstorm
Level 18: Drill Run, Fissure

TM: 06, 10, 17, 21, 26, 27, 31, 32, 36, 37, 39, 40, 42, 44, 45, 48, 56, 65, 75, 78, 80, 81, 84, 87, 88, 90, 100

Egg Moves: Crush Claw, Earth Power, Iron Defense, Metal Sound, Rapid Spin, Rock Climb, Skull Bash, Submission

EXCADRILL #530

Type: Steel/Ground
Classification: Small | SR 10
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Subterranean Pokémon. More than 300 feet below the surface, they build mazelike nests. Their activity can be destructive to subway tunnels.

Armor Class: 14
Hit Points: 80 | **Hit Dice:** d10
Speed: 30ft. walking, 40ft. burrowing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

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

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

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

HIDDEN ABILITY

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.)

Starting Moves: Horn Drill, Mud-Slap, Mud Sport, Rapid Spin, Scratch, Fury Swipes, Metal Claw, Dig, Hone Claws
Level 10: Slash, Rock Slide
Level 14: Earthquake, Swords Dance
Level 18: Sandstorm, Drill Run, Fissure

TM: 06, 10, 15, 17, 21, 26, 27, 31, 32, 36, 37, 39, 40, 42, 44, 45, 48, 52, 56, 59, 65, 67, 68, 75, 78, 80, 81, 84, 87, 88, 90, 100

AUDINO #531

Type: Normal
Classification: Small | SR 10
Minimum Level Found: 5
Egg Group: Fairy
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Hearing Pokémon. Its auditory sense is astounding. It has a radarlike ability to understand its surroundings through slight sounds.

Armor Class: 16
Hit Points: 70 | **Hit Dice:** d12
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	6 (-2)	10 (+0)	16 (+3)

Proficient Skills: Medicine, Perception
Saving Throws: Constitution, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

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

HIDDEN ABILITY

Klutz: This Pokémon cannot hold an item.

Starting Moves: Growl, Helping Hand, Misty Terrain, Pound, Baby-Doll Eyes, Refresh, Disarming Voice
Level 6: Double Slap, Attract
Level 10: Secret Power, Entrainment
Level 14: Take Down, Heal Pulse, After You
Level 18: Simple Beam, Double-Edge, Hyper Voice, Last Resort

TM: 01, 03, 04, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 57, 73, 77, 85, 86, 87, 88, 90, 92, 93, 94, 99, 100

Egg Moves: Amnesia, Draining Kiss, Encore, Bestow, Heal Bell, Healing Wish, Lucky Chant, Sleep Talk, Sweet Kiss, Wish, Yawn

TIMBURR #532

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



The Muscular Pokémon. These Pokémon appear at building sites and help out with construction. They always carry squared logs.

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

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

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

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

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.

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: Timburr can evolve into Gurdurr 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: Leer, Pound, Focus Energy
Level 2: Bide, Low Kick
Level 6: Rock Throw, Wake-Up Slap
Level 10: Chip Away, Bulk Up, Rock Slide
Level 14: Dynamic Punch, Scary Face, Hammer Arm
Level 18: Stone Edge, Focus Punch, Superpower

TM: 01, 06, 08, 10, 11, 12, 17, 18, 21, 23, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 59, 66, 71, 80, 84, 86, 87, 88, 90, 100

Egg Moves: Comet Punch, Counter, Detect, Drain Punch, Endure, Force Palm, Foresight, Mach Punch, Reversal, Smelling Salts

GURDURR #533

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



The Muscular Pokémon. They strengthen their bodies by carrying steel beams. They show off their big muscles to their friends.

Armor Class: 14
Hit Points: 55 | **Hit Dice:** d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

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

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

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.

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: Gurdurr can evolve into Conkeldurr 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: Bide, Focus Energy, Leer, Pound, Low Kick
Level 6: Rock Throw, Wake-Up Slap
Level 10: Chip Away, Bulk Up
Level 14: Rock Slide, Dynamic Punch, Scary Face
Level 18: Hammer Arm, Stone Edge, Focus Punch, Superpower

TM: 01, 06, 08, 10, 11, 12, 17, 18, 21, 23, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 59, 66, 71, 80, 84, 86, 87, 88, 90, 100

CONKELDURR #534

Type: Fighting
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 3/3 | 2 ASI



The Muscular Pokémon. They use concrete pillars as walking canes. They know moves that enable them to swing the pillars freely in battle.

Armor Class: 15
Hit Points: 122 | **Hit Dice:** d12
Speed: 30ft. walking

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

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

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

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.

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: Bide, Focus Energy, Leer, Pound, Low Kick, Rock Throw, Wake-Up Slap, Chip Away, Bulk Up

Level 14: Rock Slide, Dynamic Punch, Scary Face
Level 18: Hammer Arm, Stone Edge, Focus Punch, Superpower

TM: 01, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 59, 66, 68, 71, 78, 80, 84, 86, 87, 88, 90, 100

TYMPOLE #535

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



The Tadpole Pokémon. By vibrating its cheeks, it emits sound waves imperceptible to humans. It uses the rhythm of these sounds to talk.

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	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.

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

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: Tympole can evolve into Palpitoad at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Bubble, Growl
Level 2: Supersonic, Round, Bubble Beam
Level 6: Mud Shot, Aqua Ring
Level 10: Uproar, Muddy Water, Rain Dance
Level 14: Flail, Echoed Voice
Level 18: Hydro Pump, Hyper Voice

TM: 06, 07, 10, 17, 18, 21, 27, 32, 34, 36, 42, 44, 45, 48, 49, 55, 83, 87, 88, 90, 94, 100

Egg Moves: After You, Earth Power, Mist, Mud Bomb, Mud Sport, Refresh, Sleep Talk, Snore, Water Pulse

PALPITOAD #536

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



The Vibration Pokémon. It lives in the water and on land. It uses its long, sticky tongue to capture prey.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 15ft. walking, 25ft. swimming

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

Proficient Skills: Survival
Saving Throws: Dexterity
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

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

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

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: Palpitoad can evolve into Seismitoad 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, Round, Supersonic, Bubble Beam
Level 6: Mud Shot, Aqua Ring
Level 10: Uproar, Muddy Water
Level 14: Rain Dance, Flail
Level 18: Echoed Voice, Hydro Pump, Hyper Voice

TM: 06, 07, 10, 17, 18, 21, 27, 32, 34, 36, 42, 44, 45, 48, 49, 55, 78, 83, 87, 88, 90, 94, 100

SEISMITOAD #537

Type: Water/Ground
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Vibration Pokémon. It increases the power of its punches by vibrating the bumps on its fists. It can turn a boulder to rubble with one punch.

Armor Class: 15
Hit Points: 117 | **Hit Dice:** d12
Speed: 25ft. walking, 30ft. swimming

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

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

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

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.

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: Acid, Bubble, Growl, Round, Supersonic, Bubble Beam, Mud Shot, Aqua Ring, Uproar, Muddy Water
Level 14: Rain Dance, Flail
Level 18: Drain Punch, Echoed Voice, Hydro Pump, Hyper Voice

TM: 06, 07, 09, 10, 15, 17, 18, 21, 26, 27, 31, 32, 34, 36, 39, 42, 44, 45, 48, 49, 52, 55, 56, 66, 68, 78, 80, 83, 84, 86, 87, 88, 90, 94, 100

THROH #538

Type: Fighting
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 100% M / 0% F
Evolution Stage: 1/1 | 4 ASI



The Judo Pokémon. When they encounter foes bigger than themselves, they try to throw them. They always travel in packs of five.

Armor Class: 15
Hit Points: 80 | **Hit Dice:** d12
Speed: 30ft. walking

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

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

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

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

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.)

Starting Moves: Bide, Bind, Focus Energy, Leer, Seismic Toss, Vital Throw, Revenge
Level 6: Storm Throw, Body Slam
Level 10: Bulk Up, Circle Throw
Level 14: Endure, Wide Guard, Superpower
Level 18: Reversal

TM: 01, 06, 08, 10, 11, 12, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 66, 68, 71, 78, 80, 84, 86, 87, 88, 90, 100

SAWK #539

Type: Fighting
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 100% M / 0% F
Evolution Stage: 1/1 | 4 ASI



The Karate Pokémon. Tying their belts gets them pumped and makes their punches more destructive. Disturbing their training angers them.

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

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

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.

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

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.)

Starting Moves: Bide, Focus Energy, Leer, Rock Smash, Double Kick, Low Sweep, Counter
Level 6: Karate Chop, Brick Break
Level 10: Bulk Up, Retaliate
Level 14: Endure, Quick Guard, Close Combat
Level 18: Reversal

TM: 01, 06, 08, 10, 11, 12, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 66, 68, 71, 78, 80, 84, 86, 87, 88, 90, 100

SEWADDLE #540

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



The Sewing Pokémon. This Pokémon makes clothes for itself. It chews up leaves and sews them with sticky thread extruded from its mouth.

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

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: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water

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

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

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: Sewaddle can evolve into Swadloon at level 5 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: String Shot, Tackle
Level 2: Bug Bite
Level 6: Razor Leaf, Struggle Bug
Level 10: Endure
Level 14: Bug Buzz
Level 18: Flail

TM: 04, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 66, 85, 86, 87, 88, 90, 96, 100

Egg Moves: Agility, Air Slash, Baton Pass, Camouflage, Me First, Mind Reader, Razor Wind, Screech, Silver Wind

SWADLOON #541

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



The Leaf-Wrapped Pokémon. It protects itself from the cold by wrapping up in leaves. It stays on the move, eating leaves in forests.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d8
Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water

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

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

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: Swadloon can evolve into Leavanny at level 12 and above, only if its Loyalty is +2 or higher. 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: Bug Bite, Grass Whistle, Protect, Razor Leaf, String Shot, Tackle

TM: 04, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 66, 85, 86, 87, 88, 90, 96, 100

LEAVANNY #542

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



The Nurturing Pokémon. It keeps its eggs warm with heat from fermenting leaves. It also uses leaves to make warm wrappings for Sewaddle.

Armor Class: 16
Hit Points: 88 | **Hit Dice:** d12
Speed: 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Sleight of Hand
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug
Resistances: Electric, Fighting, Grass, Ground, Water

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

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

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Bug Bite, False Swipe, Razor Leaf, Slash, String Shot, Tackle, Struggle Bug

Level 10: Helping Hand

Level 14: Leaf Blade, X-Scissor

Level 18: Entrainment, Swords Dance, Leaf Storm

TM: 04, 06, 10, 11, 15, 16, 17, 20, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 51, 53, 54, 65, 66, 68, 75, 81, 84, 85, 86, 87, 88, 90, 96, 100

VENIPEDE #543

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



The Centipede Pokémon. It discovers what is going on around it by using the feelers on its head and tail. It is brutally aggressive.

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

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

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

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

Swarm: 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: Venipede can evolve into Whirlipede at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Rollout
Level 2: Poison Sting, Screech, Pursuit
Level 6: Protect, Poison Tail, Bug Bite
Level 10: Venoshock, Agility
Level 14: Steamroller, Toxic
Level 18: Rock Climb, Double-Edge

TM: 06, 09, 10, 11, 17, 21, 22, 27, 32, 36, 42, 44, 45, 48, 66, 74, 83, 84, 87, 88, 90, 100

Egg Moves: Pin Missile, Rock Climb, Spikes, Take Down, Toxic Spikes, Twineedle

WHIRLPEDE #544

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



The Curlipede Pokémon. It is usually motionless, but when attacked, it rotates at high speed and then crashes into its opponent.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d8
Speed: 25ft. walking, 25ft. climbing

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

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

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

Swarm: 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: Whirlipede can evolve into Scolipede at level 13 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Iron Defense, Poison Sting, Rollout, Screech, Pursuit
Level 6: Protect, Poison Tail
Level 10: Bug Bite, Venoshock, Agility
Level 14: Steamroller, Toxic
Level 18: Rock Climb, Double-Edge

TM: 06, 09, 10, 11, 17, 21, 22, 27, 32, 36, 42, 44, 45, 48, 66, 74, 83, 84, 87, 88, 90, 100

SCOLIPEDE #545

Type: Bug/Poison
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Megapede Pokémon. Highly aggressive, it uses the claws near its neck to dig into its opponents and poison them.

Armor Class: 16
Hit Points: 75 | **Hit Dice:** d12
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

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

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

Swarm: 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: Baton Pass, Defense Curl, Iron Defense, Poison Sting, Rollout, Screech, Pursuit, Protect, Poison Tail
Level 10: Bug Bite, Venoshock
Level 14: Agility, Steamroller, Toxic
Level 18: Rock Climb, Double-Edge, Megahorn

TM: 06, 09, 10, 11, 15, 17, 21, 22, 26, 27, 32, 36, 39, 42, 44, 45, 48, 66, 67, 68, 74, 75, 78, 80, 81, 83, 84, 87, 88, 90, 100

COTTONEE #546

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



The Cotton Puff Pokémon. They go wherever the wind takes them. On rainy days, their bodies are heavier, so they take shelter beneath big trees.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 20ft. flying (hover)

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

Proficient Skills: Nature
Saving Throws: Charisma
Vulnerabilities: Fire, Flying, Ice, Poison, Steel
Resistances: Dark, Electric, Fighting, Grass, Ground, Water
Immunities: Dragon

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.

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

HIDDEN ABILITY

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

Evolution: Cottonee can evolve into Whimsicott at level 6 and above, with the help of a Sun 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: Absorb, Fairy Wind, Growth
Level 2: Leech Seed, Stun Spore, Mega Drain
Level 6: Cotton Spore, Razor Leaf, Poison Powder
Level 10: Giga Drain, Charm, Helping Hand
Level 14: Energy Ball, Cotton Guard, Sunny Day
Level 18: Endeavor, Solar Beam

TM: 06, 10, 11, 12, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 85, 86, 87, 88, 90, 96, 99, 100

Egg Moves: Beat Up, Captivate, Encore, Fake Tears, Grass Whistle, Memento, Natural Gift, Switcheroo, Tickle, Worry Seed

WHIMSICOTT #547

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



The Windveiled Pokémon. Riding whirlwinds, they appear. These Pokémon sneak through gaps into houses and cause all sorts of mischief.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d10
Speed: 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Nature
Saving Throws: Charisma
Vulnerabilities: Fire, Flying, Ice, Poison, Steel
Resistances: Dark, Electric, Fighting, Grass, Ground, Water
Immunities: Dragon

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.

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

HIDDEN ABILITY

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

Starting Moves: Growth, Leech Seed, Mega Drain, Gust
Level 6: Cotton Spore
Level 10: Tailwind
Level 18: Hurricane, Moonblast

TM: 06, 10, 11, 12, 15, 16, 17, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 56, 68, 85, 86, 87, 88, 89, 90, 92, 96, 99, 100

PETILIL #548

Type: Grass

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Grass

Gender Rate: 0% M / 100% F

Evolution Stage: 1/2 | 3 ASI



The Bulb Pokémon. Since they prefer moist, nutrient-rich soil, the areas where Petilil live are known to be good for growing plants.

Armor Class: 12

Hit Points: 17 | **Hit Dice:** d6

Speed: 20ft. walking

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

Proficient Skills: Survival, Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

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

Evolution: Petilil can evolve into Lilligant at level 6 and above, with the help of a Sun Stone. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Absorb, Growth

Level 2: Leech Seed, Sleep Powder, Mega Drain

Level 6: Synthesis, Magical Leaf, Stun Spore

Level 10: Giga Drain, Aromatherapy, Helping Hand

Level 14: Energy Ball, Entrainment, Sunny Day

Level 18: After You, Leaf Storm

TM: 06, 10, 11, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 85, 86, 87, 88, 90, 96, 100

Egg Moves: Bide, Charm, Endure, Grass Whistle, Wish, Ingrain, Natural Gift, Sweet Scent, Worry Seed

LILLIGANT #549

Type: Grass

Classification: Small | SR 9

Minimum Level Found: 5

Egg Group: Grass

Gender Rate: 0% M / 100% F

Evolution Stage: 2/2 | 3 ASI



The Flowering Pokémon. The fragrance of the garland on its head has a relaxing effect. It withers if a Trainer does not take good care of it.

Armor Class: 15

Hit Points: 55 | **Hit Dice:** d10

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Survival, Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

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

Starting Moves: Growth, Leech Seed, Mega Drain

Level 6: Synthesis, Teeter Dance

Level 10: Quiver Dance

Level 18: Petal Dance

TM: 06, 10, 11, 15, 16, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 68, 75, 85, 86, 87, 88, 90, 96, 100

BASCULIN #550

Type: Water
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Hostile Pokémon. Red and blue Basculin usually do not get along, but sometimes members of one school mingle with the other's school.

Armor Class: 14
Hit Points: 46 | **Hit Dice:** d10
Speed: 5ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

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

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Adaptability: When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

HIDDEN ABILITY

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.)

Starting Moves: Tackle, Tail Whip, Water Gun, Uproar, Headbutt, Bite, Aqua Jet, Chip Away
Level 6: Take Down, Crunch, Aqua Tail
Level 10: Soak, Double-Edge, Scary Face
Level 14: Flail, Final Gambit
Level 18: Thrash, Head Smash

TM: 06, 07, 10, 12, 13, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

Egg Moves: Agility, Brine, Bubble Beam, Mud Shot, Muddy Water, Rage, Revenge, Swift, Whirlpool

SANDILE #551

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



The Desert Croc Pokémon. It moves along below the sand's surface, except for its nose and eyes. A dark membrane shields its eyes from the sun.

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

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Bug, Fairy, Fighting, Grass, Ice, Water
Resistances: Dark, Ghost, Poison, Rock
Immunities: Psychic, Electric
Senses: Darkvision 20ft

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

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

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.

Evolution: Sandile can evolve into Krokorok at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Leer, Rage, Bite
Level 2: Sand Attack, Torment, Sand Tomb
Level 6: Assurance, Mud-Slap, Embargo
Level 10: Swagger, Crunch, Dig
Level 14: Scary Face, Foul Play, Sandstorm
Level 18: Earthquake, Thrash

TM: 05, 06, 10, 12, 17, 21, 26, 27, 32, 36, 37, 39, 41, 42, 44, 45, 46, 48, 63, 66, 71, 78, 80, 87, 88, 90, 95, 97, 100

Egg Moves: Beat Up, Counter, Double-Edge, Fire Fang, Focus Energy, Me First, Mean Look, Pursuit, Rock Climb, Thunder Fang, Uproar

KROKOROK #552

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



The Desert Croc Pokémon. The special membrane covering its eyes can sense the heat of objects, so it can see its surroundings even in darkness.

Armor Class: 13
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking, 20ft. swimming, 30ft. burrowing

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

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution
Vulnerabilities: Bug, Fairy, Fighting, Grass, Ice, Water
Resistances: Dark, Ghost, Poison, Rock
Immunities: Psychic, Electric
Senses: Darkvision 40ft

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

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

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.

Evolution: Krokorok can evolve into Krookodile at level 15 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: Bite, Leer, Rage, Sand Attack, Torment, Sand Tomb
Level 6: Assurance, Mud-Slap, Embargo
Level 10: Swagger, Crunch, Dig
Level 14: Scary Face, Foul Play
Level 18: Sandstorm, Earthquake, Thrash

TM: 05, 06, 10, 12, 17, 21, 26, 27, 31, 32, 36, 37, 39, 41, 42, 44, 45, 46, 47, 48, 56, 59, 63, 65, 66, 71, 78, 80, 86, 87, 88, 90, 95, 97, 100

KROOKODILE #553

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



The Intimidation Pokémon. It can expand the focus of its eyes, enabling it to see objects in the far distance as if it were using binoculars.

Armor Class: 15
Hit Points: 117 | **Hit Dice:** d12
Speed: 30ft. walking, 25ft. swimming, 30ft. burrowing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Bug, Fairy, Fighting, Grass, Ice, Water
Resistances: Dark, Ghost, Poison, Rock
Immunities: Psychic, Electric
Senses: Darkvision 60ft

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

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

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: Bite, Leer, Rage, Sand Attack, Torment, Sand Tomb, Assurance, Mud-Slap, Embargo, Swagger, Crunch, Dig, Power Trip
Level 14: Scary Face, Foul Play
Level 18: Sandstorm, Earthquake, Outrage

TM: 02, 05, 06, 08, 10, 12, 15, 17, 21, 23, 26, 27, 31, 32, 36, 37, 39, 40, 41, 42, 44, 45, 46, 47, 48, 52, 56, 59, 63, 65, 66, 68, 71, 78, 80, 82, 86, 87, 88, 90, 95, 97, 100

DARUMAKA #554

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



The Zen Charm Pokémon. Darumaka's droppings are hot, so people used to put them in their clothes to keep themselves warm.

Armor Class: 12
Hit Points: 24 | **Hit Dice:** d8
Speed: 25ft. walking

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

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

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

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Evolution: Darumaka can evolve into Darmanitan at level 9 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: Tackle, Rollout
Level 2: Incinerate, Rage, Fire Fang
Level 6: Headbutt, Uproar, Facade, Fire Punch
Level 10: Work Up, Thrash, Belly Drum
Level 14: Flare Blitz, Taunt, Superpower
Level 18: Overheat

TM: 01, 05, 06, 10, 11, 12, 17, 21, 22, 27, 31, 32, 35, 38, 39, 42, 43, 44, 45, 46, 48, 50, 56, 61, 74, 80, 86, 87, 88, 89, 90, 100

Egg Moves: Encore, Endure, Flame Wheel, Focus Energy, Focus Punch, Hammer Arm, Sleep Talk, Snatch, Take Down, Yawn

DARMANITAN #555

Type: Fire
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Blazing Pokémon. When weakened in battle, it transforms into a stone statue. Then it sharpens its mind and fights on mentally.

Armor Class: 14
Hit Points: 101 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Wisdom
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

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.

HIDDEN ABILITY

Zen Mode: When Darmanitan is below 50% of its HP, it enters Zen Mode. In Zen Mode, Darmanitan changes into the form of a solid statue. It's type changes to Fire/Psychic, it gains +4 to its AC, and its STR and WIS ability scores are swapped.

Starting Moves: Hammer Arm, Tackle, Rollout, Incinerate, Rage, Fire Fang, Headbutt, Swagger, Facade, Fire Punch
Level 10: Work Up, Thrash, Belly Drum
Level 14: Flare Blitz, Taunt
Level 18: Superpower, Overheat

TM: 01, 05, 06, 08, 10, 11, 12, 15, 17, 21, 22, 23, 26, 27, 29, 31, 32, 35, 38, 39, 41, 42, 43, 44, 45, 46, 48, 50, 52, 56, 61, 66, 68, 71, 74, 78, 80, 86, 87, 88, 89, 90, 100

MARACTUS #556

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



The Cactus Pokémon. Arid regions are their habitat. They move rhythmically, making a sound similar to maracas.

Armor Class: 14
Hit Points: 40 | **Hit Dice:** d10
Speed: 20ft. walking

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

Proficient Skills: Survival, Performance
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

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

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

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: Absorb, Peck, Sweet Scent, Growth, Pin Missile, Mega Drain

Level 6: Synthesis, Cotton Spore, Needle Arm

Level 10: Giga Drain, Acupressure, Ingrain

Level 14: Petal Dance, Sucker Punch, Sunny Day

Level 18: Solar Beam, Cotton Guard, After You

TM: 06, 10, 11, 17, 20, 21, 22, 27, 32, 40, 42, 44, 45, 48, 53, 84, 86, 87, 88, 90, 96, 100

Egg Moves: Bounce, Bullet Seed, Grass Whistle, Grassy Terrain, Leech Seed, Seed Bomb, Spikes, Wood Hammer, Worry Seed

DWEBBLE #557

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



The Rock Inn Pokémon. It makes a hole in a suitable rock. If that rock breaks, the Pokémon remains agitated until it locates a replacement.

Armor Class: 15
Hit Points: 17 | **Hit Dice:** d6
Speed: 15ft. walking, 10ft. climbing

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

Proficient Skills: Survival
Saving Throws: Strength
Vulnerabilities: Rock, Steel, Water
Resistances: 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.

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

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Dwebble can evolve into Crustle 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: Fury Cutter

Level 2: Rock Blast, Withdraw, Sand Attack, Feint Attack

Level 6: Smack Down, Rock Polish

Level 10: Bug Bite, Stealth Rock, Rock Slide, Slash

Level 14: X-Scissor, Shell Smash, Flail

Level 18: Rock Wrecker

TM: 06, 10, 17, 21, 22, 23, 26, 27, 32, 37, 39, 40, 42, 44, 45, 48, 65, 69, 71, 75, 78, 80, 81, 84, 87, 88, 90, 96, 100

Egg Moves: Block, Counter, Curse, Endure, Iron Defense, Night Slash, Rototiller, Sand Tomb, Spikes, Wide Guard

CRUSTLE #558

Type: Bug/Rock
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Bug, Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Stone Home Pokémon. It possesses legs of enormous strength, enabling it to carry heavy slabs for many days, even when crossing arid land.

Armor Class: 18
Hit Points: 55 | **Hit Dice:** d12
Speed: 25ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, 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.

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

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Rock Blast, Sand Attack, Withdraw, Feint Attack

Level 6: Smack Down, Rock Polish

Level 10: Bug Bite, Stealth Rock, Rock Slide

Level 14: Slash, X-Scissor

Level 18: Shell Smash, Flail, Rock Wrecker

TM: 06, 10, 15, 17, 21, 22, 23, 26, 27, 32, 37, 39, 40, 42, 44, 45, 48, 65, 68, 69, 71, 75, 78, 80, 81, 84, 87, 88, 90, 96, 100

SCRAGGY #559

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



The Shedding Pokémon. It immediately headbutts anyone that makes eye contact with it. Its skull is massively thick.

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

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fairy, Fighting, Flying
Resistances: Dark, Ghost, Rock
Immunities: Psychic

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.

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

HIDDEN ABILITY

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

Evolution: Scraggy can evolve into Scrafty 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: Headbutt, Leer

Level 2: Sand Attack, Feint Attack, Swagger

Level 6: Low Kick, Payback

Level 10: Brick Break, Chip Away, High Jump Kick

Level 14: Scary Face, Crunch, Facade

Level 18: Rock Climb, Focus Punch, Head Smash

TM: 01, 02, 05, 06, 08, 10, 11, 12, 17, 18, 21, 23, 27, 31, 32, 36, 39, 41, 42, 44, 45, 47, 48, 52, 56, 66, 71, 80, 82, 84, 86, 87, 88, 90, 95, 97, 100

Egg Moves: Amnesia, Counter, Detect, Dragon Dance, Drain Punch, Feint Attack, Fake Out, Fire Punch, Ice Punch, Quick Guard, Thunder Punch, Zen Headbutt

SCRAFTY #560

Type: Dark/Fighting
Classification: Small | SR 10
Minimum Level Found: 5
Egg Group: Field, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Hoodlum Pokémon. It can smash concrete blocks with its kicking attacks. The one with the biggest crest is the group leader.

Armor Class: 18
Hit Points: 55 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Fairy, Fighting, Flying
Resistances: Dark, Ghost, Rock
Immunities: Psychic

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.

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

HIDDEN ABILITY

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

Starting Moves: Feint Attack, Headbutt, Leer, Sand Attack, Swagger

Level 6: Low Kick, Payback

Level 10: Brick Break, Chip Away, High Jump Kick

Level 14: Scary Face, Crunch, Facade

Level 18: Rock Climb, Focus Punch, Head Smash

TM: 01, 02, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 27, 31, 32, 36, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 66, 68, 71, 80, 82, 84, 86, 87, 88, 90, 95, 97, 100

SIGILYPH #561

Type: Psychic/Flying
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Avianoid Pokémon. The guardians of an ancient city, they use their psychic power to attack enemies that invade their territory.

Armor Class: 16
Hit Points: 58 | **Hit Dice:** d10
Speed: 5ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Insight, Arcana
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground
Senses: Truesight 30ft

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

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

HIDDEN ABILITY

Tinted Lens: This Pokémon's moves ignore resistances.

Starting Moves: Gust, Miracle Eye, Hypnosis, Psywave, Tailwind

Level 6: Whirlwind, Psybeam, Air Cutter

Level 10: Light Screen, Reflect, Synchronoise

Level 14: Mirror Move, Gravity, Air Slash

Level 18: Psychic, Cosmic Power, Sky Attack

TM: 03, 04, 06, 10, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 51, 53, 57, 73, 76, 77, 85, 87, 88, 90, 91, 92, 97, 99, 100

Egg Moves: Ancient Power, Future Sight, Psycho Shift, Roost, Skill Swap, Steel Wing, Stored Power

YAMASK #562

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



The Spirit Pokémon. These Pokémon arose from the spirits of people interred in graves in past ages. Each retains memories of its former life.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	12 (+1)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Insight
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Truesight 15ft

Mummy: When this Pokémon is hit by a melee attack, one random ability of its attacker changes to Mummy for the remainder of the encounter.

Evolution: Yamask can evolve into Cofagrigus at level 9 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, Protect
Level 2: Disable, Haze, Night Shade
Level 6: Hex, Will-O-Wisp
Level 10: Ominous Wind, Curse
Level 14: Guard Split, Power Split, Shadow Ball
Level 18: Grudge, Mean Look, Destiny Bond

TM: 04, 06, 10, 17, 18, 20, 21, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 61, 63, 66, 77, 83, 85, 87, 88, 90, 92, 97, 100

Egg Moves: Ally Switch, Disable, Endure, Fake Tears, Heal Block, Imprison, Memento, Nasty Plot, Nightmare, Toxic Spikes

COFAGRIGUS #563

Type: Ghost
Classification: Medium | SR 9
Minimum Level Found: 5
Egg Group: Mineral, Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Coffin Pokémon. They pretend to be elaborate coffins to teach lessons to grave robbers. Their bodies are covered in pure gold.

Armor Class: 19
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Insight, Intimidation
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Truesight 30ft

Mummy: When this Pokémon is hit by a melee attack, one random ability of its attacker changes to Mummy for the remainder of the encounter.

Starting Moves: Astonish, Disable, Haze, Protect, Scary Face, Night Shade
Level 6: Hex, Will-O-Wisp
Level 10: Ominous Wind, Curse
Level 14: Guard Split, Power Split, Shadow Ball
Level 18: Grudge, Mean Look, Destiny Bond

TM: 04, 06, 10, 15, 17, 18, 20, 21, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 61, 63, 66, 68, 77, 85, 86, 87, 88, 90, 92, 97, 100

TIRTOUGA #564

Type: Water/Rock
Classification: Small | SR 2
Minimum Level Found: 1
Egg Group: Water 1, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Prototurtle Pokémon. About 100 million years ago, these Pokémon swam in oceans. It is thought they also went on land to attack prey.

Armor Class: 15
Hit Points: 17 | **Hit Dice:** d6
Speed: 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison

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

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

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

Evolution: Tirtouga can evolve into Carracosta 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: Bide, Water Gun, Withdraw
Level 2: Rollout, Bite, Protect
Level 6: Ancient Power, Crunch
Level 10: Wide Guard, Brine, Smack Down
Level 14: Curse, Shell Smash, Aqua Jet
Level 18: Rock Slide, Rain Dance, Hydro Pump

TM: 06, 10, 13, 14, 17, 18, 21, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 69, 71, 78, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Bide, Body Slam, Flail, Guard Swap, Iron Defense, Knock Off, Rock Throw, Slam, Water Pulse, Whirlpool

CARRACOSTA #565

Type: Water/Rock
Classification: Small | SR 13
Minimum Level Found: 10
Egg Group: Water 1, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Prototurtle Pokémon. Incredible jaw strength enables them to chew up steel beams and rocks along with their prey.

Armor Class: 18
Hit Points: 97 | **Hit Dice:** d12
Speed: 25ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison

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

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

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

Starting Moves: Bide, Rollout, Water Gun, Withdraw, Bite, Protect, Ancient Power, Crunch, Wide Guard, Brine, Smack Down
Level 14: Curse, Shell Smash, Aqua Jet
Level 18: Rock Slide, Rain Dance, Hydro Pump

TM: 06, 10, 13, 14, 15, 17, 18, 21, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 52, 55, 68, 69, 71, 78, 80, 87, 88, 90, 94, 98, 100

ARCHEN #566

Type: Rock/Flying
Classification: Tiny | SR 3
Minimum Level Found: 5
Egg Group: Flying, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The First Bird Pokémon. Revived from a fossil, this Pokémon is thought to be the ancestor of all bird Pokémon.

Armor Class: 13
Hit Points: 36 | **Hit Dice:** d6
Speed: 20ft. walking, 15ft. climbing

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

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock, Steel, Water
Resistances: Bug, Fire, Flying, Normal, Poison
Immunities: Ground

Defeatist: When this Pokémon drops below 25% of its maximum HP, all of its attacks are rolled with disadvantage.

Evolution: Archen can evolve into Archeops 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: Leer, Quick Attack, Wing Attack, Rock Throw, Double Team, Scary Face
Level 6: Pluck, Ancient Power, Agility
Level 10: Quick Guard, Acrobatics, Dragon Breath
Level 14: Crunch, Endeavor, U-Turn
Level 18: Rock Slide, Dragon Claw, Thrash

TM: 02, 05, 06, 10, 12, 17, 19, 21, 23, 26, 27, 32, 37, 39, 40, 41, 42, 44, 45, 48, 51, 62, 65, 69, 71, 78, 80, 87, 88, 89, 90, 100

Egg Moves: Ally Switch, Bite, Defog, Dragon Pulse, Earth Power, Head Smash, Knock Off, Steel Wing, Switcheroo

ARCHEOPS #567

Type: Rock/Flying
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Flying, Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The First Bird Pokémon. It runs better than it flies. It catches prey by running at speeds comparable to those of an automobile.

Armor Class: 15
Hit Points: 98 | **Hit Dice:** d12
Speed: 35ft. walking, 25ft. flying, 20ft. climbing

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

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock, Steel, Water
Resistances: Bug, Fire, Flying, Normal, Poison
Immunities: Ground

Defeatist: When this Pokémon drops below 25% of its maximum HP, all of its attacks are rolled with disadvantage.

Starting Moves: Leer, Quick Attack, Rock Throw, Wing Attack, Double Team, Scary Face, Pluck, Ancient Power, Agility, Quick Guard, Acrobatics, Dragon Breath
Level 14: Crunch, Endeavor, U-Turn
Level 18: Rock Slide, Dragon Claw, Thrash

TM: 02, 05, 06, 10, 12, 15, 17, 19, 21, 23, 26, 27, 32, 37, 39, 40, 41, 42, 44, 45, 48, 51, 52, 62, 65, 68, 69, 71, 76, 78, 80, 82, 87, 88, 89, 90, 100

TRUBBISH #568

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



The Trash Bag Pokémon. The combination of garbage bags and industrial waste caused the chemical reaction that created this Pokémon.

Armor Class: 14
Hit Points: 19 | **Hit Dice:** d6
Speed: 25ft. walking

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

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

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

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

HIDDEN ABILITY

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Evolution: Trubbish can evolve into Garbodor at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Poison Gas, Pound, Recycle
Level 2: Toxic Spikes, Acid Spray
Level 6: Double Slap, Sludge
Level 10: Stockpile, Swallow, Take Down, Sludge Bomb
Level 14: Clear Smog, Toxic, Amnesia
Level 18: Gunk Shot, Explosion

TM: 06, 09, 10, 11, 17, 18, 21, 27, 32, 34, 36, 42, 44, 45, 46, 48, 64, 66, 83, 87, 88, 90, 97, 100

Egg Moves: Curse, Haze, Mud Sport, Rock Blast, Rollout, Sand Attack, Self-Destruct, Spikes

GARBODOR #569

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



The Trash Heap Pokémon. They absorb garbage and make it part of their bodies. They shoot a poisonous liquid from their right-hand fingertips.

Armor Class: 16
Hit Points: 99 | **Hit Dice:** d12
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

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

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

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

HIDDEN ABILITY

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Starting Moves: Poison Gas, Pound, Recycle, Toxic Spikes, Acid Spray, Double Slap, Sludge, Stockpile, Swallow, Body Slam, Sludge Bomb
Level 14: Clear Smog, Toxic, Amnesia
Level 18: Gunk Shot, Explosion

TM: 06, 09, 10, 11, 15, 17, 18, 21, 22, 23, 24, 27, 29, 32, 34, 36, 42, 44, 45, 46, 48, 52, 56, 64, 66, 68, 69, 83, 87, 88, 90, 97, 100

ZORUA #570

Type: Dark
Classification: Small | SR 1
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Tricky Fox Pokémon. To protect themselves from danger, they hide their true identities by transforming into people and Pokémon.

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

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

Proficient Skills: Deception
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic

Illusion: This Pokémon can take the visual form of any Pokémon it can see. It can do this a number of times per long rest equal to its level. This illusion lasts for one hour or until the Pokémon is hit by a damaging move.

Evolution: Zorua can evolve into Zoroark at level 8 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: Leer, Scratch
Level 2: Pursuit, Fake Tears, Fury Swipes
Level 6: Feint Attack, Scary Face
Level 10: Taunt, Foul Play
Level 14: Torment, Agility, Embargo, Punishment
Level 18: Nasty Plot, Imprison, Night Daze

TM: 04, 05, 06, 10, 11, 12, 17, 18, 21, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 56, 63, 66, 75, 77, 86, 87, 88, 89, 90, 95, 97, 100

Egg Moves: Captivate, Copycat, Counter, Dark Pulse, Detect, Extrasensory, Memento, Snatch, Sucker Punch

ZOROARK #571

Type: Dark
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Illusion Fox Pokémon. Each has the ability to fool a large group of people simultaneously. They protect their lair with illusory scenery.

Armor Class: 15
Hit Points: 72 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	6 (-2)	16 (+3)	14 (+2)

Proficient Skills: Deception, Intimidation
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic

Illusion: This Pokémon can take the visual form of any Pokémon it can see. It can do this a number of times per long rest equal to its level. This illusion lasts for one hour or until the Pokémon is hit by a damaging move.

Starting Moves: Hone Claws, Leer, Night Slash, Pursuit, Scratch, U-Turn, Fury Swipes, Feint Attack, Scary Face
Level 10: Taunt, Foul Play
Level 14: Torment, Agility, Embargo
Level 18: Punishment, Nasty Plot, Imprison, Night Daze

TM: 04, 05, 06, 10, 11, 12, 15, 17, 18, 21, 27, 30, 32, 35, 40, 41, 42, 44, 45, 46, 47, 48, 52, 56, 63, 65, 66, 68, 75, 77, 86, 87, 88, 89, 90, 95, 97, 100

MINCCINO #572

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



The Chinchilla Pokémon. These Pokémon prefer a tidy habitat. They are always sweeping and dusting, using their tails as brooms.

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

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

Proficient Skills: Persuasion
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

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

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

HIDDEN ABILITY

Skill Link: Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

Evolution: Minccino can evolve into Cincino at level 7 and above, with the help of a Shiny Stone. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Pound, Baby-Doll Eyes
Level 2: Helping Hand, Tickle, Double Slap
Level 6: Encore, Swift, Sing
Level 10: Tail Slap, Charm, Wake-Up Slap
Level 14: Echoed Voice, Slam, Captivate
Level 18: Hyper Voice, Last Resort, After You

TM: 01, 04, 06, 10, 11, 17, 18, 20, 21, 24, 27, 32, 42, 44, 45, 46, 48, 49, 56, 73, 86, 87, 88, 89, 90, 99, 100

Egg Moves: Aqua Tail, Endure, Fake Tears, Flail, Iron Tail, Knock Off, Mud-Slap, Sleep Talk, Tail Whip

CINCCINO #573

Type: Normal
Classification: Tiny | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 25% M / 75% F
Evolution Stage: 2/2 | 3 ASI



The Scarf Pokémon. Their white fur feels amazing to touch. Their fur repels dust and prevents static electricity from building up.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Persuasion, Survival
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

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

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

HIDDEN ABILITY

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: Bullet Seed, Helping Hand, Rock Blast, Sing, Tail Slap, Tickle

TM: 01, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 49, 52, 56, 68, 73, 86, 87, 88, 89, 90, 99, 100

GOHITA #574

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



The Fixation Pokémon. They intently observe both Trainers and Pokémon. Apparently, they are looking at something that only Gothita can see.

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

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

Proficient Skills: Insight
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 15ft

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

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

HIDDEN ABILITY

Shadow Tag: Creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

Evolution: Gothita can evolve into Gothorita at level 9 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, Confusion
Level 2: Tickle, Fake Tears
Level 6: Double Slap, Psybeam, Embargo
Level 10: Feint Attack, Psyshock, Flatter, Future Sight
Level 14: Heal Block, Psychic, Telekinesis
Level 18: Charm, Magic Room

TM: 03, 04, 06, 10, 12, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 39, 41, 42, 44, 45, 46, 48, 53, 56, 57, 63, 66, 73, 77, 80, 85, 86, 87, 88, 90, 92, 97, 100

Egg Moves: Captivate, Dark Pulse, Heal Pulse, Mean Look, Miracle Eye, Mirror Coat, Uproar

GOHORITA #575

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



The Manipulate Pokémon. Starlight is the source of their power. At night, they mark star positions by using psychic power to float stones.

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Insight, Arcana
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 15ft

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

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

HIDDEN ABILITY

Shadow Tag: Creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

Evolution: Gothorita can evolve into Gothitelle 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: Confusion, Pound, Tickle, Fake Tears
Level 6: Double Slap, Psybeam, Embargo
Level 10: Feint Attack, Psyshock, Flatter, Future Sight
Level 14: Heal Block, Psychic
Level 18: Telekinesis, Charm, Magic Room

TM: 03, 04, 06, 10, 12, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 39, 41, 42, 44, 45, 46, 48, 53, 56, 57, 63, 66, 73, 77, 80, 85, 86, 87, 88, 90, 92, 97, 100

GOHTITELLE #576

Type: Psychic
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Human-Like
Gender Rate: 25% M / 75% F
Evolution Stage: 3/3 | 2 ASI



The Astral Body Pokémon. They can predict the future from the placement and movement of the stars. They can see Trainers' life spans.

Armor Class: 17
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (-1)	18 (+4)	10 (+0)

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

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

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

HIDDEN ABILITY

Shadow Tag: Creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

Starting Moves: Confusion, Pound, Tickle, Fake Tears, Double Slap, Psybeam, Embargo, Feint Attack, Psyshock, Flatter, Future Sight

Level 14: Heal Block, Psychic

Level 18: Telekinesis, Charm, Magic Room

TM: 03, 04, 06, 10, 12, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 31, 32, 33, 39, 41, 42, 44, 45, 46, 47, 48, 53, 56, 57, 63, 66, 73, 77, 80, 85, 86, 87, 88, 90, 92, 97, 100

SOLOSIS #577

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



The Cell Pokémon. Because their bodies are enveloped in a special liquid, they can survive in any environment.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 15ft. flying (hover)

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

Proficient Skills: Survival
Saving Throws: Wisdom, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

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

HIDDEN ABILITY

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

Evolution: Solosis can evolve into Duosion 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: Psywave, Reflect

Level 2: Rollout, Snatch

Level 6: Hidden Power, Light Screen, Charm

Level 10: Recover, Psyshock, Endeavor, Future Sight

Level 14: Pain Split, Psychic, Skill Swap

Level 18: Heal Block, Wonder Room

TM: 03, 04, 06, 10, 16, 17, 18, 20, 21, 25, 27, 29, 30, 32, 33, 39, 42, 44, 45, 48, 53, 63, 64, 73, 74, 77, 80, 83, 85, 87, 88, 90, 91, 92, 100

Egg Moves: Acid Armor, Astonish, Confuse Ray, Helping Hand, Imprison, Night Shade, Secret Power, Trick

DUOSION #578

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



The Mitosis Pokémon. When their brains, now divided in two, are thinking the same thoughts, these Pokémon exhibit their maximum power.

Armor Class: 13
Hit Points: 50 | **Hit Dice:** d10
Speed: 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Survival
Saving Throws: Wisdom, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

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

HIDDEN ABILITY

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

Evolution: Duosion can evolve into Reuniclus at level 16 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: Psywave, Reflect, Rollout, Snatch
Level 6: Hidden Power, Light Screen, Charm
Level 10: Recover, Psyshock, Endeavor, Future Sight
Level 14: Pain Split, Psychic
Level 18: Skill Swap, Heal Block, Wonder Room

TM: 03, 04, 06, 10, 16, 17, 18, 20, 21, 25, 27, 29, 30, 32, 33, 39, 42, 44, 45, 48, 53, 63, 64, 73, 74, 77, 80, 83, 85, 87, 88, 90, 91, 92, 100

REUNICLUS #579

Type: Psychic
Classification: Small | SR 14
Minimum Level Found: 10
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Multiplying Pokémon. These remarkably intelligent Pokémon fight by controlling arms that can grip with rock-crushing power.

Armor Class: 15
Hit Points: 132 | **Hit Dice:** d12
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	8 (-1)	18 (+4)	10 (+0)

Proficient Skills: Survival
Saving Throws: Wisdom, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

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

HIDDEN ABILITY

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

Starting Moves: Dizzy Punch, Psywave, Reflect, Rollout, Snatch, Hidden Power, Light Screen, Charm, Recover, Psyshock, Endeavor, Future Sight
Level 14: Pain Split, Psychic
Level 18: Skill Swap, Heal Block, Wonder Room

TM: 03, 04, 06, 10, 15, 16, 17, 18, 20, 21, 25, 27, 29, 30, 32, 33, 39, 42, 44, 45, 48, 52, 53, 56, 63, 64, 68, 73, 74, 77, 80, 83, 85, 86, 87, 88, 90, 91, 92, 100

DUCKLETT #580

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



The Water Bird Pokémon. When attacked, it uses its feathers to splash water, escaping under cover of the spray.

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

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

Proficient Skills: Acrobatics
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.

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

HIDDEN ABILITY

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

Evolution: Ducklett can evolve into Swanna at level 9 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: Water Gun, Water Sport
Level 2: Defog, Wing Attack, Water Pulse
Level 6: Aerial Ace, Bubble Beam, Feather Dance
Level 10: Aqua Ring, Air Slash, Roost
Level 14: Rain Dance, Tailwind, Brave Bird
Level 18: Hurricane

TM: 06, 07, 10, 13, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 48, 51, 55, 76, 87, 88, 90, 94, 100

Egg Moves: Air Cutter, Brine, Gust, Lucky Chant, Me First, Mirror Move, Mud Sport, Steel Wing

SWANNA #581

Type: Water/Flying
Classification: Medium | SR 9
Minimum Level Found: 5
Egg Group: Water 1, Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The White Bird Pokémon. It administers sharp, powerful pecks with its bill. It whips its long neck to deliver forceful repeated strikes.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d10
Speed: 25ft. walking, 30ft. swimming, 25ft. flying

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

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

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

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

HIDDEN ABILITY

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

Starting Moves: Defog, Water Gun, Water Sport, Wing Attack, Water Pulse
Level 6: Aerial Ace, Bubble Beam, Feather Dance
Level 10: Aqua Ring, Air Slash, Roost
Level 14: Rain Dance, Tailwind
Level 18: Brave Bird, Hurricane

TM: 06, 07, 10, 13, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 48, 51, 55, 68, 76, 87, 88, 90, 94, 100

VANILLITE #582

Type: Ice

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



The Fresh Snow Pokémon. This Pokémon formed from icicles bathed in energy from the morning sun. It sleeps buried in snow.

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 20ft. flying (hover)

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

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.

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

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Vanillite can evolve into Vanillish 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: Icicle Spear, Harden

Level 2: Astonish, Uproar, Icy Wind

Level 6: Mist, Avalanche, Taunt

Level 10: Mirror Shot, Acid Armor

Level 14: Ice Beam, Hail

Level 18: Mirror Coat, Blizzard, Sheer Cold

TM: 06, 07, 10, 12, 13, 14, 16, 17, 18, 21, 27, 32, 42, 44, 45, 48, 64, 79, 87, 88, 90, 91, 100

Egg Moves: Autotomize, Ice Shard, Imprison, Iron Defense, Magnet Rise, Natural Gift, Powder Snow, Water Pulse

VANILLISH #583

Type: Ice

Classification: Small | SR 6

Minimum Level Found: 5

Egg Group: Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



The Icy Snow Pokémon. It conceals itself from enemy eyes by creating many small ice particles and hiding among them.

Armor Class: 14

Hit Points: 50 | Hit Dice: d8

Speed: 25ft. flying (hover)

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

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.

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

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Vanillish can evolve into Vanilluxe 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: Astonish, Harden, Icicle Spear, Uproar, Icy Wind

Level 6: Mist, Avalanche, Taunt

Level 10: Mirror Shot, Acid Armor

Level 14: Ice Beam, Hail, Mirror Coat

Level 18: Blizzard, Sheer Cold

TM: 06, 07, 10, 12, 13, 14, 16, 17, 18, 21, 27, 32, 42, 44, 45, 48, 64, 79, 87, 88, 90, 91, 100

VANILLUXE #584

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



The Snowstorm Pokémon. If both heads get angry simultaneously, this Pokémon expels a blizzard, burying everything in snow.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Rock, Steel
Resistances: Ice

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.

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

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Astonish, Harden, Icicle Spear, Uproar, Weather Ball, Icy Wind, Mist, Avalanche, Taunt, Mirror Shot, Acid Armor

Level 14: Ice Beam, Hail

Level 18: Mirror Coat, Blizzard, Sheer Cold

TM: 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 21, 27, 32, 42, 44, 45, 48, 64, 68, 79, 87, 88, 90, 91, 100

DEERLING #585

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



The Season Pokémon. The turning of the seasons changes the color and scent of this Pokémon's fur. People use it to mark the seasons.

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

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

Proficient Skills: Perception, Survival
Saving Throws: Dexterity
Vulnerabilities: Bug, Fighting, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Immunities: Ghost

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

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.

HIDDEN ABILITY

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

Evolution: Deerling can evolve into Sawsbuck 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: Camouflage, Tackle, Growl

Level 2: Sand Attack, Double Kick, Leech Seed

Level 6: Feint Attack, Take Down

Level 10: Jump Kick, Aromatherapy, Energy Ball

Level 14: Charm, Nature Power

Level 18: Double-Edge, Solar Beam

TM: 01, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 30, 32, 42, 44, 45, 48, 49, 53, 73, 86, 87, 88, 90, 93, 96, 100

Egg Moves: Agility, Baton Pass, Fake Tears, Grass Whistle, Natural Gift, Odor Sleuth, Sleep Talk, Synthesis, Worry Seed

SAWSBUCK #586

Type: Normal/Grass
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Season Pokémon. The plants growing on its horns change according to the season. The leaders of the herd possess magnificent horns.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d12
Speed: 35ft. walking

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

Proficient Skills: Perception, Survival
Saving Throws: Dexterity
Vulnerabilities: Bug, Fighting, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Immunities: Ghost

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

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.

HIDDEN ABILITY

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

Starting Moves: Camouflage, Growl, Horn Leech, Megahorn, Sand Attack, Tackle, Double Kick, Leech Seed

Level 6: Feint Attack, Take Down
Level 10: Jump Kick, Aromatherapy, Energy Ball
Level 14: Charm, Nature Power
Level 18: Double-Edge, Solar Beam

TM: 01, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 27, 30, 32, 42, 44, 45, 48, 49, 53, 68, 73, 75, 86, 87, 88, 90, 93, 96, 100

EMOLGA #587

Type: Electric/Flying
Classification: Tiny | SR 7
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Sky Squirrel Pokémon. They live on treetops and glide using the inside of a cape-like membrane while discharging electricity.

Armor Class: 15
Hit Points: 34 | **Hit Dice:** d8
Speed: 25ft. walking, 25ft. climbing, 30ft. flying (hover)

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

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Ice, Rock
Resistances: Bug, Fighting, Flying, Grass, Steel
Immunities: Ground
Senses: Darkvision 30ft

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

HIDDEN ABILITY

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).

Starting Moves: Thunder Shock, Quick Attack, Tail Whip, Charge, Spark

Level 6: Pursuit, Double Team, Shock Wave
Level 10: Electro Ball, Acrobatics
Level 14: Light Screen, Encore
Level 18: Volt Switch, Agility, Discharge

TM: 06, 10, 12, 16, 17, 18, 19, 21, 24, 25, 27, 32, 40, 42, 44, 45, 48, 56, 57, 62, 72, 73, 87, 88, 89, 90, 93, 100

Egg Moves: Air Slash, Astonish, Baton Pass, Charm, Covet, Ion Deluge, Iron Tail, Roost, Shock Wave, Tickle

KARRABLAST #588

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



The Clamping Pokémon. When they feel threatened, they spit an acidic liquid to drive attackers away. This Pokémon targets Shelmet.

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

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

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

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

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

Evolution: Karrablast can evolve into Escavalier at level 8 and above, only while in the presence of a Shelmet. 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: Peck, Leer
Level 2: Endure, Fury Cutter
Level 6: Fury Attack, Headbutt
Level 10: False Swipe, Bug Buzz, Slash
Level 14: Take Down, Scary Face, X-Scissor
Level 18: Flail, Swords Dance, Double-Edge

TM: 06, 10, 17, 18, 21, 27, 32, 40, 42, 44, 45, 48, 53, 54, 75, 81, 83, 84, 87, 88, 90, 100

Egg Moves: Bug Bite, Counter, Drill Run, Feint Attack, Horn Attack, Knock Off, Megahorn, Pursuit, Screech

ESCAVALIER #589

Type: Bug/Steel
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Cavalry Pokémon. These Pokémon evolve by wearing the shell covering of a Shelmet. The steel armor protects their whole body.

Armor Class: 17
Hit Points: 55 | **Hit Dice:** d10
Speed: 35ft. flying (hover)

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison

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

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

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Double-Edge, Leer, Peck, Quick Guard, Twineedle
Level 6: Fury Attack, Headbutt
Level 10: False Swipe, Bug Buzz, Slash
Level 14: Iron Head, Iron Defense, X-Scissor
Level 18: Reversal, Swords Dance, Giga Impact

TM: 06, 10, 15, 17, 18, 21, 27, 32, 40, 42, 44, 45, 48, 52, 53, 54, 59, 67, 68, 75, 81, 83, 84, 87, 88, 90, 100

FOONGUS #590

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



The Mushroom Pokémon. For some reason, this Pokémon resembles a Poké Ball. They release poison spores to repel those who try to catch them.

Armor Class: 12
Hit Points: 20 | **Hit Dice:** d8
Speed: 10ft. walking

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

Proficient Skills: Nature, Deception
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water
Senses: Tremorsense 25ft

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.

HIDDEN ABILITY

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

Evolution: Foongus can evolve into Amoonguss 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: Absorb
Level 2: Growth, Astonish, Bide
Level 6: Mega Drain, Ingrain, Feint Attack
Level 10: Sweet Scent, Giga Drain, Toxic
Level 14: Synthesis, Clear Smog
Level 18: Solar Beam, Rage Powder, Spore

TM: 06, 09, 10, 11, 17, 18, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 66, 86, 87, 88, 90, 96, 100

Egg Moves: Body Slam, Defense Curl, Endure, Acid, Growth, Poison Powder, Rollout, Stun Spore

AMOONGUSS #591

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



The Mushroom Pokémon. They show off their Poké Ball caps to lure prey, but very few Pokémon are fooled by this.

Armor Class: 14
Hit Points: 66 | **Hit Dice:** d12
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

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

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.

HIDDEN ABILITY

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

Starting Moves: Absorb, Astonish, Bide, Growth
Level 6: Mega Drain, Ingrain, Feint Attack
Level 10: Sweet Scent, Giga Drain, Toxic
Level 14: Synthesis, Clear Smog
Level 18: Solar Beam, Rage Powder, Spore

TM: 06, 09, 10, 11, 15, 17, 18, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 66, 68, 86, 87, 88, 90, 96, 100

FRILLISH #592

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



The Floating Pokémon. They paralyze prey with poison, then drag them down to their lairs, five miles below the surface.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. swimming, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	6 (-2)	13 (+1)	10 (+0)

Proficient Skills: Deception
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Grass
Resistances: Bug, Fire, Ice, Poison, Water, Steel
Immunities: Fighting, Normal
Senses: Darkvision 30ft

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.

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.

HIDDEN ABILITY

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

Evolution: Frillish can evolve into Jellicent 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: Bubble, Water Sport
Level 2: Absorb, Night Shade, Bubble Beam
Level 6: Recover, Water Pulse
Level 10: Ominous Wind, Brine
Level 14: Rain Dance, Hex
Level 18: Hydro Pump, Wring Out, Water Spout

TM: 06, 07, 10, 12, 13, 14, 17, 18, 20, 21, 27, 29, 30, 32, 34, 36, 42, 44, 45, 48, 53, 55, 61, 77, 85, 87, 88, 90, 92, 94, 97, 98, 99, 100

Egg Moves: Acid Armor, Confuse Ray, Constrict, Mist, Pain Split, Recover

JELLICENT #593

Type: Water/Ghost
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Floating Pokémon. They propel themselves by expelling absorbed seawater from their bodies. Their favorite food is life energy.

Armor Class: 16
Hit Points: 88 | **Hit Dice:** d12
Speed: 30ft. swimming, 30ft. flying (hover)

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

Proficient Skills: Deception
Saving Throws: Wisdom
Vulnerabilities: Dark, Electric, Ghost, Grass
Resistances: Bug, Fire, Ice, Poison, Water, Steel
Immunities: Fighting, Normal
Senses: Darkvision 60ft

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.

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.

HIDDEN ABILITY

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

Starting Moves: Absorb, Bubble, Night Shade, Water Sport, Bubble Beam, Recover, Water Pulse
Level 10: Ominous Wind, Brine
Level 14: Rain Dance, Hex
Level 18: Hydro Pump, Wring Out, Water Spout

TM: 06, 07, 10, 12, 13, 14, 15, 17, 18, 20, 21, 27, 29, 30, 32, 34, 36, 42, 44, 45, 48, 53, 55, 61, 68, 77, 85, 87, 88, 90, 92, 94, 97, 98, 99, 100

ALOMOMOLA #594

Type: Water
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Water 1, Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Caring Pokémon. Floating in the open sea is how they live. When they find a wounded Pokémon, they embrace it and bring it to shore.

Armor Class: 13
Hit Points: 65 | **Hit Dice:** d12
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	22 (+6)	6 (-2)	10 (+0)	14 (+2)

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

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

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

HIDDEN ABILITY

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

Starting Moves: Pound, Water Sport, Aqua Ring, Aqua Jet, Double Slap
Level 6: Heal Pulse, Protect, Water Pulse
Level 10: Wake-Up Slap, Soak, Wish
Level 14: Brine, Safeguard, Whirlpool
Level 18: Helping Hand, Healing Wish, Wide Guard, Hydro Pump

TM: 04, 06, 07, 10, 13, 14, 16, 17, 18, 20, 21, 27, 29, 30, 32, 42, 44, 45, 48, 55, 77, 87, 88, 90, 94, 98, 100

Egg Moves: Endure, Mirror Coat, Mist, Pain Split, Refresh, Tickle

JOLTIK #595

Type: Bug/Electric
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 Attaching Pokémon. They attach themselves to large-bodied Pokémon and absorb static electricity, which they store in an electric pouch.

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

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

Proficient Skills: Survival
Saving Throws: Dexterity
Vulnerabilities: Fire, Rock
Resistances: Electric, Fighting, Grass, Steel

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

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

HIDDEN ABILITY

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

Evolution: Joltik can evolve into Galvantula 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: Absorb, Spider Web, String Shot, Thunder Wave
Level 2: Screech, Fury Cutter
Level 6: Electroweb, Bug Bite
Level 10: Gastro Acid, Slash, Electro Ball
Level 14: Signal Beam, Agility, Sucker Punch
Level 18: Discharge, Bug Buzz

TM: 06, 10, 16, 17, 18, 21, 24, 27, 28, 32, 42, 44, 45, 46, 48, 53, 57, 72, 73, 81, 83, 84, 87, 88, 90, 93, 100

Egg Moves: Camouflage, Cross Poison, Disable, Feint Attack, Pin Missile, Poison Sting, Pursuit, Rock Climb

GALVANTULA #596

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



The EleSpider Pokémon. They employ an electrically charged web to trap their prey. While it is immobilized by shock, they leisurely consume it.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fire, Rock
Resistances: Electric, Fighting, Grass, Steel

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

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

HIDDEN ABILITY

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

Starting Moves: Absorb, Spider Web, String Shot, Thunder Wave, Screech, Fury Cutter

Level 6: Electroweb, Bug Bite
Level 10: Gastro Acid, Slash, Electro Ball
Level 14: Signal Beam, Agility
Level 18: Sucker Punch, Discharge, Bug Buzz

TM: 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 28, 32, 42, 44, 45, 46, 48, 53, 57, 68, 72, 73, 81, 83, 84, 87, 88, 90, 93, 100

FERROSEED #597

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



The Thorn Seed Pokémon. They stick their spikes into cave walls and absorb the minerals they find in the rock.

Armor Class: 16
Hit Points: 19 | **Hit Dice:** d8
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire
Resistances: Dragon, Electric, Fairy, Grass, Normal, Psychic, Rock, Steel, Water
Immunities: Poison

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

Evolution: Ferroseed can evolve into Ferrothorn 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: Harden, Tackle
Level 2: Rollout, Curse
Level 6: Metal Claw, Pin Missile, Gyro Ball
Level 10: Iron Defense, Mirror Shot
Level 14: Ingrain, Self-Destruct
Level 18: Iron Head, Payback, Flash Cannon, Explosion

TM: 06, 10, 11, 17, 21, 22, 24, 27, 32, 42, 44, 48, 53, 64, 66, 69, 73, 74, 84, 87, 88, 90, 91, 96, 100

Egg Moves: Acid Spray, Bullet Seed, Gravity, Leech Seed, Rock Climb, Seed Bomb, Spikes, Stealth Rock, Worry Seed

FERROTHORN #598

Type: Grass/Steel
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Grass, Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Thorn Pod Pokémon. They attach themselves to cave ceilings, firing steel spikes at targets passing beneath them.

Armor Class: 18
Hit Points: 66 | **Hit Dice:** d12
Speed: 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire
Resistances: Dragon, Electric, Fairy, Grass, Normal, Psychic, Rock, Steel, Water
Immunities: Poison

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

HIDDEN ABILITY

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.

Starting Moves: Curse, Harden, Power Whip, Rock Climb, Rollout, Tackle

Level 6: Metal Claw, Pin Missile, Gyro Ball

Level 10: Iron Defense, Mirror Shot

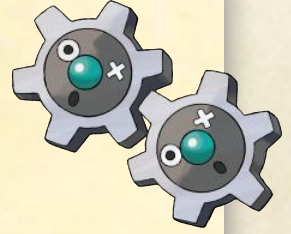
Level 14: Ingrain, Self-Destruct

Level 18: Iron Head, Payback, Flash Cannon, Explosion

TM: 06, 10, 11, 15, 17, 21, 22, 24, 25, 27, 32, 37, 40, 42, 44, 48, 53, 64, 65, 66, 68, 69, 73, 74, 75, 78, 84, 86, 87, 88, 90, 91, 96, 100

KLINK #599

Type: Steel
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/3 | 2 ASI



The Gear Pokémon. Interlocking two bodies and spinning around generates the energy they need to live.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. flying (hover)

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

Proficient Skills: Arcana
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

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

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

HIDDEN ABILITY

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

Evolution: Klink can evolve into Klang 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: Vice Grip

Level 2: Charge, Thunder Shock

Level 6: Gear Grind, Bind

Level 10: Charge Beam, Autotomize, Mirror Shot

Level 14: Screech, Discharge, Metal Sound, Shift Gear

Level 18: Lock-On, Zap Cannon, Hyper Beam

TM: 06, 10, 15, 17, 21, 24, 27, 32, 37, 42, 44, 48, 57, 69, 72, 73, 87, 88, 90, 91, 93, 100

KLANG #600

Type: Steel
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/3 | 2 ASI



The Gear Pokémon. Spinning minigears are rotated at high speed and repeatedly fired away. It is dangerous if the gears don't return.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

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

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

HIDDEN ABILITY

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

Evolution: Klang can evolve into Klinklang at level 15 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: Charge, Thunder Shock, Vice Grip
Level 6: Gear Grind, Bind
Level 10: Charge Beam, Autotomize, Mirror Shot
Level 14: Screech, Discharge, Metal Sound
Level 18: Shift Gear, Lock-On, Zap Cannon, Hyper Beam

TM: 06, 10, 15, 17, 21, 24, 27, 32, 37, 42, 44, 48, 57, 69, 72, 73, 87, 88, 90, 91, 93, 100

KLINKLANG #601

Type: Steel
Classification: Small | SR 14
Minimum Level Found: 10
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 3/3 | 2 ASI



The Gear Pokémon. The gear with the red core is rotated at high speed for a rapid energy charge.

Armor Class: 18
Hit Points: 112 | **Hit Dice:** d12
Speed: 30ft. flying (hover)

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

Proficient Skills: Arcana
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

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

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

HIDDEN ABILITY

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

Starting Moves: Charge, Gear Grind, Thunder Shock, Vice Grip, Bind, Charge Beam, Autotomize, Gear Up
Level 14: Mirror Shot, Screech, Discharge
Level 18: Metal Sound, Shift Gear, Lock-On, Zap Cannon, Hyper Beam

TM: 06, 10, 15, 17, 21, 24, 25, 27, 32, 37, 42, 44, 48, 57, 68, 69, 72, 73, 87, 88, 90, 91, 92, 93, 100

TYNAMO #602

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



The EleFish Pokémon. These Pokémon move in schools. They have an electricity-generating organ, so they discharge electricity if in danger.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 5ft. walking, 25ft. swimming, 25ft. flying (hover)

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

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

Levitate: This Pokémon is immune to ground moves.

Evolution: Tynamo can evolve into Eelektrik 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: Charge Beam, Spark, Tackle, Thunder Wave

TM: 57, 73

ELEKTRIK #603

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



The EleFish Pokémon. These Pokémon have a big appetite. When they spot their prey, they attack it and paralyze it with electricity.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 5ft. walking, 30ft. swimming, 30ft. flying (hover)

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

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

Levitate: This Pokémon is immune to ground moves.

Evolution: Eelektrik can evolve into Eelektross at level 15 and above, with the help of a Thunder 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: Charge Beam, Crunch, Headbutt, Spark, Thunder Wave, Bind

Level 6: Acid, Discharge

Level 10: Thunderbolt, Acid Spray

Level 14: Coil, Wild Charge

Level 18: Gastro Acid, Zap Cannon, Thrash

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 57, 62, 72, 73, 87, 88, 89, 90, 91, 93, 100

EELEKTROSS #604

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



The EleFish Pokémon. With their sucker mouths, they suck in prey. Then they use their fangs to shock the prey with electricity.

Armor Class: 15
Hit Points: 102 | **Hit Dice:** d12
Speed: 20ft. walking, 35ft. swimming, 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

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

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Acid, Coil, Crunch, Crush Claw, Discharge, Gastro Acid, Headbutt, Thrash, Zap Cannon

TM: 02, 05, 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 31, 32, 35, 39, 42, 44, 45, 48, 57, 62, 68, 72, 73, 80, 82, 86, 87, 88, 89, 90, 91, 93, 100

ELGYEM #605

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



The Cerebral Pokémon. This Pokémon had never been seen until it appeared from far in the desert 50 years ago.

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

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

Proficient Skills: Insight, Arcana
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Truesight 15ft

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

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

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Evolution: Elgyem can evolve into Beheeyem 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: Confusion, Growl
Level 2: Heal Block, Miracle Eye, Psybeam
Level 6: Headbutt, Hidden Power, Imprison
Level 10: Simple Beam, Zen Headbutt, Psych Up
Level 14: Psychic, Calm Mind, Recover
Level 18: Guard Split, Power Split, Synchronoise, Wonder Room

TM: 03, 04, 06, 10, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 39, 42, 44, 45, 46, 48, 49, 51, 53, 57, 63, 73, 77, 80, 85, 87, 88, 90, 92, 97, 100

Egg Moves: Ally Switch, Astonish, Barrier, Cosmic Power, Disable, Guard Swap, Nasty Plot, Power Swap, Skill Swap, Teleport

BEHEEYEM #606

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



The Cerebral Pokémon. It uses psychic power to control an opponent's brain and tamper with its memories.

Armor Class: 15
Hit Points: 80 | **Hit Dice:** d10
Speed: 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	18 (+4)	10 (+0)

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

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

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

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Starting Moves: Confusion, Growl, Heal Block, Miracle Eye, Psybeam, Headbutt, Hidden Power, Psychic Terrain

Level 10: Imprison, Simple Beam, Zen Headbutt

Level 14: Psych Up, Psychic, Calm Mind, Recover

Level 18: Guard Split, Power Split, Synchronoise, Wonder Room

TM: 03, 04, 06, 10, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 39, 42, 44, 45, 46, 48, 49, 51, 53, 57, 63, 68, 73, 77, 80, 85, 87, 88, 90, 92, 97, 100

LITWICK #607

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



The Candle Pokémon. While shining a light and pretending to be a guide, it leeches off the life force of any who follow it.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Poison, Steel
Immunities: Fighting, Normal

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.

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

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

Evolution: Litwick can evolve into Lampent 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: Astonish, Ember, Minimize

Level 2: Smog, Fire Spin, Confuse Ray, Night Shade

Level 6: Will-O-Wisp, Flame Burst

Level 10: Imprison, Hex

Level 14: Memento, Inferno, Curse

Level 18: Shadow Ball, Pain Split, Overheat

TM: 04, 06, 10, 11, 12, 17, 20, 21, 22, 27, 29, 30, 32, 35, 38, 42, 43, 44, 45, 46, 48, 50, 53, 61, 63, 66, 77, 85, 87, 88, 90, 92, 97, 100

Egg Moves: Acid, Acid Armor, Captivate, Clear Smog, Endure, Haze, Heat Wave, Power Split

LAMPENT #608

Type: Ghost/Fire
Classification: Tiny | SR 6
Minimum Level Found: 5
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Lamp Pokémon. It arrives near the moment of death and steals spirit from the body.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 25ft. flying (hover)

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

Proficient Skills: Arcana, Intimidation
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Poison, Steel
Immunities: Fighting, Normal

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.

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

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

Evolution: Lampent can evolve into Chandelure at level 15 and above, with the help of a Dusk Stone. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Astonish, Ember, Minimize, Smog, Fire Spin, Confuse Ray, Night Shade
Level 6: Will-O-Wisp, Flame Burst
Level 10: Imprison, Hex
Level 14: Memento, Inferno, Curse
Level 18: Shadow Ball, Pain Split, Overheat

TM: 04, 06, 10, 11, 12, 17, 20, 21, 22, 27, 29, 30, 32, 35, 38, 42, 43, 44, 45, 46, 48, 50, 53, 61, 63, 66, 77, 85, 87, 88, 90, 92, 97, 100

CHANDELURE #609

Type: Ghost/Fire
Classification: Small | SR 14
Minimum Level Found: 10
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Luring Pokémon. Being consumed in Chandelure's flame burns up the spirit, leaving the body behind.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d12
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	18 (+4)	10 (+0)

Proficient Skills: Arcana, Intimidation
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Poison, Steel
Immunities: Fighting, Normal

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.

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

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

Starting Moves: Confuse Ray, Flame Burst, Hex, Pain Split, Smog

TM: 04, 06, 10, 11, 12, 15, 17, 20, 21, 22, 27, 29, 30, 32, 35, 38, 42, 43, 44, 45, 46, 48, 50, 53, 61, 63, 66, 68, 77, 85, 87, 88, 90, 92, 97, 100

AXEW #610

Type: Dragon
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 Tusk Pokémon. They mark their territory by leaving gashes in trees with their tusks. If a tusk breaks, a new one grows in quickly.

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

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

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

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

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

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

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

Starting Moves: Scratch, Leer
Level 2: Assurance, Dragon Rage, Dual Chop
Level 6: Scary Face, Slash
Level 10: False Swipe, Dragon Claw
Level 14: Taunt, Dragon Pulse
Level 18: Swords Dance, Guillotine, Outrage, Giga Impact

TM: 02, 05, 06, 10, 11, 12, 17, 18, 21, 27, 32, 39, 40, 42, 44, 45, 48, 54, 56, 66, 68, 75, 81, 84, 87, 88, 90, 100

Egg Moves: Counter, Dragon Pulse, Endeavor, Endure, Focus Energy, Harden, Iron Tail, Night Slash, Razor Wind, Reversal

FRAXURE #611

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



The Axe Jaw Pokémon. Their tusks can shatter rocks. Territory battles between Fraxure can be intensely violent.

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

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

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

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

Evolution: Fraxure can evolve into Haxorus at level 15 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: Assurance, Dragon Rage, Leer, Scratch, Dual Chop
Level 6: Scary Face, Slash
Level 10: False Swipe, Dragon Claw, Dragon Dance
Level 14: Taunt, Dragon Pulse, Swords Dance
Level 18: Guillotine, Outrage, Giga Impact

TM: 02, 05, 06, 10, 11, 12, 17, 18, 21, 27, 32, 39, 40, 42, 44, 45, 48, 54, 56, 65, 66, 68, 75, 81, 82, 84, 87, 88, 90, 100

HAXORUS #612

Type: Dragon
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Axe Jaw Pokémon. Their sturdy tusks will stay sharp even if used to cut steel beams. These Pokémon are covered in hard armor.

Armor Class: 17
Hit Points: 102 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

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

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

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

Starting Moves: Assurance, Dragon Rage, Leer, Scratch, Dual Chop, Scary Face, Slash, False Swipe, Dragon Claw, Dragon Dance

Level 14: Taunt, Dragon Pulse, Swords Dance

Level 18: Guillotine, Outrage, Giga Impact

TM: 02, 05, 06, 10, 11, 12, 15, 17, 18, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 48, 52, 54, 56, 59, 65, 66, 68, 75, 78, 80, 81, 82, 84, 86, 87, 88, 90, 94, 100

CUBCHOO #613

Type: Ice
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 Chill Pokémon. Its nose is always running. It sniffs the snot back up because the mucus provides the raw material for its moves.

Armor Class: 12
Hit Points: 19 | **Hit Dice:** d8
Speed: 25ft. walking, 15ft. swimming

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

Proficient Skills: Persuasion
Saving Throws: 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.

Slush Rush: This Pokémon is immune to Hail damage, and its speed is doubled in arctic conditions, or during a hailstorm.

HIDDEN ABILITY

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

Evolution: Cubchoo can evolve into Beartic 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: Growl, Powder Snow
Level 2: Bide, Icy Wind
Level 6: Fury Swipes, Brine
Level 10: Endure, Charm
Level 14: Slash, Flail, Rest
Level 18: Blizzard, Hail, Thrash, Sheer Cold

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 39, 40, 42, 44, 45, 48, 49, 56, 65, 79, 86, 87, 88, 90, 94, 100

Egg Moves: Assurance, Avalanche, Encore, Focus Punch, Ice Punch, Night Slash, Play Rough, Sleep Talk, Yawn

BEARTIC #614

Type: Ice

Classification: Large | SR 12

Minimum Level Found: 8

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Freezing Pokémon. It freezes its breath to create fangs and claws of ice to fight with. Cold northern areas are its habitat.

Armor Class: 15

Hit Points: 97 | Hit Dice: d12

Speed: 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival

Saving Throws: Strength

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.

Slush Rush: This Pokémon is immune to Hail damage, and its speed is doubled in arctic conditions, or during a hailstorm.

HIDDEN ABILITY

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

Starting Moves: Aqua Jet, Bide, Growl, Icicle Crash, Icy Wind, Powder Snow, Superpower, Fury Swipes, Brine

Level 10: Endure, Swagger

Level 14: Slash, Flail, Rest

Level 18: Blizzard, Hail, Thrash, Sheer Cold

TM: 05, 06, 07, 08, 10, 12, 13, 14, 15, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 52, 56, 65, 68, 71, 75, 78, 79, 80, 86, 87, 88, 90, 94, 100

CRYOGONAL #615

Type: Ice

Classification: Small | SR 11

Minimum Level Found: 8

Egg Group: Gender Unknown

Gender Rate: Genderless

Evolution Stage: 1/1 | 4 ASI



The Crystallizing Pokémon. They are born in snow clouds. They use chains made of ice crystals to capture prey.

Armor Class: 17

Hit Points: 78 | Hit Dice: d10

Speed: 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Bind, Ice Shard, Rapid Spin, Sharpen, Icy Wind, Haze, Mist, Aurora Beam, Acid Armor, Ancient Power

Level 10: Ice Beam, Light Screen

Level 14: Reflect, Slash, Confuse Ray

Level 18: Recover, Freeze-Dry, Solar Beam, Night Slash, Sheer Cold

TM: 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 22, 27, 32, 33, 42, 44, 45, 48, 62, 64, 70, 79, 84, 87, 88, 90, 91, 100

SHELMET #616

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



The Snail Pokémon. It evolves when bathed in an electric-like energy along with Karrablast. The reason is still unknown.

Armor Class: 15
Hit Points: 17 | Hit Dice: d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

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

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

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: Shelmet can evolve into Accelgor at level 10 and above, only when in the presence of a Karrablast. 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: Absorb, Acid
Level 2: Bide, Curse
Level 6: Struggle Bug, Mega Drain
Level 10: Yawn, Protect, Acid Armor
Level 14: Giga Drain, Body Slam, Bug Buzz
Level 18: Recover, Guard Swap, Final Gambit

TM: 06, 09, 10, 17, 18, 21, 27, 28, 32, 36, 42, 44, 45, 48, 53, 83, 87, 88, 90, 100

Egg Moves: Baton Pass, Double-Edge, Encore, Endure, Feint, Guard Split, Mind Reader, Mud-Slap, Pursuit, Spikes

ACCELGOR #617

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



The Shell Out Pokémon. Having removed its heavy shell, it becomes very light and can fight with ninja-like movements.

Armor Class: 15
Hit Points: 72 | Hit Dice: d10
Speed: 40ft. walking

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

Proficient Skills: Athletics, Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

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

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

HIDDEN ABILITY

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

Starting Moves: Absorb, Acid Spray, Double Team, Quick Attack, Acid Armor, Struggle Bug, Mega Drain
Level 10: Swift, Me First, Agility
Level 14: Giga Drain, U-Turn
Level 18: Bug Buzz, Recover, Power Swap, Final Gambit

TM: 06, 09, 10, 15, 17, 18, 21, 27, 28, 32, 36, 37, 42, 44, 45, 48, 52, 53, 68, 83, 87, 88, 89, 90, 100

STUNFISK #618

Type: Ground/Electric
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Water 1, Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Trap Pokémon. It conceals itself in the mud of the seashore. Then it waits. When prey touch it, it delivers a jolt of electricity.

Armor Class: 16
Hit Points: 62 | **Hit Dice:** d12
Speed: 15ft. walking, 15ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	19 (+4)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass, Ground, Ice, Water
Resistances: Flying, Poison, Rock, Steel
Immunities: Electric

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.

Limber: This Pokémon is immune to being paralyzed.

HIDDEN ABILITY

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

Starting Moves: Mud-Slap, Mud Sport, Tackle, Water Gun, Bide, Thunder Shock, Mud Shot
Level 6: Camouflage, Mud Bomb
Level 10: Discharge, Endure
Level 14: Bounce, Muddy Water, Thunderbolt
Level 18: Revenge, Flail, Fissure

TM: 06, 10, 17, 18, 21, 24, 25, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 55, 66, 71, 73, 78, 80, 83, 87, 88, 90, 94, 100

Egg Moves: Astonish, Curse, Earth Power, Eerie Impulse, Me First, Pain Split, Reflect Type, Shock Wave, Sleep Talk, Spark, Spite, Yawn

MIENFOO #619

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



The Martial Arts Pokémon. They have mastered elegant combos. As they concentrate, their battle moves become swifter and more precise.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

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

Inner Focus: This Pokémon is immune to flinching.

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

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Evolution: Mienfoo can evolve into Mienshao at level 12 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: Meditate, Detect, Fake Out
Level 6: Double Slap, Swift, Calm Mind
Level 10: Force Palm, Drain Punch, Jump Kick
Level 14: U-Turn, Quick Guard, Bounce
Level 18: High Jump Kick, Reversal, Aura Sphere

TM: 01, 04, 06, 08, 10, 11, 12, 17, 18, 21, 27, 31, 32, 33, 39, 40, 42, 44, 45, 47, 48, 52, 56, 62, 66, 71, 75, 77, 80, 84, 86, 87, 88, 89, 90, 100

Egg Moves: Ally Switch, Baton Pass, Endure, Feint, Knock Off, Low Kick, Me First, Smelling Salts, Vital Throw

MIENSHAO #620

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



The Martial Arts Pokémon. They use the long fur on their arms as a whip to strike their opponents.

Armor Class: 15
Hit Points: 72 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

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

Inner Focus: This Pokémon is immune to flinching.

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

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Starting Moves: Detect, Fake Out, Meditate, Pound, Double Slap, Swift

Level 10: Calm Mind, Force Palm, Drain Punch

Level 14: Jump Kick, U-Turn, Wide Guard

Level 18: Bounce, High Jump Kick, Reversal, Aura Sphere

TM: 01, 04, 06, 08, 10, 11, 12, 15, 17, 18, 21, 27, 31, 32, 33, 39, 40, 42, 44, 45, 47, 48, 52, 56, 62, 66, 68, 71, 75, 77, 80, 84, 86, 87, 88, 89, 90, 100

DRUDDIGON #621

Type: Dragon
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Dragon, Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Cave Pokémon. It races through narrow caves, using its sharp claws to catch prey. The skin on its face is harder than a rock.

Armor Class: 17
Hit Points: 52 | **Hit Dice:** d10
Speed: 25ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	6 (-2)	13 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water
Senses: Darkvision 40ft

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.

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.

HIDDEN ABILITY

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.)

Starting Moves: Leer, Scratch, Hone Claws, Bite, Scary Face

Level 6: Dragon Rage, Slash

Level 10: Crunch, Dragon Claw, Chip Away

Level 14: Revenge, Night Slash

Level 18: Dragon Tail, Rock Climb, Superpower, Outrage

TM: 02, 05, 06, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 32, 35, 36, 39, 40, 41, 42, 44, 45, 48, 52, 56, 57, 65, 66, 68, 78, 80, 82, 87, 88, 90, 91, 94, 95, 97, 100

Egg Moves: Crush Claw, Feint Attack, Fire Fang, Glare, Iron Tail, Metal Claw, Poison Tail, Pursuit, Snatch, Sucker Punch, Thunder Fang

GOLETT #622

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



The Automaton Pokémon. These Pokémon are thought to have been created by the science of an ancient and mysterious civilization.

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

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

Proficient Skills: Athletics, Arcana
Saving Throws: Strength, Wisdom
Vulnerabilities: Dark, Ghost, Grass, Ice, Water
Resistances: Bug, Poison, Rock
Immunities: Electric, Fighting, Normal

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.

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

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

Evolution: Golett can evolve into Golurk at level 11 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: Astonish, Defense Curl, Pound
Level 2: Mud-Slap, Rollout, Shadow Punch
Level 6: Iron Defense, Stomping Tantrum
Level 10: Mega Punch, Magnitude
Level 14: Dynamic Punch, Night Shade, Curse
Level 18: Earthquake, Hammer Arm, Focus Punch

TM: 06, 10, 13, 17, 18, 20, 21, 26, 27, 29, 30, 31, 32, 39, 42, 44, 46, 47, 48, 52, 56, 69, 74, 78, 80, 86, 87, 88, 90, 100

GOLURK #623

Type: Ground/Ghost
Classification: Large | SR 11
Minimum Level Found: 8
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Automaton Pokémon. It is said that Golurk were ordered to protect people and Pokémon by the ancient people who made them.

Armor Class: 15
Hit Points: 80 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Arcana
Saving Throws: Strength, Wisdom
Vulnerabilities: Dark, Ghost, Grass, Ice, Water
Resistances: Bug, Poison, Rock
Immunities: Electric, Fighting, Normal

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.

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

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

Starting Moves: Astonish, Defense Curl, Heavy Slam, Mud-Slap, Pound, Rollout, Shadow Punch, Iron Defense, High Horsepower, Stomping Tantrum
Level 10: Mega Punch, Magnitude
Level 14: Dynamic Punch, Night Shade
Level 18: Curse, Earthquake, Hammer Arm, Focus Punch

TM: 06, 10, 13, 15, 17, 18, 20, 21, 22, 24, 26, 27, 29, 30, 31, 32, 39, 42, 44, 46, 47, 48, 52, 56, 57, 68, 69, 71, 74, 76, 78, 80, 86, 87, 88, 90, 91, 100

PAWNIARD #624

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



The Sharp Blade Pokémon. They fight at Bisharp's command. They cling to their prey and inflict damage by sinking their blades into it.

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

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

Proficient Skills: Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting, Fire, Ground
Resistances: Dark, Dragon, Flying, Ghost, Grass, Ice, Normal, Rock, Steel
Immunities: Psychic, Poison

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.

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

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

Evolution: Pawniard can evolve into Bisharp at level 13 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Scratch
Level 2: Leer, Fury Cutter
Level 6: Torment, Feint Attack, Scary Face
Level 10: Metal Claw, Slash, Assurance
Level 14: Metal Sound, Embargo, Iron Defense, Night Slash
Level 18: Iron Head, Swords Dance, Guillotine

TM: 06, 10, 12, 17, 18, 21, 27, 31, 32, 37, 39, 40, 41, 42, 44, 45, 46, 47, 48, 54, 56, 63, 65, 66, 69, 73, 75, 81, 84, 86, 87, 88, 90, 95, 97, 100

Egg Moves: Headbutt, Mean Look, Psycho Cut, Pursuit, Quick Guard, Revenge, Stealth Rock, Sucker Punch

BISHARP #625

Type: Dark/Steel
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Sword Blade Pokémon. Bisharp pursues prey in the company of a large group of Pawniard. Then Bisharp finishes off the prey.

Armor Class: 16
Hit Points: 87 | **Hit Dice:** d10
Speed: 30ft. walking

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

Proficient Skills: Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Fighting, Fire, Ground
Resistances: Dark, Dragon, Flying, Ghost, Grass, Ice, Normal, Rock, Steel
Immunities: Psychic, Poison

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.

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

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

Starting Moves: Fury Cutter, Leer, Metal Burst, Scratch, Torment
Level 10: Feint Attack, Scary Face, Metal Claw, Slash, Assurance
Level 14: Metal Sound, Embargo, Iron Defense
Level 18: Night Slash, Iron Head, Swords Dance, Guillotine

TM: 06, 10, 12, 15, 17, 18, 21, 27, 31, 32, 37, 39, 40, 41, 42, 44, 45, 46, 47, 48, 52, 54, 56, 63, 65, 66, 68, 69, 71, 73, 75, 81, 84, 86, 87, 88, 90, 95, 97, 100

BOUFFALANT #626

Type: Normal
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Bash Buffalo Pokémon. They charge wildly and headbutt everything. Their headbutts have enough destructive force to derail a train.

Armor Class: 16
Hit Points: 64 | **Hit Dice:** d12
Speed: 30ft. walking

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

Proficient Skills: Athletics, Intimidation
Saving Throws: Strength
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

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.

HIDDEN ABILITY

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

Starting Moves: Leer, Pursuit, Rage, Fury Attack
Level 6: Horn Attack, Scary Face
Level 10: Revenge, Head Charge
Level 14: Focus Energy, Megahorn
Level 18: Reversal, Thrash, Swords Dance, Giga Impact

TM: 01, 06, 10, 11, 12, 17, 18, 21, 26, 27, 32, 39, 40, 42, 44, 45, 48, 66, 67, 68, 71, 75, 78, 80, 84, 87, 88, 90, 93, 94, 100

Egg Moves: Amnesia, Belch, Headbutt, Iron Head, Mud Shot, Mud-Slap, Rock Climb, Skull Bash, Stomp

RUFFLET #627

Type: Normal/Flying
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 100% M / 0% F
Evolution Stage: 1/2 | 3 ASI



The Eaglet Pokémon. They will challenge anything, even strong opponents, without fear. Their frequent fights help them become stronger.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d8
Speed: 20ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	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.

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.

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: Rufflet can evolve into Braviary at level 13 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, Peck
Level 2: Fury Attack, Wing Attack
Level 6: Hone Claws, Scary Face
Level 10: Aerial Ace, Slash, Defog
Level 14: Tailwind, Air Slash, Crush Claw
Level 18: Sky Drop, Whirlwind, Brave Bird, Thrash

TM: 01, 06, 08, 10, 11, 17, 18, 19, 21, 27, 32, 39, 40, 42, 44, 45, 48, 51, 58, 65, 76, 80, 87, 88, 89, 90, 100

BRAVIARY #628

Type: Normal/Flying
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Flying
Gender Rate: 100% M / 0% F
Evolution Stage: 2/2 | 3 ASI



The Valiant Pokémon. The more scars they have, the more respect these brave soldiers of the sky get from their peers.

Armor Class: 15
Hit Points: 97 | **Hit Dice:** d12
Speed: 25ft. walking, 30ft. flying

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

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

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

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.

HIDDEN ABILITY

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

Starting Moves: Fury Attack, Leer, Peck, Superpower, Wing Attack, Hone Claws, Scary Face

Level 10: Aerial Ace, Slash, Defog

Level 14: Tailwind, Air Slash

Level 18: Crush Claw, Sky Drop, Whirlwind, Brave Bird, Thrash

TM: 01, 06, 08, 10, 11, 15, 17, 18, 19, 21, 27, 32, 39, 40, 42, 44, 45, 48, 51, 58, 65, 68, 76, 80, 87, 88, 89, 90, 100

VULLABY #629

Type: Dark/Flying
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 0% M / 100% F
Evolution Stage: 1/2 | 3 ASI



The Diapered Pokémon. They tend to guard their posteriors with suitable bones they have found. They pursue weak Pokémon.

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

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

Proficient Skills: None
Saving Throws: Constitution
Vulnerabilities: Electric, Fairy, Ice, Rock
Resistances: Dark, Ghost, Grass
Immunities: Ground, Psychic

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

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Evolution: Vullaby can evolve into Mandibuzz at level 13 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: Gust, Leer

Level 2: Fury Attack, Pluck

Level 6: Nasty Plot, Flatter

Level 10: Feint Attack, Punishment, Defog

Level 14: Tailwind, Air Slash, Dark Pulse

Level 18: Embargo, Whirlwind, Brave Bird, Mirror Move

TM: 06, 10, 11, 12, 17, 18, 19, 21, 27, 30, 32, 39, 40, 41, 42, 44, 45, 46, 48, 51, 63, 66, 76, 77, 87, 88, 89, 90, 95, 97, 100

Egg Moves: Fake Tears, Foul Play, Knock Off, Mean Look, Roost, Scary Face, Steel Wing

MANDIBUZZ #630

Type: Dark/Flying
Classification: Medium | SR 13
Minimum Level Found: 8
Egg Group: Flying
Gender Rate: 0% M / 100% F
Evolution Stage: 2/2 | 3 ASI



The Bone Vulture Pokémon. Watching from the sky, they swoop to strike weakened Pokémon on the ground. They decorate themselves with bones.

Armor Class: 17
Hit Points: 88 | **Hit Dice:** d12
Speed: 25ft. walking, 35ft. flying

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

Proficient Skills: Perception, Intimidation
Saving Throws: Constitution, Wisdom
Vulnerabilities: Electric, Fairy, Ice, Rock
Resistances: Dark, Ghost, Grass
Immunities: Ground, Psychic

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

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

HIDDEN ABILITY

Weak Armor: When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

Starting Moves: Bone Rush, Fury Attack, Gust, Leer, Pluck, Nasty Plot, Flatter

Level 10: Feint Attack, Punishment, Defog

Level 14: Tailwind, Air Slash, Dark Pulse

Level 18: Embargo, Whirlwind, Brave Bird, Mirror Move

TM: 06, 10, 11, 12, 15, 17, 18, 19, 21, 27, 30, 32, 39, 40, 41, 42, 44, 45, 46, 48, 51, 63, 66, 68, 76, 77, 87, 88, 89, 90, 95, 97, 100

HEATMOR #631

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



The Anteater Pokémon. Using their very hot, flame-covered tongues, they burn through Durant's steel bodies and consume their insides.

Armor Class: 14
Hit Points: 60 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

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

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

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

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

Starting Moves: Hone Claws, Incinerate, Lick, Tackle, Odor Sleuth, Bind

Level 6: Fire Spin, Fury Swipes

Level 10: Snatch, Flame Burst, Bug Bite, Slash

Level 14: Amnesia, Flamethrower, Fire Lash

Level 18: Spit Up, Stockpile, Swallow, Flare Blitz, Inferno

TM: 06, 10, 11, 12, 17, 18, 21, 22, 27, 32, 35, 38, 39, 40, 42, 44, 45, 46, 48, 50, 52, 56, 61, 65, 68, 87, 88, 90, 100

Egg Moves: Belch, Body Slam, Curse, Feint Attack, Heat Wave, Night Slash, Pursuit, Sleep Talk, Sucker Punch, Tickle, Wrap

DURANT #632

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



The Iron Ant Pokémon. Durant dig nests in mountains. They build their complicated, interconnected tunnels into mazes.

Armor Class: 17
Hit Points: 48 | **Hit Dice:** d8
Speed: 30ft. walking, 25ft. burrowing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Dexterity, Constitution
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison
Senses: Darkvision 30ft

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

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

HIDDEN ABILITY

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

Starting Moves: Bite, Fury Cutter, Sand Attack, Vice Grip, Agility, Metal Claw
Level 6: Bug Bite, Crunch
Level 10: Iron Head, Dig
Level 14: Entrainment, X-Scissor
Level 18: Iron Defense, Guillotine, Metal Sound

TM: 06, 10, 17, 21, 27, 32, 37, 39, 40, 42, 44, 45, 48, 53, 65, 68, 69, 71, 73, 80, 81, 87, 88, 90, 91, 100

Egg Moves: Baton Pass, Endure, Feint Attack, Rock Climb, Screech, Thunder Fang

DEINO #633

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



The Irate Pokémon. They cannot see, so they tackle and bite to learn about their surroundings. Their bodies are covered in wounds.

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

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

Proficient Skills: None
Saving Throws: Strength, Constitution
Vulnerabilities: Bug, Dragon, Fairy, Fighting, Ice
Resistances: Dark, Electric, Fire, Ghost, Grass, Water
Immunities: Psychic
Senses: Blindsight 10ft

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

Evolution: Deino can evolve into Zweilous at level 13 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, Tackle, Focus Energy
Level 2: Bite, Headbutt
Level 6: Dragon Breath, Roar
Level 10: Crunch, Slam, Dragon Pulse
Level 14: Work Up, Dragon Rush, Body Slam
Level 18: Scary Face, Hyper Voice, Outrage

TM: 01, 05, 06, 10, 11, 12, 17, 18, 21, 27, 32, 41, 42, 44, 45, 46, 48, 73, 77, 82, 87, 88, 90, 97, 100

Egg Moves: Assurance, Astonish, Dark Pulse, Double Hit, Earth Power, Fire Fang, Head Smash, Ice Fang, Screech, Thunder Fang

ZWEILOUS #634

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



The Hostile Pokémon. Since their two heads do not get along and compete with each other for food, they always eat too much.

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Bug, Dragon, Fairy, Fighting, Ice
Resistances: Dark, Electric, Fire, Ghost, Grass, Water
Immunities: Psychic
Senses: Blindsight 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.

Evolution: Zweilous can evolve into Hydreigon at level 17 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Bite, Double Hit, Dragon Rage, Focus Energy, Headbutt
Level 6: Dragon Breath, Roar
Level 10: Crunch, Slam, Dragon Pulse
Level 14: Work Up, Dragon Rush, Body Slam
Level 18: Scary Face, Hyper Voice, Outrage

TM: 01, 05, 06, 10, 11, 12, 17, 18, 21, 27, 32, 41, 42, 44, 45, 46, 48, 73, 77, 82, 87, 88, 90, 97, 100

HYDREIGON #635

Type: Dark/Dragon
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Brutal Pokémon. The heads on their arms do not have brains. They use all three heads to consume and destroy everything.

Armor Class: 17
Hit Points: 117 | **Hit Dice:** d12
Speed: 30ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	19 (+4)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Bug, Dragon, Fairy, Fighting, Ice
Resistances: Dark, Electric, Fire, Ghost, Grass, Water
Immunities: Psychic
Senses: Darkvision 80ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Bite, Dragon Rage, Focus Energy, Tri Attack, Headbutt, Roar, Crunch, Slam, Dragon Pulse
Level 14: Work Up, Dragon Breath
Level 18: Scary Face, Hyper Voice, Outrage

TM: 01, 05, 06, 10, 11, 12, 15, 17, 18, 19, 21, 26, 27, 32, 33, 35, 38, 39, 41, 42, 44, 45, 46, 48, 49, 51, 52, 57, 59, 62, 66, 68, 71, 73, 76, 77, 78, 80, 82, 87, 88, 89, 90, 91, 94, 97, 100

LARVESTA #636

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



The Torch Pokémon. The base of volcanoes is where they make their homes. They shoot fire from their five horns to repel attacking enemies.

Armor Class: 13
Hit Points: 42 | **Hit Dice:** d6
Speed: 25ft. walking

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Flying, Rock, Water
Resistances: Bug, Fairy, Fighting, Grass, Ice, Steel
Senses: Darkvision 25ft

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

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

Evolution: Larvesta can evolve into Volcarona 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: Ember, String Shot
Level 2: Absorb
Level 6: Take Down
Level 10: Flame Charge
Level 14: Bug Bite
Level 18: Double-Edge, Flame Wheel, Bug Buzz, Amnesia, Thrash, Flare Blitz

TM: 04, 06, 10, 11, 16, 17, 20, 21, 22, 27, 28, 29, 32, 35, 38, 42, 43, 44, 48, 50, 61, 62, 87, 88, 89, 90, 93, 100

Egg Moves: Endure, Foresight, Harden, Magnet Rise, Morning Sun, String Shot, Zen Headbutt

VOLCARONA #637

Type: Bug/Fire
Classification: Medium | SR 13
Minimum Level Found: 8
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Sun Pokémon. A sea of fire engulfs the surroundings of their battles, since they use their six wings to scatter their ember scales.

Armor Class: 16
Hit Points: 105 | **Hit Dice:** d12
Speed: 25ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Flying, Rock, Water
Resistances: Bug, Fairy, Fighting, 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

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

Starting Moves: Absorb, Amnesia, Ember, Flame Wheel, Flare Blitz, Gust, Quiver Dance, String Shot, Thrash
Level 10: Fire Spin, Whirlwind
Level 14: Silver Wind, Heat Wave, Bug Buzz
Level 18: Rage Powder, Hurricane, Fiery Dance

TM: 04, 06, 10, 11, 15, 16, 17, 19, 20, 21, 22, 27, 28, 29, 32, 35, 38, 40, 42, 43, 44, 48, 50, 61, 62, 68, 76, 84, 87, 88, 89, 90, 93, 100

COBALION #638

Type: Steel/Fighting
Classification: Large | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Iron Will Pokémon. It has a body and heart of steel. Its glare is sufficient to make even an unruly Pokémon obey it.

Armor Class: 19
Hit Points: 366 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Proficient Skills: Athletics, Persuasion
Saving Throws: Wisdom, Charisma, Strength
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dark, Dragon, Grass, Ice, Normal, Rock, Steel
Immunities: Poison
Senses: Darkvision 100ft, Truesight 100ft

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

Starting Moves: Double Kick, Leer, Metal Claw, Quick Attack, Take Down, Helping Hand, Retaliate, Iron Head, Sacred Sword, Swords Dance, Quick Guard
Level 18: Work Up, Metal Burst, Close Combat

TM: 01, 04, 05, 06, 10, 12, 15, 17, 20, 21, 27, 32, 33, 37, 40, 42, 44, 48, 52, 54, 68, 69, 71, 72, 73, 75, 77, 81, 84, 87, 88, 90, 91, 100

TERRAKION #639

Type: Rock/Fighting
Classification: Large | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Cavern Pokémon. Its charge is strong enough to break through a giant castle wall in one blow. This Pokémon is spoken of in legends.

Armor Class: 17
Hit Points: 366 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution, Wisdom
Vulnerabilities: Fairy, Fighting, Grass, Ground, Psychic, Steel, Water
Resistances: Bug, Dark, Fire, Normal, Poison, Rock
Senses: Darkvision 100ft, Truesight 100ft

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

Starting Moves: Double Kick, Leer, Quick Attack, Smack Down, Take Down, Helping Hand, Retaliate, Rock Slide, Sacred Sword, Swords Dance, Quick Guard
Level 18: Work Up, Stone Edge, Close Combat

TM: 01, 04, 05, 06, 10, 12, 15, 17, 20, 21, 23, 26, 27, 32, 33, 37, 39, 40, 42, 44, 48, 52, 54, 68, 71, 75, 77, 78, 80, 81, 84, 87, 88, 90, 100

VIRIZION #640

Type: Grass/Fighting
Classification: Large | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Grassland Pokémon. Its head sprouts horns as sharp as blades. Using whirlwind-like movements, it confounds and swiftly cuts opponents.

Armor Class: 17
Hit Points: 366 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	10 (+0)	17 (+3)	10 (+0)

Proficient Skills: Acrobatics, Survival
Saving Throws: Dexterity, Constitution, Wisdom
Vulnerabilities: Fairy, Fire, Flying, Ice, Poison, Psychic
Resistances: Dark, Electric, Grass, Ground, Rock, Water
Senses: Darkvision 100ft, Truesight 100ft

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

Starting Moves: Double Kick, Leer, Magical Leaf, Quick Attack, Take Down, Helping Hand, Retaliate, Giga Drain, Sacred Sword, Swords Dance, Quick Guard
Level 18: Work Up, Leaf Blade, Close Combat

TM: 01, 04, 05, 06, 10, 11, 12, 15, 16, 17, 20, 21, 22, 27, 32, 33, 40, 42, 44, 48, 52, 53, 54, 68, 71, 75, 77, 81, 86, 87, 88, 90, 96, 100

TORNADUS #641

Type: Flying
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Cyclone Pokémon. Tornadus expels massive energy from its tail, causing severe storms. Its power is great enough to blow houses away.

Armor Class: 16
Hit Points: 232 | **Hit Dice:** d12
Speed: 50ft. flying

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

Proficient Skills: Athletics, Acrobatics, Nature
Saving Throws: Dexterity, Strength, Wisdom
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground
Senses: Darkvision 100ft, Truesight 100ft

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.

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.

Form Change: Tornadus' default form is Incarnate Forme. When given a Reveal Glass to hold, it can change to Therian Forme at will. In Therian Forme, its abilities are replaced with Regenerator.

Starting Moves: Astonish, Gust, Swagger, Uproar, Bite, Revenge, Air Cutter, Extrasensory, Agility, Air Slash
Level 18: Crunch, Tailwind, Rain Dance, Hurricane, Dark Pulse, Hammer Arm, Thrash

TM: 06, 08, 10, 12, 15, 17, 18, 21, 23, 27, 29, 31, 32, 34, 36, 40, 41, 42, 44, 45, 46, 48, 52, 56, 58, 59, 62, 63, 66, 68, 76, 86, 87, 88, 89, 90, 97, 100

THUNDURUS #642

Type: Electric/Flying
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Bolt Strike Pokémon. The spikes on its tail discharge immense bolts of lightning. It flies around the Unova region firing off lightning bolts.

Armor Class: 16
Hit Points: 232 | **Hit Dice:** d12
Speed: 50ft. flying

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

Proficient Skills: Athletics, Acrobatics, Nature
Saving Throws: Dexterity, Strength, Wisdom
Vulnerabilities: Ice, Rock
Resistances: Bug, Fighting, Flying, Grass, Steel
Immunities: Ground
Senses: Darkvision 100ft, Truesight 100ft

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.

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.

Form Change: Thundurus' default form is Incarnate Forme. When given a Reveal Glass to hold, it can change to Therian Forme at will. In Therian Forme, its abilities are replaced with Volt Absorb.

Starting Moves: Astonish, Swagger, Thunder Shock, Uproar, Bite, Revenge, Shock Wave, Heal Block, Agility, Discharge
Level 18: Crunch, Charge, Nasty Plot, Thunder, Dark Pulse, Hammer Arm, Thrash

TM: 06, 08, 10, 12, 15, 17, 18, 21, 23, 24, 25, 27, 29, 31, 32, 34, 36, 41, 42, 44, 45, 46, 48, 52, 56, 57, 58, 59, 63, 66, 67, 68, 72, 73, 76, 86, 87, 88, 89, 90, 91, 93, 97, 100

RESHIRAM #643

Type: Dragon/Fire
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Vast White Pokémon. When Reshiram's tail flares, the heat energy moves the atmosphere and changes the world's weather.

Armor Class: 18
Hit Points: 505 | **Hit Dice:** d20
Speed: 40ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	14 (+2)	18 (+4)	10 (+0)

Proficient Skills: All Skills
Saving Throws: Wisdom, Constitution, Intelligence
Vulnerabilities: Dragon, Ground, Rock
Resistances: Bug, Electric, Fire, Grass, Steel
Senses: Darkvision 100ft, Truesight 100ft

Turboblaze: This Pokémon's moves completely ignore any ability that would hinder or prevent their effect on the target or the user's ability to hit the target.

Starting Moves: Dragon Rage, Fire Fang, Imprison, Ancient Power, Flamethrower, Dragon Breath, Slash, Extrasensory, Fusion Flare, Dragon Pulse, Crunch, Fire Blast, Outrage, Hyper Voice, Blue Flare

TM: 02, 06, 10, 11, 15, 16, 17, 19, 20, 21, 22,, 27, 29,, 30, 32, 33, 35, 38, 39, 42, 43, 44, 48, 49, 50, 51, 52, 56, 59, 61, 65, 66, 68, 71, 76, 80, 82, 87, 88, 90, 100

ZEKROM #644

Type: Dragon/Electric
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Deep Black Pokémon. This Pokémon appears in legends. In its tail, it has a giant generator that creates electricity.

Armor Class: 18
Hit Points: 505 | **Hit Dice:** d20
Speed: 40ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	14 (+2)	18 (+4)	10 (+0)

Proficient Skills: All Skills
Saving Throws: Wisdom, Constitution, Intelligence
Vulnerabilities: Dragon, Fairy, Ground, Ice
Resistances: Electric, Fire, Flying, Grass, Steel, Water
Senses: Darkvision 100ft, Truesight 100ft

Teravolt: This Pokémon's moves completely ignore any ability that would hinder or prevent their effect on the target or the user's ability to hit the target.

Starting Moves: Dragon Rage, Thunder Fang, Imprison, Ancient Power, Thunderbolt, Dragon Breath, Slash, Zen Headbutt, Fusion Bolt, Dragon Claw, Crunch, Thunder, Outrage, Hyper Voice, Bolt Strike
Level 18: Bolt Strike

TM: 02, 06, 10, 15, 16, 17, 18, 19, 20, 21, 24, 25, 27, 29, 30, 32, 33, 39, 42, 44, 48, 49, 51, 52, 56, 57, 59, 65, 66, 68, 71, 72, 73, 76, 80, 82, 87, 88, 90, 91, 93, 100

LANDORUS #645

Type: Ground/Flying
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Abundance Pokémon. The energy that comes pouring from its tail increases the nutrition in the soil, making crops grow to great size.

Armor Class: 16
Hit Points: 246 | **Hit Dice:** d12
Speed: 50ft. flying

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

Proficient Skills: Athletics, Acrobatics, Nature
Saving Throws: Dexterity, Strength, Wisdom
Vulnerabilities: Ice, Water
Resistances: Bug, Fighting, Poison
Immunities: Electric, Ground
Senses: Darkvision 100ft, Truesight 100ft

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

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.

Form Change: Landorus' default form is Incarnate Forme. When given a Reveal Glass to hold, it can change to Therian Forme at will. In Therian Forme, its abilities are replaced with Intimidate.

Starting Moves: Block, Imprison, Mud Shot, Rock Tomb, Punishment, Bulldoze, Rock Throw, Extrasensory, Swords Dance, Earth Power
Level 18: Rock Slide, Earthquake, Sandstorm, Fissure, Stone Edge, Hammer Arm, Outrage

TM: 04, 06, 08, 10, 15, 17, 21, 23, 26, 27, 29, 31, 32, 34, 36, 37, 39, 42, 44, 45, 48, 52, 56, 59, 64, 66, 68, 69, 71, 75, 76, 78, 80, 86, 87, 88, 89, 90, 100

KYUREM #646

Type: Dragon/Ice
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Boundary Pokémon. It can produce ultracold air. Its body is frozen.

Armor Class: 19
Hit Points: 524 | **Hit Dice:** d20
Speed: 40ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	22 (+6)	14 (+2)	20 (+5)	15 (+2)

Proficient Skills: All Skills
Saving Throws: All Abilities
Vulnerabilities: Dragon, Fairy, Fighting, Rock, Steel
Resistances: Electric, Grass, 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.

Form Change: While in the presence of a willing Reshiram or Zekrom, Kyurem can fuse with one of the willing Pokémon, at will, with the help of a DNA Splicer. This process is called Absorption and will result in a White Kyurem (if fused with Reshiram) or Black Kyurem (if fused with Zekrom).

Starting Moves: Dragon Rage, Icy Wind, Imprison, Ancient Power, Ice Beam, Dragon Breath, Slash, Scary Face, Glaciate, Dragon Pulse, Endeavor, Blizzard, Outrage, Hyper Voice

TM: 02, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 27, 29, 30, 32, 33, 39, 42, 44, 48, 49, 51, 52, 56, 59, 65, 66, 68, 71, 76, 80, 82, 87, 88, 90, 91, 100

WHITE KYUREM #647

Type: Dragon/Ice
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Boundary Pokémon. It can produce ultracold air. Its body is frozen.

Armor Class: 20
Hit Points: 524 | **Hit Dice:** d20
Speed: 50ft. walking, 70ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	22 (+6)	14 (+2)	22 (+6)	18 (+4)

Proficient Skills: All Skills
Saving Throws: All Abilities
Vulnerabilities: Dragon, Fairy, Fighting, Rock, Steel
Resistances: Electric, Grass, Water
Senses: Darkvision 100ft, Truesight 100ft

Turboblaze: This Pokémon's moves completely ignore any ability that would hinder or prevent their effect on the target or the user's ability to hit the target.

Starting Moves: Dragon Rage, Icy Wind, Imprison, Ancient Power, Ice Beam, Dragon Breath, Slash, Fusion Flare, Ice Burn, Dragon Pulse, Endeavor, Blizzard, Outrage, Hyper Voice

TM: 02, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 27, 29, 30, 32, 33, 39, 42, 44, 48, 49, 51, 52, 56, 59, 65, 66, 68, 71, 76, 80, 82, 87, 88, 90, 91, 101

BLACK KYUREM #646

Type: Dragon/Ice
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Boundary Pokémon. It can produce ultracold air. Its body is frozen.

Armor Class: 20
Hit Points: 524 | **Hit Dice:** d20
Speed: 50ft. walking, 70ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	14 (+2)	18 (+4)	18 (+4)

Proficient Skills: All Skills
Saving Throws: All Abilities
Vulnerabilities: Dragon, Fairy, Fighting, Rock, Steel
Resistances: Electric, Grass, Water
Senses: Darkvision 100ft, Truesight 100ft

Teravolt: This Pokémon's moves completely ignore any ability that would hinder or prevent their effect on the target or the user's ability to hit the target.

Starting Moves: Dragon Rage, Icy Wind, Imprison, Ancient Power, Ice Beam, Dragon Breath, Slash, Fusion Bolt, Freeze Shock, Dragon Pulse, Endeavor, Blizzard, Outrage, Hyper Voice

TM: 02, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 27, 29, 30, 32, 33, 39, 42, 44, 48, 49, 51, 52, 56, 59, 65, 66, 68, 71, 76, 80, 82, 87, 88, 90, 91, 102

KELDEO #647

Type: Water/Fighting
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Colt Pokémon. It crosses the world, running over the surfaces of oceans and rivers. It appears at scenic waterfronts.

Armor Class: 17
Hit Points: 366 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	19 (+4)	8 (-1)	14 (+2)	14 (+2)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Dexterity, Wisdom, Charisma
Vulnerabilities: Electric, Grass, Psychic, Fairy, Flying
Resistances: Bug, Dark, Fire, Ice, Rock, Steel, Water
Senses: Darkvision 100ft, Truesight 100ft

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

Form Change: Keldeo's standard form is Ordinary Form. When it learns the move Secret Sword, it changes into Resolute Form as long as the move is in its move list.

Starting Moves: Aqua Jet, Bubble Beam, Double Kick, Leer, Take Down, Helping Hand, Retaliate, Aqua Tail
Level 18: Secret Sword, Swords Dance, Quick Guard, Work Up, Hydro Pump, Close Combat

TM: 01, 04, 05, 06, 07, 10, 12, 15, 17, 18, 20, 21, 27, 32, 33, 40, 42, 44, 48, 52, 54, 55, 68, 71, 75, 77, 81, 84, 87, 88, 90, 94, 100

MELOETTA - ARIA #648

Type: Normal/Psychic
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Melody Pokémon. Many famous songs have been inspired by the melodies that Meloetta plays.

Armor Class: 18
Hit Points: 246 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	19 (+4)	14 (+2)	18 (+4)	18 (+4)

Proficient Skills: Acrobatics, Persuasion, Performance
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Bug, Dark
Resistances: Psychic
Immunities: Ghost
Senses: Darkvision 100ft, Truesight 100ft

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

Form Change: As long as Meloetta is outside of battle, it assumes Aria Forme. When the move Relic Song is used, Meloetta interchanges between Aria Forme and Pirouette Forme.

Starting Moves: Confusion, Quick Attack, Round, Sing, Relic Song, Teeter Dance, Acrobatics, Psybeam, Echoed Voice
Level 18: U-Turn, Wake-Up Slap, Psychic, Hyper Voice, Role Play, Close Combat, Perish Song

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 31, 32, 42, 44, 47, 48, 49, 52, 53, 56, 57, 62, 63, 65, 66, 68, 71, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

MELOETTA - PIROUETTE #648

Type: Normal/Fighting
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Melody Pokémon. Many famous songs have been inspired by the melodies that Meloetta plays.

Armor Class: 17
Hit Points: 246 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	17 (+3)	16 (+3)	16 (+3)	10 (+0)

Proficient Skills: Acrobatics, Persuasion, Performance
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Fairy, Fighting, Flying, Psychic
Resistances: Bug, Dark, Rock
Immunities: Ghost
Senses: Darkvision 100ft, Truesight 100ft

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

Form Change: As long as Meloetta is outside of battle, it assumes Aria Forme. When the move Relic Song is used, Meloetta interchanges between Aria Forme and Pirouette Forme.

Starting Moves: Confusion, Quick Attack, Round, Sing, Relic Song, Teeter Dance, Acrobatics, Psybeam, Echoed Voice
Level 18: U-Turn, Wake-Up Slap, Psychic, Hyper Voice, Role Play, Close Combat, Perish Song

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 31, 32, 42, 44, 47, 48, 49, 52, 53, 56, 57, 62, 63, 65, 66, 68, 71, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

GENESECT #649

Type: Bug/Steel
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Paleozoic Pokémon. This ancient bug Pokémon was altered by Team Plasma. They upgraded the cannon on its back.

Armor Class: 17
Hit Points: 232 | **Hit Dice:** d12
Speed: 40ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	17 (+3)	16 (+3)	16 (+3)	10 (+0)

Proficient Skills: Athletics, Acrobatics, Survival, Arcana
Saving Throws: Strength, Constitution, Wisdom
Vulnerabilities: Fire
Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison
Senses: Darkvision 100ft

Download: Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

Starting Moves: Magnet Rise, Metal Claw, Quick Attack, Screech, Techno Blast, Fury Cutter, Lock-On, Flame Charge, Magnet Bomb, Slash, Metal Sound, Signal Beam
Level 18: Tri Attack, X-Scissor, Bug Buzz, Simple Beam, Zap Cannon, Hyper Beam, Self-Destruct

TM: 06, 10, 13, 14, 15, 16, 17, 21, 22, 24, 25, 27, 29, 32, 33, 35, 40, 42, 43, 44, 48, 53, 57, 64, 65, 68, 69, 73, 76, 81, 83, 87, 88, 89, 90, 91, 97, 100

CHESPIN #650

Type: Grass
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 Spiny Nut Pokémon. The quills on its head are usually soft. When it flexes them, the points become so hard and sharp that they can pierce rock.

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+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

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

HIDDEN ABILITY

Bulletproof: This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

Evolution: Chespin can evolve into Quilladin 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, Vine Whip
Level 2: Rollout, Bite
Level 6: Leech Seed, Pin Missile
Level 10: Take Down, Seed Bomb
Level 14: Mud Shot, Bulk Up
Level 18: Body Slam, Pain Split, Wood Hammer

TM: 01, 05, 06, 08, 10, 11, 12, 17, 21, 22, 23, 27, 31, 32, 33, 36, 39, 40, 42, 44, 45, 47, 48, 53, 56, 65, 66, 71, 74, 75, 78, 80, 84, 86, 87, 88, 90, 96, 100

Egg Moves: Belly Drum, Curse, Defense Curl, Quick Guard, Rollout, Spikes, Synthesis

QUILLADIN #651

Type: Grass

Classification: Tiny | SR 5

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Spiny Armor Pokémon. It relies on its sturdy shell to deflect predators' attacks. It counterattacks with its sharp quills.

Armor Class: 15

Hit Points: 52 | **Hit Dice:** d8

Speed: 30ft. walking

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

Proficient Skills: Survival

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

Bulletproof: This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

Evolution: Quilladin can evolve into Chesnaught 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: Needle Arm, Growl, Vine Whip, Rollout, Bite

Level 6: Leech Seed, Pin Missile

Level 10: Take Down, Seed Bomb

Level 14: Mud Shot, Bulk Up

Level 18: Body Slam, Pain Split, Wood Hammer

TM: 01, 05, 06, 08, 10, 11, 12, 17, 21, 22, 23, 27, 31, 32, 33, 36, 39, 40, 42, 44, 45, 47, 48, 53, 56, 65, 66, 71, 74, 75, 78, 80, 84, 86, 87, 88, 90, 96, 100

CHESNAUGHT #652

Type: Grass/Fighting

Classification: Small | SR 13

Minimum Level Found: 10

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Spiny Armor Pokémon. Its Tackle is forceful enough to flip a 50-ton tank. It shields its allies from danger with its own body.

Armor Class: 17

Hit Points: 117 | **Hit Dice:** d12

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival

Saving Throws: Strength, Constitution

Vulnerabilities: Fairy, Fire, Flying, Ice, Poison, Psychic

Resistances: Dark, Electric, Grass, Ground, Rock, Water

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

HIDDEN ABILITY

Bulletproof: This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

Starting Moves: Spiky Shield, Needle Arm, Feint, Belly Drum, Tackle, Growl, Vine Whip, Rollout, Bite, Leech Seed, Pin Missile, Take Down

Level 14: Seed Bomb, Mud Shot, Bulk Up, Body Slam

Level 18: Pain Split, Wood Hammer, Giga Impact

TM: 01, 02, 05, 06, 08, 10, 11, 12, 15, 17, 21, 22, 23, 26, 27, 31, 32, 33, 36, 39, 40, 42, 44, 45, 47, 48, 52, 53, 56, 65, 66, 68, 71, 74, 75, 78, 80, 84, 86, 87, 88, 90, 96, 100

FENNEKIN #653

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 Fox Pokémon. Eating a twig fills it with energy, and its roomy ears give vent to air hotter than 390 degrees Fahrenheit.

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 25ft. walking

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

Proficient Skills: Perception

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

Magician: If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

Evolution: Fennekin can evolve into Braixen 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: Scratch, Tail Whip

Level 2: Ember, Howl

Level 6: Flame Charge, Psybeam, Fire Spin

Level 10: Lucky Chant, Light Screen, Psyshock

Level 14: Flamethrower, Will-O-Wisp, Psychic

Level 18: Sunny Day, Magic Room, Fire Blast

TM: 01, 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 32, 35, 38, 42, 43, 44, 45, 46, 48, 49, 50, 61, 63, 77, 85, 86, 87, 88, 90, 100

Egg Moves: Heat Wave, Hypnosis, Magic Coat, Wish

BRAIXEN #654

Type: Fire

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Fox Pokémon. It has a twig stuck in its tail. With friction from its tail fur, it sets the twig on fire and launches into battle.

Armor Class: 14

Hit Points: 47 | Hit Dice: d8

Speed: 30ft. walking

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

Proficient Skills: Perception

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

Magician: If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

Evolution: Braixen can evolve into Delphox 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: Scratch, Tail Whip, Ember, Howl

Level 6: Flame Charge, Psybeam, Fire Spin

Level 10: Lucky Chant, Light Screen

Level 14: Psyshock, Flamethrower, Will-O-Wisp

Level 18: Psychic, Sunny Day, Magic Room, Fire Blast

TM: 01, 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 32, 35, 38, 42, 43, 44, 45, 46, 48, 49, 50, 61, 63, 77, 85, 86, 87, 88, 90, 100

DELPHOX #655

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



The Fox Pokémon. It gazes into the flame at the tip of its branch to achieve a focused state, which allows it to see into the future.

Armor Class: 17
Hit Points: 117 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Insight
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Fairy, Fighting, Fire, Grass, Ice, Psychic, Steel

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

HIDDEN ABILITY

Magician: If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

Starting Moves: Mystical Fire, Role Play, Switcheroo, Shadow Ball, Scratch, Tail Whip, Ember, Howl, Flame Charge, Psybeam, Fire Spin, Lucky Chant, Light Screen

Level 14: Psyshock, Flamethrower, Will-O-Wisp, Psychic

Level 18: Sunny Day, Magic Room, Fire Blast, Future Sight

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 35, 38, 42, 43, 44, 45, 46, 48, 49, 50, 61, 63, 68, 77, 85, 86, 87, 88, 90, 92, 99, 100

FROAKIE #656

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



The Bubble Frog Pokémon. It secretes flexible bubbles from its chest and back. The bubbles reduce the damage it would otherwise take when attacked.

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

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

Proficient Skills: Survival
Saving Throws: Dexterity
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

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.

Evolution: Froakie can evolve into Frogadier 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, Quick Attack, Lick
Level 6: Water Pulse, Smokescreen, Round
Level 10: Fling, Smack Down
Level 14: Substitute, Bounce
Level 18: Double Team, Hydro Pump

TM: 01, 06, 10, 12, 13, 14, 17, 18, 21, 23, 27, 32, 39, 40, 42, 44, 45, 46, 48, 49, 55, 56, 62, 80, 86, 87, 88, 89, 90, 94, 98, 100

Egg Moves: Bestow, Camouflage, Mind Reader, Mud Sport, Water Sport, Toxic Spikes

FROGADIER #657

Type: Water

Classification: Tiny | SR 5

Minimum Level Found: 5

Egg Group: Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Bubble Frog Pokémon. It can throw bubble-covered pebbles with precise control, hitting empty cans up to a hundred feet away.

Armor Class: 14

Hit Points: 47 | Hit Dice: d8

Speed: 35ft. walking, 35ft. swimming

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

Proficient Skills: Survival, Acrobatics

Saving Throws: Dexterity

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

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.

Evolution: Frogadier can evolve into Greninja 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: Pound, Growl, Bubble, Quick Attack, Lick

Level 6: Water Pulse, Smokescreen

Level 10: Round, Fling

Level 14: Smack Down, Substitute

Level 18: Bounce, Double Team, Hydro Pump

TM: 01, 06, 10, 12, 13, 14, 17, 18, 21, 23, 27, 32, 39, 40, 42, 44, 45, 46, 48, 49, 55, 56, 62, 80, 86, 87, 88, 89, 90, 94, 97, 98, 100

GRENNINJA #658

Type: Water/Dark

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



The Ninja Pokémon. It creates throwing stars out of compressed water. When it spins them and throws them at high speed, these stars can split metal in two.

Armor Class: 16

Hit Points: 117 | Hit Dice: d12

Speed: 40ft. walking, 40ft. swimming

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

Proficient Skills: Stealth, Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass

Resistances: Dark, Fire, Ghost, Ice, Steel, Water

Immunities: Psychic

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

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: Water Shuriken, Role Play, Mat Block, Pound, Growl, Bubble, Quick Attack, Lick, Water Pulse, Smokescreen, Shadow Sneak, Spikes

Level 14: Feint Attack, Substitute, Extrasensory

Level 18: Double Team, Hydro Pump, Night Slash, Haze

TM: 01, 06, 10, 12, 13, 14, 15, 17, 18, 21, 23, 27, 32, 39, 40, 42, 44, 45, 46, 48, 49, 55, 56, 59, 62, 68, 80, 86, 87, 88, 89, 90, 94, 97, 98, 100

BUNNELBY #659

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 Digging Pokémon. They use their large ears to dig burrows. They will dig the whole night through.

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

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 10ft

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.

Cheek Pouch: When this Pokémon eats any type of berry, it heals for an additional 10% of its maximum HP (rounded up to the nearest whole number).

HIDDEN ABILITY

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.

Evolution: Bunnelby can evolve into Diggersby at level 6 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: Tackle, Agility, Leer
Level 2: Quick Attack, Double Slap, Mud-Slap
Level 6: Take Down, Mud Shot, Double Kick
Level 10: Odor Sleuth, Flail
Level 14: Dig, Bounce
Level 18: Super Fang, Facade, Earthquake

TM: 01, 06, 08, 10, 17, 21, 23, 26, 27, 31, 32, 36, 37, 39, 41, 42, 44, 45, 46, 48, 56, 66, 71, 78, 80, 86, 87, 88, 89, 90, 93, 94, 96, 100

Egg Moves: Defense Curl, Rollout, Spikes

DIGGERSBY #660

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



The Digging Pokémon. With their powerful ears, they can heft boulders of a ton or more with ease. They can be a big help at construction sites.

Armor Class: 15
Hit Points: 57 | **Hit Dice:** d10
Speed: 30ft. walking, 25ft. burrowing

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric, Ghost
Senses: Darkvision 15ft

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.

Cheek Pouch: When this Pokémon eats any type of berry, it heals for an additional 10% of its maximum HP (rounded up to the nearest whole number).

HIDDEN ABILITY

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.

Starting Moves: Rototiller, Bulldoze, Swords Dance, Tackle, Agility, Leer, Quick Attack, Double Slap, Mud-Slap

Level 6: Take Down, Mud Shot, Double Kick
Level 10: Odor Sleuth, Flail
Level 14: Dig, Bounce, Super Fang
Level 18: Facade, Earthquake, Hammer Arm

TM: 01, 06, 08, 10, 15, 17, 21, 23, 26, 27, 31, 32, 36, 37, 39, 41, 42, 44, 45, 46, 48, 56, 59, 66, 68, 71, 75, 78, 80, 86, 87, 88, 89, 90, 93, 94, 96, 100

FLETCHLING #661

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



The Tiny Robin Pokémon. These friendly Pokémon send signals to one another with beautiful chirps and tail-feather movements.

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

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

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

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

HIDDEN ABILITY

Gale Wings: This Pokémon adds an additional +1 to hit when using flying-type attacks.

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

Starting Moves: Tackle, Growl
Level 2: Quick Attack, Peck, Agility
Level 6: Flail, Roost
Level 10: Razor Wind, Natural Gift
Level 14: Flame Charge, Acrobatics, Me First
Level 18: Tailwind, Steel Wing

TM: 01, 06, 10, 11, 12, 17, 19, 21, 27, 32, 40, 42, 43, 44, 45, 46, 48, 50, 51, 62, 75, 76, 87, 88, 89, 90, 100

Egg Moves: Quick Guard, Snatch, Tailwind

FLETCHINDER #662

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



The Ember Pokémon. From its beak, it expels embers that set the tall grass on fire. Then it pounces on the bewildered prey that pop out of the grass.

Armor Class: 14
Hit Points: 52 | **Hit Dice:** d8
Speed: 20ft. walking, 30ft. flying

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

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

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

Gale Wings: This Pokémon adds an additional +1 to hit when using flying-type attacks.

Evolution: Fletchinder can evolve into Talonflame at level 13 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, Tackle, Growl, Quick Attack, Peck, Agility
Level 6: Flail, Roost
Level 10: Razor Wind, Natural Gift
Level 14: Flame Charge, Acrobatics, Me First
Level 18: Tailwind, Steel Wing

TM: 01, 06, 10, 11, 12, 17, 19, 21, 27, 32, 35, 38, 40, 42, 43, 44, 45, 46, 48, 50, 51, 61, 62, 75, 76, 87, 88, 89, 90, 100

TALONFLAME #663

Type: Fire/Flying
Classification: Small | SR 13
Minimum Level Found: 8
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Scorching Pokémon. In the fever of an exciting battle, it showers embers from the gaps between its feathers and takes to the air.

Armor Class: 16
Hit Points: 97 | **Hit Dice:** d12
Speed: 30ft. walking, 40ft. flying

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

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

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

Gale Wings: This Pokémon adds an additional +1 to hit when using flying-type attacks.

Starting Moves: Ember, Flare Blitz, Tackle, Growl, Quick Attack, Peck, Agility, Flail
Level 10: Roost, Razor Wind, Natural Gift
Level 14: Flame Charge, Acrobatics, Me First
Level 18: Tailwind, Steel Wing, Brave Bird

TM: 01, 06, 08, 10, 11, 12, 15, 17, 19, 21, 22, 27, 32, 35, 38, 40, 42, 43, 44, 45, 46, 48, 50, 51, 61, 62, 68, 75, 76, 87, 88, 89, 90, 100

SCATTERBUG #664

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 Scatterdust Pokémon. When under attack from bird Pokémon, it spews a poisonous black powder that causes paralysis on contact.

Armor Class: 11
Hit Points: 16 | **Hit Dice:** d6
Speed: 15ft. walking, 15ft. climbing

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

Proficient Skills: Survival, Stealth
Saving Throws: Constitution
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.

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

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

Starting Moves: Tackle, String Shot
Level 2: Stun Spore
Level 6: Bug Bite

TM: None

Egg Moves: Poison Powder, Rage Powder, Stun Spore

SPEWPA #665

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



The Scatterdust Pokémon. It lives hidden within thicket shadows. When predators attack, it quickly bristles the fur covering its body in an effort to threaten them.

Armor Class: 12
Hit Points: 24 | **Hit Dice:** d6
Speed: 15ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	11 (+0)	6 (-2)	11 (+0)	10 (+0)

Proficient Skills: Survival, Stealth
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.

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: Spewpa can evolve into Vivillon at level 7 and above. 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: Protect, Harden

TM: 17

VIVILLON #666

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



The Scale Pokémon. Vivillon with many different patterns are found all over the world. These patterns are affected by the climate of their habitat.

Armor Class: 14
Hit Points: 61 | **Hit Dice:** d12
Speed: 10ft. walking, 10ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Performance
Saving Throws: Constitution
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground

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

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

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.

Starting Moves: Gust, Sleep Powder, Poison Powder, Stun Spore, Struggle Bug, Light Screen
Level 6: Psybeam, Supersonic
Level 10: Draining Kiss, Aromatherapy
Level 14: Bug Buzz, Safeguard, Quiver Dance
Level 18: Hurricane, Powder

TM: 04, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 27, 29, 32, 40, 42, 44, 45, 46, 48, 53, 62, 68, 77, 83, 85, 87, 88, 89, 90, 100

LITLLO #667

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



The Lion Cub Pokémon. The stronger the opponent it faces, the more heat surges from its mane and the more power flows through its body.

Armor Class: 13
Hit Points: 19 | **Hit Dice:** d8
Speed: 25ft. walking

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

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

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

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

HIDDEN ABILITY

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

Evolution: Litleo can evolve into Pyroar 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: Tackle, Leer
Level 2: Ember, Work Up, Headbutt
Level 6: Noble Roar, Take Down
Level 10: Fire Fang, Endeavor
Level 14: Echoed Voice, Flamethrower, Crunch
Level 18: Hyper Voice, Incinerate, Overheat

TM: 01, 05, 06, 10, 11, 12, 17, 18, 21, 22, 27, 32, 35, 38, 42, 43, 44, 45, 46, 48, 49, 50, 61, 66, 78, 87, 88, 90, 93, 95, 97, 100

Egg Moves: Entrainment, Fire Spin, Snatch, Yawn

PYROAR #668

Type: Fire/Normal
Classification: Medium | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Royal Pokémon. The male with the largest mane of fire is the leader of the pride.

Armor Class: 15
Hit Points: 63 | **Hit Dice:** d12
Speed: 35ft. walking

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

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

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

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

HIDDEN ABILITY

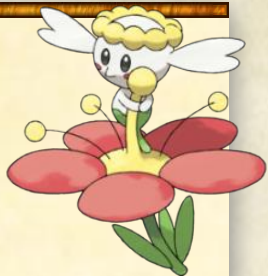
Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Starting Moves: Hyper Beam, Tackle, Leer, Ember, Work Up, Headbutt
Level 6: Noble Roar, Take Down
Level 10: Fire Fang, Endeavor
Level 14: Echoed Voice, Flamethrower, Crunch
Level 18: Hyper Voice, Incinerate, Overheat

TM: 01, 05, 06, 10, 11, 12, 15, 17, 18, 21, 22, 27, 32, 35, 38, 42, 43, 44, 45, 46, 48, 49, 50, 61, 66, 68, 78, 87, 88, 90, 93, 95, 97, 100

FLABÉBÉ #669

Type: Fairy
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Fairy
Gender Rate: 0% M / 100% F
Evolution Stage: 1/3 | 2 ASI



The Single Bloom Pokémon. It draws out and controls the hidden power of flowers. The flower Flabébé holds is most likely part of its body.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 10ft. walking, 10ft. flying (hover)

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

Proficient Skills: Medicine, Survival
Saving Throws: Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Flower Veil: Any grass-type ally within 15 feet of this Pokémon is immune to new status effects.

HIDDEN ABILITY

Symbiosis: This Pokémon may swap held items with an ally as a free action, as long as they are within 15 feet of each other.

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

Starting Moves: Tackle, Vine Whip
Level 2: Fairy Wind, Lucky Chant
Level 6: Razor Leaf, Wish, Magical Leaf
Level 10: Grassy Terrain, Petal Blizzard
Level 14: Aromatherapy, Misty Terrain, Moonblast
Level 18: Petal Dance, Solar Beam

TM: 04, 06, 10, 11, 17, 18, 20, 21, 22, 27, 29, 32, 42, 44, 45, 48, 49, 53, 86, 87, 88, 90, 96, 99, 100

Egg Moves: Camouflage, Captivate, Copycat

FLOETTE #670

Type: Fairy
Classification: Tiny | SR 8
Minimum Level Found: 5
Egg Group: Fairy
Gender Rate: 0% M / 100% F
Evolution Stage: 2/3 | 2 ASI



The Single Bloom Pokémon. It flutters around fields of flowers and cares for flowers that are starting to wilt. It draws out the hidden power of flowers to battle.

Armor Class: 15
Hit Points: 52 | **Hit Dice:** d8
Speed: 10ft. walking, 20ft. flying (hover)

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

Proficient Skills: Medicine, Survival
Saving Throws: Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Flower Veil: Any grass-type ally within 15 feet of this Pokémon is immune to new status effects.

HIDDEN ABILITY

Symbiosis: This Pokémon may swap held items with an ally as a free action, as long as they are within 15 feet of each other.

Evolution: Floette can evolve into Florges at level 12 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: Tackle, Vine Whip, Fairy Wind, Lucky Chant
Level 6: Razor Leaf, Wish
Level 10: Magical Leaf, Grassy Terrain
Level 14: Petal Blizzard, Aromatherapy, Misty Terrain
Level 18: Moonblast, Petal Dance, Solar Beam

TM: 04, 06, 10, 11, 17, 18, 20, 21, 22, 27, 29, 32, 42, 44, 45, 48, 49, 53, 86, 87, 88, 90, 96, 99, 100

FLORGES #671

Type: Fairy

Classification: Small | SR 14

Minimum Level Found: 10

Egg Group: Fairy

Gender Rate: 0% M / 100% F

Evolution Stage: 3/3 | 2 ASI



The Garden Pokémon. It claims exquisite flower gardens as its territory, and it obtains power from basking in the energy emitted by flowering plants.

Armor Class: 17

Hit Points: 127 | Hit Dice: d10

Speed: 15ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Medicine, Survival, Persuasion

Saving Throws: Charisma, Constitution

Vulnerabilities: Poison, Steel

Resistances: Bug, Dark, Fighting

Immunities: Dragon

Flower Veil: Any grass-type ally within 15 feet of this Pokémon is immune to new status effects.

HIDDEN ABILITY

Symbiosis: This Pokémon may swap held items with an ally as a free action, as long as they are within 15 feet of each other.

Starting Moves: Aromatherapy, Disarming Voice, Flower Shield, Grass Knot, Grassy Terrain, Lucky Chant, Magical Leaf

Level 14: Misty Terrain, Moonblast, Petal Blizzard

Level 18: Petal Dance, Wish

TM: 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 27, 29, 32, 42, 44, 45, 48, 49, 53, 68, 86, 87, 88, 90, 96, 99, 100

SKIDDO #672

Type: Grass

Classification: Small | SR 1

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Mount Pokémon. Thought to be one of the first Pokémon to live in harmony with humans, it has a placid disposition.

Armor Class: 13

Hit Points: 20 | Hit Dice: d8

Speed: 25ft. walking

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

Proficient Skills: Survival, Athletics

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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.

HIDDEN ABILITY

Grass Pelt: This Pokémon gains +1 to AC while in grassy terrain.

Evolution: Skiddo can evolve into Gogoat 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: Growth, Tackle

Level 2: Vine Whip, Tail Whip, Leech Seed, Razor Leaf

Level 6: Worry Seed, Synthesis, Take Down

Level 10: Bulldoze, Seed Bomb

Level 14: Bulk Up, Double-Edge

Level 18: Horn Leech, Leaf Blade, Milk Drink

TM: 01, 05, 06, 08, 10, 11, 17, 18, 21, 22, 27, 31, 32, 42, 44, 45, 48, 53, 66, 78, 80, 86, 87, 88, 90, 93, 94, 96, 100

Egg Moves: Defense Curl, Milk Drink, Rollout

GOGOAT #673

Type: Grass
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mount Pokémon. It can tell how its Trainer is feeling by subtle shifts in the grip on its horns. This empathic sense lets them run as if one being.

Armor Class: 15
Hit Points: 109 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

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.

HIDDEN ABILITY

Grass Pelt: This Pokémon gains +1 to AC while in grassy terrain.

Starting Moves: Aerial Ace, Earthquake, Growth, Tackle, Vine Whip, Tail Whip, Leech Seed, Razor Leaf, Worry Seed, Synthesis, Take Down
Level 10: Bulldoze, Seed Bomb
Level 14: Bulk Up, Double-Edge
Level 18: Horn Leech, Leaf Blade, Milk Drink

TM: 01, 05, 06, 08, 10, 11, 15, 17, 18, 21, 22, 26, 27, 31, 32, 40, 42, 44, 45, 48, 53, 66, 68, 78, 80, 86, 87, 88, 90, 93, 94, 96, 100

PANCHAM #674

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



The Playful Pokémon. It does its best to be taken seriously by its enemies, but its glare is not sufficiently intimidating. Chewing on a leaf is its trademark.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d8
Speed: 25ft. walking, 15ft. climbing

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

Proficient Skills: Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

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.

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

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: Pancham can evolve into Pangoro at level 9 and above, only if its trainer has another dark-type Pokémon in their party. 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, Tackle
Level 2: Arm Thrust, Work Up, Karate Chop
Level 6: Comet Punch, Slash
Level 10: Circle Throw, Vital Throw
Level 14: Body Slam, Crunch
Level 18: Entrainment, Parting Shot, Sky Uppercut

TM: 01, 05, 06, 08, 10, 11, 17, 18, 21, 27, 31, 32, 36, 39, 40, 41, 42, 44, 45, 47, 48, 49, 54, 56, 65, 66, 71, 75, 78, 80, 86, 87, 88, 90, 94, 97, 100

Egg Moves: Foul Play, Me First, Quash, Quick Guard, Storm Throw

PANGORO #675

Type: Fighting/Dark
Classification: Large | SR 12
Minimum Level Found: 8
Egg Group: Field, Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Daunting Pokémon. Although it possesses a violent temperament, it won't put up with bullying. It uses the leaf in its mouth to sense the movements of its enemies.

Armor Class: 15
Hit Points: 101 | **Hit Dice:** d12
Speed: 30ft. walking, 20ft. climbing

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

Proficient Skills: Intimidation, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fairy, Fighting, Flying
Resistances: Dark, Ghost, Rock
Immunities: Psychic

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.

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

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: Bullet Punch, Leer, Tackle, Arm Thrust, Work Up, Karate Chop, Comet Punch, Slash
Level 10: Circle Throw, Vital Throw, Body Slam
Level 14: Crunch, Entrainment, Parting Shot
Level 18: Sky Uppercut, Low Sweep, Taunt, Hammer Arm

TM: 01, 02, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 26, 27, 31, 32, 36, 39, 40, 41, 42, 44, 45, 46, 47, 48, 49, 52, 54, 56, 60, 63, 65, 66, 68, 71, 75, 78, 80, 81, 83, 84, 86, 87, 88, 90, 94, 95, 97, 100

FURFROU #676

Type: Normal
Classification: Small | SR 10
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Poodle Pokémon. Trimming its fluffy fur not only makes it more elegant but also increases the swiftness of its movements.

Armor Class: 16
Hit Points: 59 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

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

Fur Coat: Once per long rest, this Pokémon may halve the damage dealt to it from any one attack.

Starting Moves: Growl, Tackle, Sand Attack, Baby-Doll Eyes, Headbutt
Level 6: Tail Whip, Bite
Level 10: Odor Sleuth, Retaliate
Level 14: Take Down, Charm
Level 18: Sucker Punch, Cotton Guard

TM: 01, 05, 06, 10, 11, 17, 18, 21, 27, 32, 42, 44, 45, 48, 49, 57, 68, 73, 86, 87, 88, 89, 90, 93, 94, 95, 97, 100

Egg Moves: Captivate, Mimic, Refresh, Role Play, Work Up

ESPURR #677

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



The Restraint Pokémon. The organ that emits its intense psychic power is sheltered by its ears to keep power from leaking out.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d8
Speed: 20ft. walking, 15ft. climbing

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

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

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

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

HIDDEN ABILITY

Own Tempo: This Pokémon is immune to becoming confused.

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

Starting Moves: Leer, Scratch
Level 2: Covet, Confusion, Light Screen
Level 6: Psybeam, Fake Out, Disarming Voice
Level 10: Psyshock

TM: 01, 03, 04, 06, 10, 11, 16, 17, 18, 20, 21, 24, 27, 29, 32, 33, 41, 42, 44, 45, 48, 49, 53, 57, 66, 73, 77, 85, 87, 88, 90, 92, 97, 100

Egg Moves: Assist, Barrier, Trick, Yawn

MEOWSTIC ♂ #678

Type: Psychic
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 100% M / 0% F
Evolution Stage: 2/2 | 3 ASI



The Constraint Pokémon. When in danger, it raises its ears and releases enough psychic power to grind a 10-ton truck into dust.

Armor Class: 15
Hit Points: 58 | **Hit Dice:** d10
Speed: 30ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	6 (-2)	16 (+3)	14 (+2)

Proficient Skills: Insight, Perception
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft

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

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

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: Helping Hand, Leer, Mean Look, Scratch, Covet, Confusion, Light Screen
Level 6: Psybeam, Fake Out, Disarming Voice
Level 10: Psyshock, Charm, Miracle Eye, Reflect
Level 14: Psychic, Role Play, Imprison
Level 18: Sucker Punch, Misty Terrain, Quick Guard

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 41, 42, 44, 45, 48, 49, 53, 57, 66, 68, 73, 77, 85, 87, 88, 90, 92, 97, 100

MEOWSTIC ♀ #678

Type: Psychic
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 0% M / 100% F
Evolution Stage: 2/2 | 3 ASI



The Constraint Pokémon. When in danger, it raises its ears and releases enough psychic power to grind a 10-ton truck into dust.

Armor Class: 15
Hit Points: 58 | **Hit Dice:** d10
Speed: 30ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	6 (-2)	16 (+3)	14 (+2)

Proficient Skills: Insight, Perception
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft

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

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

HIDDEN ABILITY

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

Starting Moves: Leer, Magical Leaf, Me First, Scratch, Covet, Confusion, Light Screen

Level 6: Psybeam, Fake Out, Disarming Voice
Level 10: Psyshock, Charge Beam, Shadow Ball, Extrasensory

Level 14: Psychic, Role Play, Signal Beam
Level 18: Sucker Punch, Future Sight, Stored Power

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 32, 33, 41, 42, 44, 45, 48, 49, 53, 57, 66, 68, 73, 77, 85, 87, 88, 90, 92, 97, 100

HONEDGE #679

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



The Sword Pokémon. Apparently this Pokémon is born when a departed spirit inhabits a sword. It attaches itself to people and drinks their life force.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. flying (hover)

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

Proficient Skills: Acrobatics
Saving Throws: Wisdom, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Psychic, Rock, Steel
Immunities: Fighting, Normal, Poison

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

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

Starting Moves: Swords Dance, Tackle
Level 2: Fury Cutter, Metal Sound, Pursuit
Level 6: Autotomize, Shadow Sneak, Aerial Ace
Level 10: Retaliate, Slash, Iron Defense
Level 14: Night Slash, Power Trick
Level 18: Iron Head, Sacred Sword

TM: 06, 10, 17, 18, 21, 27, 31, 32, 33, 40, 42, 44, 45, 54, 59, 65, 74, 75, 80, 87, 88, 90, 91, 100

Egg Moves: Destiny Bond, Metal Sound, Shadow Sneak, Wide Guard

DOUBLADE #680

Type: Steel/Ghost
Classification: Small | SR 10
Minimum Level Found: 8
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Sword Pokémon. When Honedge evolves, it divides into two swords, which cooperate via telepathy to coordinate attacks and slash their enemies to ribbons.

Armor Class: 14
Hit Points: 76 | **Hit Dice:** d8
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Wisdom, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Psychic, Rock, Steel
Immunities: Fighting, Normal, Poison

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

Evolution: Doublade can evolve into Aegislash at level 15 and above with the help of a Dusk 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: Swords Dance, Tackle, Fury Cutter, Metal Sound, Pursuit, Autotomize, Shadow Sneak, Aerial Ace
Level 10: Retaliate, Slash, Iron Defense
Level 14: Night Slash, Power Trick
Level 18: Iron Head, Sacred Sword

TM: 06, 10, 17, 18, 21, 27, 31, 32, 33, 40, 42, 44, 45, 54, 59, 65, 74, 75, 80, 87, 88, 90, 91, 100

AEGISLASH #681

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



The Royal Sword Pokémon. Generations of kings were attended by these Pokémon, which used their spectral power to manipulate and control people and Pokémon.

Armor Class: 15
Hit Points: 120 | **Hit Dice:** d10
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Wisdom, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Psychic, Rock, Steel
Immunities: Fighting, Normal, Poison

Stance Change: Aegislash has two forms. When Aegislash uses King's Shield, it changes to Shield Forme, swapping its AC and DEX stats. When it uses a damaging move, Aegislash immediately returns to Blade Forme, returning its stats to normal.

Starting Moves: Aerial Ace, Autotomize, Fury Cutter, Head Smash, Iron Defense, Iron Head, King's Shield, Night Slash, Power Trick, Pursuit, Shadow Sneak, Slash, Swords Dance
Level 18: Sacred Sword, Iron Head

TM: 06, 10, 11, 15, 17, 18, 21, 27, 30, 31, 32, 33, 40, 42, 44, 45, 48, 54, 59, 65, 68, 74, 75, 80, 87, 88, 90, 91, 100

SPRITZEE #682

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



The Perfume Pokémon. It emits a scent that enraptures those who smell it. This fragrance changes depending on what it has eaten.

Armor Class: 13
Hit Points: 22 | **Hit Dice:** d10
Speed: 15ft. walking, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Persuasion, Deception
Saving Throws: Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

HIDDEN ABILITY

Aroma Veil: Any ally within 15 feet of this Pokémon automatically passes any WIS save they are required to make.

Evolution: Spritzee can evolve into Aromatisse at level 9 and above with the help of a Sacht. 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: Fairy Wind, Sweet Scent
Level 2: Sweet Kiss, Odor Sleuth, Echoed Voice
Level 6: Calm Mind, Draining Kiss
Level 10: Aromatherapy, Attract, Moonblast
Level 14: Charm, Flail, Misty Terrain
Level 18: Skill Swap, Psychic, Disarming Voice

TM: 04, 06, 10, 11, 16, 17, 18, 21, 24, 27, 29, 32, 33, 41, 42, 44, 45, 48, 49, 53, 57, 74, 77, 85, 87, 88, 90, 91, 92, 99, 100

Egg Moves: Captivate, Disable, Refresh, Wish

AROMATISSE #683

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



The Fragrance Pokémon. It devises various scents, pleasant and unpleasant, and emits scents that its enemies dislike in order to gain an edge in battle.

Armor Class: 15
Hit Points: 110 | **Hit Dice:** d12
Speed: 25ft. walking

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

Proficient Skills: Persuasion, Deception
Saving Throws: Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Healer: As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

HIDDEN ABILITY

Aroma Veil: Any ally within 15 feet of this Pokémon automatically passes any WIS save they are required to make.

Starting Moves: Aromatic Mist, Fairy Wind, Heal Pulse, Sweet Scent, Sweet Kiss, Odor Sleuth, Echoed Voice, Calm Mind, Draining Kiss
Level 10: Aromatherapy, Attract, Moonblast, Charm
Level 14: Flail, Misty Terrain, Skill Swap
Level 18: Psychic, Disarming Voice, Reflect, Psych Up

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 41, 42, 44, 45, 48, 49, 53, 57, 68, 74, 77, 85, 87, 88, 90, 91, 92, 99, 100

SWIRLIX #684

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



The Cotton Candy Pokémon. To entangle its opponents in battle, it extrudes white threads as sweet and sticky as cotton candy.

Armor Class: 14
Hit Points: 19 | **Hit Dice:** d8
Speed: 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

HIDDEN ABILITY

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

Evolution: Swirlix can evolve into Slurpuff at level 9 and above with the help of a Whipped Dream. 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: Sweet Scent, Tackle
Level 2: Fairy Wind, Play Nice, Fake Tears
Level 6: Round, Cotton Spore, Endeavor
Level 10: Aromatherapy, Draining Kiss
Level 14: Energy Ball, Cotton Guard, Wish
Level 18: Play Rough, Light Screen, Safeguard

TM: 04, 06, 10, 11, 16, 17, 18, 20, 21, 24, 27, 29, 32, 35, 42, 44, 45, 46, 48, 53, 77, 85, 87, 88, 90, 94, 99, 100

Egg Moves: After You, Belly Drum, Copycat, Yawn

SLURPUFF #685

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



The Meringue Pokémon. It can distinguish the faintest of scents. It puts its sensitive sense of smell to use by helping pastry chefs in their work.

Armor Class: 16
Hit Points: 93 | **Hit Dice:** d12
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	18 (+4)

Proficient Skills: Survival, Investigation
Saving Throws: Constitution
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

HIDDEN ABILITY

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

Starting Moves: Sweet Scent, Tackle, Fairy Wind, Play Nice, Fake Tears, Round, Cotton Spore, Endeavor
Level 10: Aromatherapy, Draining Kiss
Level 14: Energy Ball, Cotton Guard
Level 18: Wish, Play Rough, Light Screen, Safeguard

TM: 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 27, 29, 32, 35, 42, 44, 45, 46, 48, 53, 68, 77, 85, 87, 88, 90, 94, 99, 100

INKAY #686

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



The Revolving Pokémon. Opponents who stare at the flashing of the light-emitting spots on its body become dazed and lose their will to fight.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. swimming, 20ft. flying (hover)

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

Proficient Skills: Stealth, Deception
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy
Resistances: None
Immunities: Psychic

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)

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

HIDDEN ABILITY

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

Evolution: Inkay can evolve into Malamar at level 8 and above. When it evolves, its health increases by double its level, and it gains 19 points to add to its ability scores (max 20).

Starting Moves: Constrict, Peck, Tackle, Reflect
Level 2: Foul Play, Swagger, Psywave
Level 6: Topsy-Turvy, Hypnosis, Psybeam
Level 10: Switcheroo, Payback, Light Screen
Level 14: Pluck, Psycho Cut
Level 18: Slash, Night Slash, Superpower

TM: 04, 06, 10, 11, 12, 16, 17, 18, 21, 24, 27, 29, 32, 33, 35, 40, 41, 42, 44, 45, 46, 48, 56, 63, 66, 77, 80, 87, 88, 90, 92, 97, 100

Egg Moves: Camouflage, Destiny Bond, Flatter, Power Split, Simple Beam

MALAMAR #687

Type: Dark/Psychic
Classification: Medium | SR 11
Minimum Level Found: 5
Egg Group: Water 1, Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Overturning Pokémon. It wields the most compelling hypnotic powers of any Pokémon, and it forces others to do whatever it wants.

Armor Class: 16
Hit Points: 57 | **Hit Dice:** d12
Speed: 25ft. walking, 30ft. swimming, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Proficient Skills: Deception, Intimidation
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Fairy
Resistances: None
Immunities: Psychic

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)

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

HIDDEN ABILITY

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

Starting Moves: Constrict, Peck, Reversal, Tackle, Reflect, Foul Play, Swagger, Psywave
Level 6: Topsy-Turvy, Hypnosis, Psybeam
Level 10: Switcheroo, Payback, Light Screen
Level 14: Pluck, Psycho Cut
Level 18: Slash, Night Slash, Superpower

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 21, 24, 27, 29, 32, 33, 35, 40, 41, 42, 44, 45, 46, 48, 56, 59, 63, 66, 68, 77, 80, 87, 88, 90, 92, 97, 100

BINACLE #688

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



The Two-Handed Pokémon. Two Binacle live together on one rock. When they fight, one of them will move to a different rock.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 10ft. walking

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

Proficient Skills: Sleight of Hand
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison

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

Tough Claws: A successful melee attack by this Pokémon automatically gets STAB, regardless of its type. If it would normally get STAB, double the STAB bonus when adding to damage.

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: Binacle can evolve into Barbaracle 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: Sand Attack, Scratch, Shell Smash, Water Gun

Level 2: Withdraw, Fury Swipes, Slash

Level 6: Mud-Slap, Clamp

Level 10: Rock Polish, Ancient Power, Hone Claws

Level 14: Fury Cutter, Night Slash

Level 18: Razor Shell, Cross Chop

TM: 06, 10, 12, 13, 14, 17, 18, 20, 21, 23, 26, 27, 31, 32, 34, 36, 37, 39, 40, 41, 42, 44, 45, 46, 48, 54, 55, 56, 63, 65, 66, 69, 71, 75, 78, 80, 81, 83, 84, 86, 87, 88, 90, 94, 96, 100

Egg Moves: Helping Hand, Switcheroo, Tickle, Water Sport

BARBARACLE #689

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



The Collective Pokémon. When they evolve, two Binacle multiply into seven. They fight with the power of seven Binacle.

Armor Class: 17
Hit Points: 84 | **Hit Dice:** d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Sleight of Hand
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison

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

Tough Claws: A successful melee attack by this Pokémon automatically gets STAB, regardless of its type. If it would normally get STAB, double the STAB bonus when adding to damage.

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: Sand Attack, Scratch, Shell Smash, Water Gun, Withdraw, Fury Swipes, Slash, Mud-Slap, Clamp

Level 10: Rock Polish, Ancient Power, Hone Claws

Level 14: Fury Cutter, Night Slash, Razor Shell

Level 18: Cross Chop, Stone Edge, Skull Bash

TM: 02, 06, 08, 10, 12, 13, 14, 15, 17, 18, 20, 21, 23, 26, 27, 31, 32, 34, 36, 37, 39, 40, 41, 42, 44, 45, 46, 48, 52, 54, 55, 56, 59, 63, 65, 66, 68, 69, 71, 75, 78, 80, 81, 83, 84, 86, 87, 88, 90, 94, 96, 100

SKRELP #690

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



The Mock Kelp Pokémon. Camouflaged as rotten kelp, they spray liquid poison on prey that approaches unawares and then finish it off.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 25ft. swimming

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

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

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

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.

HIDDEN ABILITY

Adaptability: When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

Evolution: Skrelep can evolve into Dragalge 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: Smokescreen, Tackle, Water Gun
Level 2: Feint Attack, Tail Whip, Bubble
Level 6: Acid, Camouflage, Poison Tail
Level 10: Water Pulse, Double Team, Toxic
Level 14: Aqua Tail, Sludge Bomb
Level 18: Hydro Pump, Dragon Pulse

TM: 06, 07, 09, 10, 17, 18, 21, 24, 27, 30, 32, 34, 36, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

Egg Moves: Acid Armor, Haze, Play Rough, Toxic Spikes, Venom Drench

DRAGALGE #691

Type: Poison/Dragon
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Water 1, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Mock Kelp Pokémon. Their poison is strong enough to eat through the hull of a tanker, and they spit it indiscriminately at anything that enters their territory.

Armor Class: 17
Hit Points: 92 | **Hit Dice:** d8
Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Dragon, Ground, Ice, Psychic
Resistances: Bug, Electric, Fighting, Fire, Grass, Poison, Water

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

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.

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: Smokescreen, Tackle, Twister, Water Gun, Feint Attack, Tail Whip, Bubble, Acid, Camouflage
Level 10: Poison Tail, Water Pulse, Double Team
Level 14: Toxic, Aqua Tail, Sludge Bomb
Level 18: Hydro Pump, Dragon Pulse, Dragon Tail

TM: 06, 07, 09, 10, 15, 17, 18, 21, 24, 25, 27, 30, 32, 34, 36, 42, 44, 45, 48, 52, 55, 68, 82, 87, 88, 90, 94, 98, 100

CLAUNCHER #692

Type: Water

Classification: Tiny | SR 1

Minimum Level Found: 1

Egg Group: Water 1, Water 3

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Water Gun Pokémon. They knock down flying prey by firing compressed water from their massive claws like shooting a pistol.

Armor Class: 14

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

Speed: 15ft. walking, 20ft. swimming

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

Proficient Skills: Survival

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Mega Launcher: Aura and Pulse moves made by this Pokémon deal additional damage/healing equal to this Pokémon's proficiency bonus.

Evolution: Clauncher can evolve into Clawitzer 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: Splash, Water Gun

Level 2: Water Sport, Vice Grip, Bubble

Level 6: Flail, Bubble Beam

Level 10: Swords Dance, Crabhammer

Level 14: Water Pulse, Smack Down

Level 18: Aqua Jet, Muddy Water

TM: 06, 09, 10, 13, 17, 18, 21, 23, 27, 32, 34, 36, 42, 44, 45, 48, 55, 75, 80, 87, 88, 89, 90, 91, 94, 98, 100

Egg Moves: Aqua Jet, Crabhammer, Endure, Entrainment, Helping Hand

CLAWITZER #693

Type: Water

Classification: Medium | SR 11

Minimum Level Found: 8

Egg Group: Water 1, Water 3

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Howitzer Pokémon. Their enormous claws launch cannonballs of water powerful enough to pierce tanker hulls.

Armor Class: 16

Hit Points: 84 | **Hit Dice:** d10

Speed: 25ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Mega Launcher: Aura and Pulse moves made by this Pokémon deal additional damage/healing equal to this Pokémon's proficiency bonus.

Starting Moves: Aura Sphere, Dark Pulse, Dragon Pulse, Heal Pulse, Splash, Water Gun, Water Sport, Vice Grip, Bubble, Flail, Bubble Beam

Level 10: Swords Dance, Crabhammer

Level 14: Water Pulse, Smack Down

Level 18: Aqua Jet, Muddy Water

TM: 06, 09, 10, 13, 15, 17, 18, 21, 23, 27, 30, 32, 34, 36, 42, 44, 45, 48, 52, 55, 68, 75, 80, 87, 88, 89, 90, 91, 94, 97, 98, 100

HELIOPTILE #694

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



The Generator Pokémon. They make their home in deserts. They can generate their energy from basking in the sun, so eating food is not a requirement.

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

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

Proficient Skills: Survival, Acrobatics
Saving Throws: Constitution, Dexterity
Vulnerabilities: Fighting, Ground
Resistances: Electric, Flying, Steel
Immunities: Ghost

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.

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

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

Evolution: Helioptile can evolve into Heliolisk at level 9 and above with the help of a Sun Stone. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Pound, Tail Whip
Level 2: Thunder Shock, Charge, Mud-Slap
Level 6: Quick Attack, Razor Wind
Level 10: Parabolic Charge, Thunder Wave
Level 14: Bulldoze, Volt Switch
Level 18: Electrify, Thunderbolt

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 37, 39, 42, 44, 45, 47, 48, 57, 72, 73, 77, 78, 80, 82, 86, 87, 88, 89, 90, 93, 94, 97, 100

Egg Moves: Agility, Camouflage, Electric Terrain, Glare

HELIOOLISK #695

Type: Electric/Normal
Classification: Small | SR 11
Minimum Level Found: 8
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Generator Pokémon. They flare their frills and generate energy. A single Heliolisk can generate sufficient electricity to power a skyscraper.

Armor Class: 16
Hit Points: 84 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Acrobatics
Saving Throws: Constitution, Dexterity
Vulnerabilities: Fighting, Ground
Resistances: Electric, Flying, Steel
Immunities: Ghost

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.

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

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

Starting Moves: Charge, Eerie Impulse, Electrify, Parabolic Charge, Quick Attack, Razor Wind, Thunder

TM: 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 32, 37, 39, 42, 44, 45, 47, 48, 52, 57, 59, 68, 72, 73, 77, 78, 80, 82, 86, 87, 88, 89, 90, 93, 94, 97, 100

TYRUNT #696

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



The Royal Heir Pokémon. This Pokémon was restored from a fossil. If something happens that it doesn't like, it throws a tantrum and runs wild.

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

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

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Dragon, Fairy, Fighting, Ground, Ice, Steel
Resistances: Electric, Fire, Flying, Normal, Poison

Strong Jaw: For biting moves activated by this Pokémon (Bite, Thunder Fang, Crunch, etc.), they may roll the damage twice and choose either total.

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.

Evolution: Tyrunt can evolve into Tyrantrum at level 10 and above, only during the day. 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, Tail Whip
Level 2: Roar, Stomp, Bide
Level 6: Stealth Rock, Bite, Charm
Level 10: Ancient Power, Dragon Tail
Level 14: Crunch, Dragon Claw, Thrash
Level 18: Earthquake, Horn Drill

TM: 02, 05, 06, 10, 11, 17, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 69, 71, 78, 80, 82, 87, 88, 90, 97, 100

Egg Moves: Curse, Dragon Dance, Fire Fang, Ice Fang, Poison Fang, Rock Polish, Thunder Fang

TYRANTRUM #697

Type: Rock/Dragon
Classification: Large | SR 12
Minimum Level Found: 8
Egg Group: Monster, Dragon
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Despot Pokémon. Thanks to its gargantuan jaws, which could shred thick metal plates as if they were paper, it was invincible in the ancient world it once inhabited.

Armor Class: 16
Hit Points: 92 | **Hit Dice:** d12
Speed: 30ft. walking

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

Proficient Skills: Survival, Athletics, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Dragon, Fairy, Fighting, Ground, Ice, Steel
Resistances: Electric, Fire, Flying, Normal, Poison

Strong Jaw: For biting moves activated by this Pokémon (Bite, Thunder Fang, Crunch, etc.), they may roll the damage twice and choose either total.

HIDDEN ABILITY

Rock Head: This Pokémon takes no recoil damage.

Starting Moves: Rock Slide, Tackle, Tail Whip, Roar, Stomp, Bide, Stealth Rock, Bite, Charm
Level 10: Ancient Power, Dragon Tail, Crunch
Level 14: Dragon Claw, Thrash
Level 18: Earthquake, Horn Drill, Head Smash, Giga Impact

TM: 02, 05, 06, 10, 11, 15, 17, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 59, 68, 69, 71, 78, 80, 82, 87, 88, 90, 97, 100

AMAURA #698

Type: Rock/Ice
Classification: Small | SR 2
Minimum Level Found: 1
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Tundra Pokémon. This ancient Pokémon was restored from part of its body that had been frozen in ice for over 100 million years.

Armor Class: 13
Hit Points: 23 | **Hit Dice:** d10
Speed: 25ft. walking

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ground, Rock, Steel, Water
Resistances: Flying, Ice, Normal, Poison

Refrigerate: All of this Pokémon's normal-type moves become ice-type.

HIDDEN ABILITY

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.

Evolution: Amaura can evolve into Aurorus at level 10 and above, only at night time. 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, Powder Snow
Level 2: Thunder Wave, Rock Throw, Icy Wind
Level 6: Take Down, Mist, Aurora Beam
Level 10: Ancient Power, Round, Avalanche
Level 14: Hail, Nature Power, Encore
Level 18: Light Screen, Ice Beam, Hyper Beam, Blizzard

TM: 04, 05, 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 24, 27, 32, 33, 37, 39, 42, 44, 45, 48, 49, 57, 69, 71, 73, 77, 78, 79, 80, 82, 85, 87, 88, 90, 91, 96, 97, 100

Egg Moves: Barrier, Discharge, Haze, Magnet Rise, Mirror Coat

AURORUS #699

Type: Rock/Ice
Classification: Large | SR 13
Minimum Level Found: 8
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Tundra Pokémon. The diamond-shaped crystals on its body expel air as cold as -240 degrees Fahrenheit, surrounding its enemies and encasing them in ice.

Armor Class: 15
Hit Points: 118 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ground, Rock, Steel, Water
Resistances: Flying, Ice, Normal, Poison

Refrigerate: All of this Pokémon's normal-type moves become ice-type.

HIDDEN ABILITY

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.

Starting Moves: Freeze-Dry, Growl, Powder Snow, Thunder Wave, Rock Throw, Icy Wind, Take Down, Mist, Aurora Beam

Level 10: Ancient Power, Round, Avalanche
Level 14: Hail, Nature Power, Encore
Level 18: Light Screen, Ice Beam, Hyper Beam, Blizzard

TM: 04, 05, 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 26, 27, 29, 32, 33, 37, 39, 42, 44, 45, 48, 49, 57, 68, 69, 71, 73, 77, 78, 79, 80, 82, 85, 87, 88, 90, 91, 96, 97, 100

SYLVEON #700

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



The Intertwining Pokémon. It sends a soothing aura from its ribbonlike feelers to calm fights.

Armor Class: 16
Hit Points: 52 | **Hit Dice:** d10
Speed: 30ft. walking

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

Proficient Skills: Persuasion, Deception
Saving Throws: Dexterity, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon

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

HIDDEN ABILITY

Pixilate: All of this Pokémon's normal-type moves become fairy-type.

Starting Moves: Disarming Voice, Fairy Wind, Helping Hand, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack

Level 6: Swift, Draining Kiss

Level 10: Skill Swap, Misty Terrain

Level 14: Light Screen, Moonblast, Last Resort

Level 18: Psych Up

TM: 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 27, 30, 32, 33, 42, 44, 45, 48, 49, 68, 77, 87, 88, 90, 99, 100

HAWLUCHA #701

Type: Fighting/Flying
Classification: Small | SR 11
Minimum Level Found: 8
Egg Group: Flying, Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Wrestling Pokémon. Although its body is small, its proficient fighting skills enable it to keep up with big bruisers like Machop and Hariyama.

Armor Class: 16
Hit Points: 86 | **Hit Dice:** d10
Speed: 35ft. walking, 35ft. flying

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

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Electric, Fairy, Flying, Ice, Psychic
Resistances: Bug, Dark, Fighting, Grass
Immunities: Ground

Limber: This Pokémon is immune to being paralyzed.

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

HIDDEN ABILITY

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.)

Starting Moves: Detect, Hone Claws, Tackle, Karate Chop, Wing Attack, Roost, Aerial Ace, Encore

Level 10: Fling, Flying Press, Bounce

Level 14: Endeavor, Feather Dance

Level 18: High Jump Kick, Sky Attack, Sky Drop, Swords Dance

TM: 01, 06, 08, 10, 11, 12, 17, 18, 19, 21, 27, 31, 32, 39, 40, 41, 42, 44, 45, 47, 48, 51, 52, 54, 56, 58, 62, 66, 68, 71, 75, 76, 80, 81, 84, 86, 87, 88, 89, 90, 100

Egg Moves: Agility, Ally Switch, Baton Pass, Entrainment, Me First, Mud Sport, Quick Guard

DEDENNE #702

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



The Antenna Pokémon. Its whiskers serve as antennas. By sending and receiving electrical waves, it can communicate with others over vast distances.

Armor Class: 15
Hit Points: 48 | **Hit Dice:** d8
Speed: 30ft. walking

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

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Ground, Poison
Resistances: Bug, Dark, Electric, Fighting, Flying
Immunities: Dragon

Cheek Pouch: When this Pokémon eats any type of berry, it heals for an additional 10% of its maximum HP (rounded up to the nearest whole number).

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

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

Starting Moves: Tackle, Tail Whip, Thunder Shock, Charge

Level 6: Charm, Parabolic Charge, Nuzzle

Level 10: Thunder Wave, Volt Switch, Rest, Snore

Level 14: Charge Beam, Entrainment

Level 18: Play Rough, Thunder, Discharge

TM: 06, 10, 11, 17, 18, 21, 24, 25, 27, 32, 40, 42, 44, 45, 46, 48, 56, 57, 68, 72, 73, 86, 87, 88, 89, 90, 93, 100

Egg Moves: Covet, Eerie Impulse, Helping Hand, Natural Gift

CARBINK #703

Type: Rock/Fairy
Classification: Tiny | SR 10
Minimum Level Found: 8
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Jewel Pokémon. Born from the temperatures and pressures deep underground, it fires beams from the stone in its head.

Armor Class: 18
Hit Points: 68 | **Hit Dice:** d6
Speed: 15ft. walking

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Grass, Ground, Steel, Water
Resistances: Bug, Dark, Fire, Flying, Normal
Immunities: Dragon
Senses: Darkvision 30ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's 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: Harden, Tackle, Rock Throw, Sharpen, Smack Down, Reflect, Stealth Rock

Level 10: Guard Split, Ancient Power

Level 14: Flail, Skill Swap, Power Gem

Level 18: Stone Edge, Moonblast, Light Screen, Safeguard

TM: 04, 06, 07, 10, 11, 16, 17, 20, 21, 23, 27, 29, 32, 33, 37, 39, 42, 44, 48, 64, 69, 71, 74, 77, 80, 87, 88, 90, 92, 96, 99, 100

GOOMY #704

Type: Dragon

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



The Soft Tissue Pokémon. The weakest Dragon-type Pokémon, it lives in damp, shady places, so its body doesn't dry out.

Armor Class: 13

Hit Points: 17 | **Hit Dice:** d6

Speed: 20ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Dragon, Fairy, Ice

Resistances: Electric, Fire, Grass, Water

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.

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

HIDDEN ABILITY

Goey: When this Pokémon is hit with a melee attack, roll 1d4. On a result of 3 or 4, the attacker's speed is reduced to 0 until the end of its next turn.

Evolution: Goomy can evolve into Sliggoo at level 12 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Bubble, Tackle

Level 2: Absorb, Protect, Bide

Level 6: Dragon Breath, Rain Dance

Level 10: Flail, Body Slam

Level 14: Muddy Water

Level 18: Dragon Pulse

TM: 06, 10, 11, 17, 18, 21, 24, 27, 32, 34, 36, 42, 44, 45, 48, 80, 83, 87, 88, 90, 100

Egg Moves: Acid Armor, Counter, Curse, Endure, Iron Tail, Poison Tail

SLIGGOO #705

Type: Dragon

Classification: Small | SR 10

Minimum Level Found: 8

Egg Group: Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



The Soft Tissue Pokémon. It drives away opponents by excreting a sticky liquid that can dissolve anything. Its eyes devolved, so it can't see anything.

Armor Class: 15

Hit Points: 84 | **Hit Dice:** d8

Speed: 20ft. walking

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

Proficient Skills: Survival, Perception

Saving Throws: Constitution

Vulnerabilities: Dragon, Fairy, Ice

Resistances: Electric, Fire, Grass, Water

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.

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

HIDDEN ABILITY

Goey: When this Pokémon is hit with a melee attack, roll 1d4. On a result of 3 or 4, the attacker's speed is reduced to 0 until the end of its next turn.

Evolution: Sliggoo can evolve into Goodra at level 16 and above, only when it is raining. 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, Tackle, Absorb, Protect, Bide, Dragon Breath

Level 10: Rain Dance, Flail

Level 14: Body Slam, Muddy Water

Level 18: Dragon Pulse

TM: 06, 10, 11, 13, 14, 17, 18, 21, 24, 27, 32, 34, 36, 42, 44, 45, 48, 80, 83, 87, 88, 90, 100

GOODRA #706

Type: Dragon
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Dragon Pokémon. This very friendly Dragon-type Pokémon will hug its beloved Trainer, leaving that Trainer covered in sticky slime.

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Perception
Saving Throws: Constitution, Charisma
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

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.

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

HIDDEN ABILITY

Goopy: When this Pokémon is hit with a melee attack, roll 1d4. On a result of 3 or 4, the attacker's speed is reduced to 0 until the end of its next turn.

Starting Moves: Aqua Tail, Bubble, Feint, Tackle, Absorb, Protect, Bide, Dragon Breath, Rain Dance, Flail, Body Slam

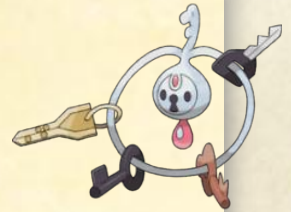
Level 14: Muddy Water

Level 18: Dragon Pulse, Power Whip, Outrage

TM: 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 24, 25, 26, 27, 32, 34, 35, 36, 38, 42, 44, 45, 48, 52, 59, 68, 78, 80, 82, 83, 87, 88, 90, 100

KLEFKI #707

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



The Key Ring Pokémon. These key collectors threaten any attackers by fiercely jingling their keys at them.

Armor Class: 15
Hit Points: 48 | **Hit Dice:** d8
Speed: 25ft. flying (hover)

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

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

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.

HIDDEN ABILITY

Magician: If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

Starting Moves: Fairy Lock, Tackle, Fairy Wind, Astonish, Metal Sound

Level 6: Spikes, Draining Kiss

Level 10: Crafty Shield, Foul Play, Torment

Level 14: Mirror Shot, Imprison, Recycle

Level 18: Play Rough, Magic Room, Heal Block

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 27, 29, 32, 33, 41, 42, 44, 45, 46, 48, 68, 73, 77, 87, 88, 90, 91, 99, 100

Egg Moves: Iron Defense, Lock-On, Switcheroo, Thief

PHANTUMP #708

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



The Stump Pokémon. These Pokémon are created when spirits possess rotten tree stumps. They prefer to live in abandoned forests.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

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

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

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

HIDDEN ABILITY

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Evolution: Phantump can evolve into Trevenant 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: Confuse Ray, Tackle
Level 2: Astonish, Growth, Ingrain
Level 6: Feint Attack, Leech Seed
Level 10: Curse, Will-O-Wisp
Level 14: Forest's Curse, Destiny Bond
Level 18: Phantom Force, Wood Hammer, Horn Leech

TM: 06, 10, 11, 17, 20, 21, 2, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 53, 61, 65, 78, 80, 84, 85, 86, 87, 88, 90, 92, 96, 97, 100

Egg Moves: Bestow, Grudge, Imprison, Venom Drench

TREVENANT #709

Type: Ghost/Grass
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Grass, Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Elder Tree Pokémon. It can control trees at will. It will trap people who harm the forest, so they can never leave.

Armor Class: 15
Hit Points: 84 | **Hit Dice:** d12
Speed: 25ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Survival, Deception, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Dark, Fire, Flying, Ghost, Ice
Resistances: Electric, Grass, Ground, Water
Immunities: Fighting, Normal
Senses: Darkvision 60ft

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

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

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: Confuse Ray, Shadow Claw, Tackle, Astonish, Growth, Ingrain, Feint Attack
Level 10: Leech Seed, Curse, Will-O-Wisp
Level 14: Forest's Curse, Destiny Bond
Level 18: Phantom Force, Wood Hammer, Horn Leech

TM: 04, 06, 10, 11, 15, 17, 20, 21, 22, 26,, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 52, 53, 59, 61, 65, 68, 78, 80, 81, 84, 85, 86, 87, 88, 90, 92, 96, 97, 100

PUMPKABOO #710

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



The Pumpkin Pokémon. The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking, 25ft. flying (hover)

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

Proficient Skills: Deception
Saving Throws: Constitution
Vulnerabilities: Dark, Fire, Flying, Ghost, Ice
Resistances: Electric, Grass, Ground, Water
Immunities: Fighting, Normal
Senses: Darkvision 50ft

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.

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

HIDDEN ABILITY

Insomnia: This Pokémon is immune to sleep.

Variable Size: Pumpkaboo come in a variety of sizes: Small, Average, Large, and Supersize (All considered "Small" for D&D). The stat block above is for its Small variety. For each size above Small, decrease its DEX by -1 and raise its CON by +1.

Evolution: Pumpkaboo can evolve into Gourgeist 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: Astonish, Confuse Ray, Trick, Scary Face

Level 2: Worry Seed

Level 6: Razor Leaf, Leech Seed

Level 10: Bullet Seed, Shadow Sneak

Level 14: Shadow Ball, Trick-or-Treat

Level 18: Pain Split, Seed Bomb

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 29, 30, 32, 35, 36, 38, 42, 43, 44, 45, 46, 48, 53, 57, 61, 64, 74, 80, 85, 86, 87, 88, 90, 92, 96, 97, 100

Egg Moves: Bestow, Destiny Bond, Disable

GOURGEIST #711

Type: Ghost/Grass
Classification: Varies | SR 12
Minimum Level Found: 8
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Pumpkin Pokémon. Singing in eerie voices, they wander town streets on the night of the new moon. Anyone who hears their song is cursed.

Armor Class: 18
Hit Points: 84 | **Hit Dice:** d10
Speed: 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	16 (+3)	10 (+0)

Proficient Skills: Deception
Saving Throws: Constitution, Wisdom
Vulnerabilities: Dark, Fire, Flying, Ghost, Ice
Resistances: Electric, Grass, Ground, Water
Immunities: Fighting, Normal
Senses: Darkvision 75ft

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.

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

HIDDEN ABILITY

Insomnia: This Pokémon is immune to sleep.

Variable Size: Gourgeist come in a variety of sizes: Small, Average, Large, and Supersize (All considered "Small" for D&D). The stat block above is for its Small variety. For each size above Small, decrease its DEX by -1 and raise its CON by +1.

Starting Moves: Astonish, Confuse Ray, Trick, Scary Face, Worry Seed, Razor Leaf, Leech Seed

Level 10: Bullet Seed, Shadow Sneak

Level 14: Shadow Ball, Pain Split, Seed Bomb

Level 18: Phantom Force, Trick-or-Treat, Explosion

TM: 06, 10, 11, 15, 16, 17, 20, 21, 22, 27, 29, 30, 32, 35, 36, 38, 42, 43, 44, 45, 46, 48, 52, 53, 57, 61, 64, 68, 74, 80, 85, 86, 87, 88, 90, 92, 96, 97, 100

BERGMITE #712

Type: Ice

Classification: Small | SR 1/4

Minimum Level Found: 1

Egg Group: Monster, Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Ice Chunk Pokémon. It blocks opponents' attacks with the ice that shields its body. It uses cold air to repair any cracks with new ice.

Armor Class: 13

Hit Points: 19 | Hit Dice: d8

Speed: 15ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Own Tempo: This Pokémon is immune to becoming confused.

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

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.

Evolution: Bergmite can evolve into Avalugg 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: Bite, Harden, Tackle

Level 2: Powder Snow, Icy Wind

Level 6: Take Down, Sharpen, Curse

Level 10: Ice Fang, Ice Ball

Level 14: Rapid Spin, Avalanche

Level 18: Blizzard, Recover, Double-Edge

TM: 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 39, 42, 44, 45, 48, 69, 71, 74, 79, 80, 87, 88, 90, 91, 94, 100

Egg Moves: Barrier, Mirror Coat, Mist, Recover

AVALUGG #713

Type: Ice

Classification: Medium | SR 1/3

Minimum Level Found: 8

Egg Group: Monster, Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Iceberg Pokémon. Its ice-covered body is as hard as steel. Its cumbersome frame crushes anything that stands in its way.

Armor Class: 20

Hit Points: 93 | Hit Dice: d12

Speed: 25ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution, Strength

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Own Tempo: This Pokémon is immune to becoming confused.

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

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: Bite, Body Slam, Harden, Iron Defense, Tackle, Wide Guard, Powder Snow, Icy Wind, Take Down, Sharpen, Curse

Level 10: Ice Fang, Ice Ball

Level 14: Rapid Spin, Avalanche, Blizzard

Level 18: Recover, Double-Edge, Skull Bash, Crunch

TM: 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 26, 27, 32, 39, 42, 44, 45, 48, 68, 69, 71, 74, 78, 79, 80, 87, 88, 90, 91, 94, 100

NOIBAT #714

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



The Sound Wave Pokémon. They live in pitch-black caves. Their enormous ears can emit ultrasonic waves of 200,000 hertz.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 15ft. walking, 25ft. flying

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

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground
Senses: Blindsight 80ft

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

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

HIDDEN ABILITY

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

Evolution: Noibat can evolve into Noivern at level 12 and above. 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: Screech, Supersonic, Tackle
Level 2: Absorb, Gust, Bite
Level 6: Wing Attack, Agility
Level 10: Air Cutter, Roost, Razor Wind
Level 14: Tailwind, Whirlwind
Level 18: Super Fang, Air Slash, Hurricane

TM: 06, 10, 11, 12, 17, 19, 21, 22, 27, 28, 29, 30, 31, 32, 40, 41, 42, 44, 45, 46, 48, 49, 51, 62, 65, 76, 81, 85, 87, 88, 89, 90, 93, 97, 100

Egg Moves: Outrage, Snatch, Switcheroo, Tailwind

NOIVERN #715

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



The Sound Wave Pokémon. They fly around on moonless nights and attack careless prey. Nothing can beat them in a battle in the dark.

Armor Class: 16
Hit Points: 102 | **Hit Dice:** d12
Speed: 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground
Senses: Blindsight 100ft

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

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

HIDDEN ABILITY

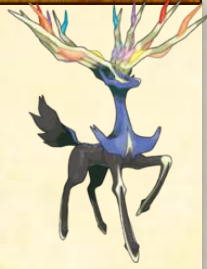
Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Starting Moves: Moonlight, Screech, Supersonic, Tackle, Absorb, Gust, Bite, Wing Attack, Agility, Air Cutter, Roost, Razor Wind
Level 14: Tailwind, Whirlwind, Super Fang
Level 18: Air Slash, Hurricane, Dragon Pulse, Boomburst

TM: 02, 06, 10, 11, 12, 15, 17, 19, 21, 22, 27, 28, 29, 30, 31, 32, 35, 40, 41, 42, 44, 45, 46, 48, 49, 51, 52, 62, 65, 68, 76, 81, 85, 87, 88, 89, 90, 93, 97, 100

XERNEAS #716

Type: Fairy
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Life Pokémon. Legends say it can share eternal life. It slept for a thousand years in the form of a tree before its revival.

Armor Class: 17
Hit Points: 505 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Proficient Skills: Medicine, Survival, Persuasion, Insight
Saving Throws: Wisdom, Constitution, Charisma
Vulnerabilities: Poison, Steel
Resistances: Bug, Dark, Fighting
Immunities: Dragon
Senses: Darkvision 100ft, Truesight 100ft

Fairy Aura: When this Pokémon is in battle, all fairy-type moves within 100 feet of you deal double their damage.

Starting Moves: Aromatherapy, Heal Pulse, Ingrain, Take Down, Light Screen, Aurora Beam, Gravity, Geomancy, Moonblast, Megahorn, Night Slash, Horn Leech, Psych Up, Misty Terrain, Nature Power, Close Combat, Giga Impact, Outrage

TM: 03, 04, 05, 06, 07, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 44, 48, 49, 52, 68, 73, 77, 80, 86, 87, 88, 90, 91, 96, 99, 100

YVELTAL #717

Type: Dark/Flying
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Destruction Pokémon. When this legendary Pokémon's wings and tail feathers spread wide and glow red, it absorbs the life force of living creatures.

Armor Class: 17
Hit Points: 505 | **Hit Dice:** d20
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Proficient Skills: Deception, Athletics, Intimidation, Insight
Saving Throws: Wisdom, Constitution, Strength
Vulnerabilities: Electric, Fairy, Ice, Rock
Resistances: Dark, Ghost, Grass
Immunities: Ground, Psychic
Senses: Darkvision 100ft, Truesight 100ft

Dark Aura: When this Pokémon is in battle, all dark-type moves by allies or opponents within 100 feet deal double their damage.

Starting Moves: Hurricane, Razor Wind, Roost, Taunt, Double Team, Air Slash, Snarl, Oblivion Wing, Disable, Dark Pulse, Foul Play, Phantom Force, Psychic, Dragon Rush, Focus Blast, Sucker Punch, Hyper Beam, Sky Attack

TM: 02, 06, 10, 11, 12, 15, 17, 18, 19, 21, 27, 29, 30, 32, 40, 41, 42, 44, 46, 48, 51, 52, 58, 62, 63, 65, 68, 76, 80, 85, 87, 88, 89, 90, 95, 97, 100

ZYGARDE 10% FORME #718

Type: Dragon/Ground
Classification: Medium | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Order Pokémon. Its sharp fangs make short work of finishing off its enemies, but it's unable to maintain this body indefinitely. After a period of time, it falls apart.

Armor Class: 16
Hit Points: 448 | **Hit Dice:** d20
Speed: 35ft. walking

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

Proficient Skills: All Skills
Saving Throws: Intelligence, Wisdom, Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric
Senses: Darkvision 100ft, Truesight 100ft

Aura Break: When this Pokémon is in battle, the boost of Fairy Aura and Dark Aura abilities is reversed, Any applicable move type activated within 100 feet deals half damage instead of double.

Power Construct: When Zygarde 10% is reduced to less than half of its maximum HP, it changes to Zygarde 50% Forme and recovers all hit points.

Starting Moves: Bite, Bulldoze, Dragon Breath, Glare, Safeguard, Dig, Bind, Land's Wrath, Sandstorm, Haze, Crunch, Earthquake, Camouflage, Dragon Pulse, Coil, Outrage

TM: 06, 10, 11, 15, 17, 20, 21, 26, 27, 31, 32, 34, 37, 42, 44, 48, 52, 68, 71, 78, 80, 82, 86, 87, 88, 90, 100

ZYGARDE 50% FORME #718

Type: Dragon/Ground
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Order Pokémon. This is Zygarde's form when it has gathered 50% of its cells. It wipes out all those who oppose it, showing not a shred of mercy.

Armor Class: 18
Hit Points: 448 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Proficient Skills: All Skills
Saving Throws: Intelligence, Wisdom, Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric
Senses: Darkvision 100ft, Truesight 100ft

Aura Break: When this Pokémon is in battle, the boost of Fairy Aura and Dark Aura abilities is reversed, Any applicable move type activated within 100 feet deals half damage instead of double.

Power Construct: When Zygarde 50% is reduced to less than half of its maximum HP, it changes to Complete Forme and recovers all hit points.

Starting Moves: Bite, Bulldoze, Dragon Breath, Glare, Safeguard, Dig, Bind, Land's Wrath, Sandstorm, Haze, Crunch, Earthquake, Camouflage, Dragon Pulse, Coil, Outrage

TM: 06, 10, 11, 15, 17, 20, 21, 26, 27, 31, 32, 34, 37, 42, 44, 48, 52, 68, 71, 78, 80, 82, 86, 87, 88, 90, 100

ZYGARDE COMPLETE

FORME #718

Type: Dragon/Ground
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Order Pokémon. This is Zygarde's form at times when it uses its overwhelming power to suppress those who endanger the ecosystem.

Armor Class: 20
Hit Points: 448 | **Hit Dice:** d20
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	30 (+10)	18 (+4)	18 (+4)	18 (+4)

Proficient Skills: All Skills
Saving Throws: Intelligence, Wisdom, Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric
Senses: Darkvision 100ft, Truesight 100ft

Power Construct: When Zygarde is reduced to less than half of its maximum HP, it changes to Complete Forme and stays in that form, regardless of HP changes.

Starting Moves: Bite, Bulldoze, Dragon Breath, Glare, Safeguard, Dig, Bind, Land's Wrath, Sandstorm, Haze, Crunch, Earthquake, Camouflage, Dragon Pulse, Coil, Outrage

TM: 06, 10, 11, 15, 17, 20, 21, 26, 27, 31, 32, 34, 37, 42, 44, 48, 52, 68, 71, 78, 80, 82, 86, 87, 88, 90, 100

DIANCIE #719

Type: Rock/Fairy
Classification: Small | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Jewel Pokémon. A sudden transformation of Carbink, its pink, glimmering body is said to be the loveliest sight in the whole world.

Armor Class: 20
Hit Points: 288 | **Hit Dice:** d12
Speed: 35ft. flying (hover)

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

Proficient Skills: Performance, Persuasion, Insight
Saving Throws: Constitution, Wisdom, Charisma
Vulnerabilities: Grass, Ground, Steel, Water
Resistances: Bug, Dark, Fire, Flying, Normal
Immunities: Dragon
Senses: Darkvision 100ft, Truesight 100ft

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

Starting Moves: Harden, Rock Throw, Tackle, Sharpen, Smack Down, Reflect, Stealth Rock, Guard Split, Ancient Power, Flail, Skill Swap, Power Gem, Trick Room, Stone Edge, Diamond Storm, Moonblast, Light Screen, Safeguard

TM: 03, 04, 06, 07, 10, 11, 15, 16, 17, 20, 21, 23, 27, 29, 32, 33, 37, 39, 42, 44, 48, 64, 68, 69, 71, 74, 77, 80, 87, 88, 90, 92, 96, 99, 100

HOOPA CONFINED #720

Type: Psychic/Ghost
Classification: Small | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Mischief Pokémon. In its true form, it possesses a huge amount of power. Legends of its avarice tell how it once carried off an entire castle to gain the treasure hidden within.

Armor Class: 17
Hit Points: 326 | **Hit Dice:** d12
Speed: 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	14 (+2)	20 (+5)	16 (+3)

Proficient Skills: Stealth, Deception, Sleight of Hand
Saving Throws: Intelligence, Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Poison, Psychic
Immunities: Fighting, Normal
Senses: Darkvision 100ft, Truesight 100ft

Magician: If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

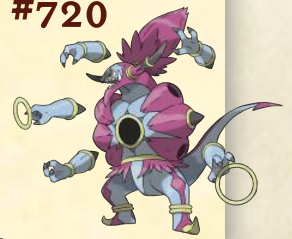
Forme Change: When holding the Prison Bottle, Hoopa Confined changes forme to Hoopa Unbound.

Starting Moves: Ally Switch, Confusion, Destiny Bond, Trick, Astonish, Magic Coat, Light Screen, Psybeam, Skill Swap, Guard Split, Power Split, Phantom Force, Zen Headbutt, Trick Room, Wonder Room, Shadow Ball, Nasty Plot, Psychic, Hyperspace Hole

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 31, 32, 33, 41, 42, 44, 46, 48, 52, 53, 56, 57, 60, 63, 68, 73, 77, 85, 86, 87, 88, 90, 92, 97, 100

HOOPA UNBOUND #720

Type: Psychic/Dark
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Mischief Pokémon. In its true form, it possesses a huge amount of power. Legends of its avarice tell how it once carried off an entire castle to gain the treasure hidden within.

Armor Class: 17
Hit Points: 326 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	19 (+4)	16 (+3)	20 (+5)	16 (+3)

Proficient Skills: Stealth, Deception, Sleight of Hand
Saving Throws: Intelligence, Wisdom, Strength
Vulnerabilities: Bug, Fairy
Resistances: None
Immunities: Psychic
Senses: Darkvision 100ft, Truesight 100ft

Magician: If not already holding an item, this Pokémon steals the held item of any Pokémon it hits with a melee attack.

Starting Moves: Ally Switch, Confusion, Destiny Bond, Trick, Astonish, Magic Coat, Light Screen, Psybeam, Skill Swap, Guard Split, Power Split, Knock Off, Trick Room, Wonder Room, Dark Pulse, Psychic, Hyperspace Fury

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 27, 29, 30, 31, 32, 33, 41, 42, 44, 46, 48, 52, 53, 56, 57, 60, 63, 68, 73, 77, 85, 86, 87, 88, 90, 92, 97, 100

VOLGANION #721

Type: Fire/Water

Classification: Medium | SR 15

Minimum Level Found: 15

Egg Group: Undiscovered

Gender Rate: Genderless

Evolution Stage: 1/1 | 4 ASI



The Steam Pokémon. It lets out billows of steam and disappears into the dense fog. It's said to live in mountains where humans do not tread.

Armor Class: 19

Hit Points: 380 | **Hit Dice:** d20

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival, Intimidation

Saving Throws: Strength, Constitution

Vulnerabilities: Ground, Electric, Rock

Resistances: Bug, Fairy, Fire, Ice, Steel

Senses: Darkvision 90ft, Tremorsense 100ft

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: Take Down, Mist, Haze, Flame Charge, Water Pulse, Stomp, Scald

Level 18: Weather Ball, Body Slam, Hydro Pump, Flare Blitz, Overheat, Explosion, Steam Eruption

TM: 05, 06, 10, 11, 15, 17, 21, 22, 23, 26, 27, 31, 32, 34, 35, 36, 37, 38, 42, 43, 44, 48, 50, 52, 55, 56, 61, 64, 68, 71, 74, 78, 80, 87, 88, 90, 91, 100