

POKÉMON 5E - GEN VII MONSTER MANUAL

STAT BLOCKS FOR ALL GENERATION VII POKÉMON

Homebrew created by JOetheDM

The following pages contain the stat blocks of all 116 Generation VII 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 V & VI Monster Manual:

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

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IDEAS/CONCERNS/QUESTIONS?

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ALOLAN RATTATA #19

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



The Mouse Pokémon. Night after night, they sneak into people's homes seeking food. A massive outbreak of them has become an issue of public concern.

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

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

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

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

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

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

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

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

TM: 06, 10, 11, 12, 13, 14, 17, 18, 21, 27, 30, 32, 36, 41, 42, 44, 45, 46, 48, 60, 63, 65, 86, 87, 88, 89, 90, 95, 97, 100

Egg Moves: Counter, Final Gambit, Fury Swipes, Me First, Revenge, Reversal, Snatch, Stockpile, Swallow, Switcheroo, Uproar

ALOLAN RATICATE #20

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



The Mouse Pokémon. It has an incredibly greedy personality. Its nest is filled with so much food gathered by Rattata at its direction, it can't possibly eat it all.

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6 (-2)	13 (+1)	8 (-1)

Proficient Skills: Perception, Stealth
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark
Immunities: Ghost, Psychic
Senses: Darkvision 80ft

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

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

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

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

TM: 05, 06, 08, 10, 11, 12, 13, 14, 15, 17, 18, 21, 27, 30, 32, 34, 36, 41, 42, 43, 44, 45, 46, 48, 60, 63, 65, 68, 75, 86, 87, 88, 89, 90, 95, 97, 100

ALOLAN RAICHU #26

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



The Mouse Pokémon. It loves pancakes prepared with a secret Alolan recipe. Some wonder whether that recipe holds the key to this Pokémon's evolution.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 35ft. walking, 35ft. flying (hover)

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

Proficient Skills: Acrobatics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost, Ground
Resistances: Electric, Fighting, Flying, Psychic, Steel

Surge Surfer: When this Pokémon begins its turn in the area of effect from Electric Terrain, its speed is doubled.

Starting Moves: Quick Attack, Growl, Thunder Shock, Play Nice, Tail Whip
Level 6: Charm, Nasty Plot, Psychic, Electro Ball, Thunder Wave, Feint
Level 10: Double Team, Spark, Discharge, Nuzzle
Level 14: Thunderbolt, Sweet Kiss, Slam, Agility
Level 18: Thunder, Light Screen

TM: 03, 04, 06, 10, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 31, 32, 33, 42, 44, 45, 46, 48, 49, 52, 56, 57, 68, 87, 88, 90, 93, 100

ALOLAN SANDSHREW #27

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



The Mouse Pokémon. An ancient tradition of Alolan festivals, still carried on to this day, is a competition to slide Sandshrew across ice as far as one can.

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

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

Proficient Skills: Athletics
Saving Throws: Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic
Immunities: Poison
Senses: Tremorsense 60ft

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

Slush Rush: This Pokémon is immune to Hail damage, and its speed is doubled in arctic conditions, or during a hailstorm.

Evolution: Alolan Sandshrew can evolve into Alolan Sandslash at level 7 and above with the help of an Ice 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, Scratch, Bide
Level 2: Powder Snow, Ice Ball, Rapid Spin, Fury Cutter
Level 6: Metal Claw, Swift, Fury Swipes
Level 10: Iron Defense, Slash, Iron Head
Level 14: Gyro Ball, Swords Dance
Level 18: Hail, Blizzard

TM: 01, 06, 07, 10, 11, 14, 17, 20, 21, 26, 27, 28, 31, 32, 40, 42, 44, 45, 46, 48, 56, 65, 70, 74, 75, 78, 79, 80, 81, 84, 87, 88, 90, 100

Egg Moves: Amnesia, Chip Away, Counter, Crush Claw, Curse, Endure, Flail, Hone Claws, Icicle Crash, Icicle Spear, Metal Claw, Night Slash

ALOLAN SANDSLASH #28

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



The Mouse Pokémon. It uses large, hooked claws to cut a path through deep snow as it runs. On snowy mountains, this Sandslash is faster than any other Pokémon.

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

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

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

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

Slush Rush: This Pokémon is immune to Hail damage, and its speed is doubled in arctic conditions, or during a hailstorm.

Starting Moves: Defense Curl, Ice Ball, Icicle Crash, Icicle Spear, Metal Burst, Metal Claw, Slash

TM: 01, 06, 07, 10, 11, 14, 15, 17, 20, 21, 26, 27, 28, 31, 32, 40, 42, 44, 45, 46, 48, 52, 566, 65, 68, 70, 74, 75, 78, 79, 80, 81, 84, 87, 88, 90, 100

ALOLAN VULPIX #37

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



The Fox Pokémon. If you carelessly approach it because it's cute, the boss of the pack, Ninetales, will appear and freeze you.

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

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

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity
Vulnerabilities: Fighting, Fire, Rock, Steel
Resistances: Ice

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

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: Alolan Vulpix can evolve into Alolan Ninetales at level 8 and above with the help of an Ice 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: Powder Snow, Tail Whip
Level 2: Roar, Baby-Doll Eyes, Ice Shard, Confuse Ray
Level 6: Icy Wind, Payback, Mist
Level 10: Feint Attack, Hex, Aurora Beam, Extrasensory
Level 14: Safeguard, Ice Beam, Imprison
Level 18: Blizzard, Grudge, Captivate, Sheer Cold

TM: 05, 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 66, 70, 77, 79, 87, 88, 90, 97, 100

Egg Moves: Agility, Charm, Disable, Encore, Extrasensory, Flail, Freeze-Dry, Howl, Hypnosis, Moonblast, Power Swap, Secret Power, Spite, Tail Slap

ALOLAN NINETALES #38

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



The Fox Pokémon. The reason it guides people all the way down to the mountain's base is that it wants them to hurry up and leave.

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

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

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity
Vulnerabilities: Fire, Poison, Rock, Steel
Resistances: Bug, Dark, Ice
Immunities: Dragon

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

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: Confuse Ray, Dazzling Gleam, Ice Beam, Ice Shard, Imprison, Nasty Plot, Safeguard

TM: 03, 04, 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 66, 70, 77, 79, 85, 87, 88, 90, 97, 99, 100

ALOLAN DIGLETT #50

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



The Mole Pokémon. Its three hairs change shape depending on Diglett's mood. When in communication with its comrades, its whiskers wobble to and fro.

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

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

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

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

Tangling Hair: Opponents within melee range of this Pokémon cannot take the Disengage action to move away.

HIDDEN ABILITY

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

Evolution: Alolan Diglett can evolve into Alolan Dugtrio 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: Metal Claw, Sand Attack, Growl
Level 2: Astonish, Mud-Slap
Level 6: Magnitude, Bulldoze, Sucker Punch
Level 10: Mud Bomb, Earth Power, Dig
Level 14: Iron Head, Earthquake
Level 18: Fissure

TM: 01, 06, 10, 11, 15, 17, 21, 26, 27, 32, 34, 36, 37, 39, 40, 42, 44, 45, 46, 48, 49, 65, 68, 71, 78, 80, 87, 88, 90, 91, 100

Egg Moves: Ancient Power, Beat Up, Endure, Feint Attack, Final Gambit, Headbutt, Memento, Metal Sound, Pursuit, Reversal, Thrash

ALOLAN DUGTRIO #51

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



The Mole Pokémon. Its shining gold hair provides it with protection. It's reputed that keeping any of its fallen hairs will bring bad luck.

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

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

Proficient Skills: Stealth, Athletics
Saving Throws: Dexterity, Constitution
Vulnerabilities: Fighting, Fire, Ground, Water
Resistances: Bug, Dragon, Flying, Normal, Psychic, Rock, Steel
Immunities: Electric, Poison
Senses: Tremorsense 120ft

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

Tangling Hair: Opponents within melee range of this Pokémon cannot take the Disengage action to move away.

HIDDEN ABILITY

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

Starting Moves: Growl, Metal Claw, Night Slash, Rototiller, Sand Attack, Sand Tomb, Tri Attack, Growl, Astonish, Mud-Slap

Level 6: Magnitude, Bulldoze, Sucker Punch

Level 10: Mud Bomb, Earth Power

Level 14: Dig, Iron Head

Level 18: Earthquake, Fissure

TM: 01, 06, 10, 15, 17, 21, 26, 27, 28, 32, 36, 37, 39, 40, 42, 43, 44, 45, 46

ALOLAN MEOWTH #52

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



The Scratch Cat Pokémon. When its delicate pride is wounded, or when the gold coin on its forehead is dirtied, it flies into a hysterical rage.

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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Growl, Scratch

Level 2: Bite, Fake Out

Level 6: Fury Swipes, Screech, Feint Attack

Level 10: Taunt, Pay Day

Level 14: Slash, Nasty Plot, Assurance

Level 18: Captivate, Night Slash, Feint, Dark Pulse

TM: 01, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 60, 63, 65, 66, 77, 85, 87, 88, 89, 90, 97, 100

Egg Moves: Amnesia, Assist, Charm, Flail, Flatter, Foul Play, Hypnosis, Parting Shot, Punishment, Snatch, Snatch, Spite

ALOLAN PERSIAN #53

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



The Classy Cat Pokémon. It looks down on everyone other than itself. Its preferred tactics are sucker punches and blindside attacks.

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

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

Proficient Skills: Persuasion, Deception, Sleight of Hand

Saving Throws: Dexterity, Charisma

Vulnerabilities: Bug, Fairy, Fighting

Resistances: Dark, Ghost

Immunities: Psychic

Senses: Darkvision 50ft

Fur Coat: Once per long rest, this Pokémon may halve the damage dealt to it from any one attack.

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

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

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

Level 6: Fury Swipes, Screech, Feint Attack

Level 10: Taunt, Power Gem

Level 14: Slash, Nasty Plot, Assurance

Level 18: Captivate, Night Slash, Feint, Dark Pulse

TM: 01, 05, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 60, 63, 65, 66, 77, 85, 87, 88, 89, 90, 95, 97, 100

ALOLAN GEODUDE #74

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



The Rock Pokémon. Its stone head is imbued with electricity and magnetism. If you carelessly step on one, you'll be in for a painful shock.

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

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

Proficient Skills: Athletics, Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Grass, Ground, Water

Resistances: Electric, Fire, Flying, Normal, Poison

Senses: Tremorsense 30ft

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

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

HIDDEN ABILITY

Galvanize: All of this Pokémon's normal-type moves are electric-type.

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

Starting Moves: Defense Curl, Tackle, Charge

Level 2: Rock Polish, Rollout, Spark

Level 6: Rock Throw, Smack Down, Thunder Punch

Level 10: Self-Destruct, Stealth Rock, Rock Blast

Level 14: Discharge, Explosion, Double-Edge

Level 18: Stone Edge

TM: 06, 10, 11, 17, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 57, 59, 64, 69, 71, 72, 74, 78, 80, 87, 88, 90, 96, 100

Egg Moves: Autotomize, Block, Counter, Curse, Endure, Flail, Magnet Rise, Rock Climb, Screech, Wide Guard

ALOLAN GRAVELER #75

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



The Rock Pokémon. They eat rocks and often get into a scrap over them. The shock of Graveler smashing together causes a flash of light and a booming noise.

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

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

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

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

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

HIDDEN ABILITY

Galvanize: All of this Pokémon's normal-type moves are electric-type.

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

Starting Moves: Charge, Defense Curl, Rock Polish, Tackle, Rollout, Spark
Level 6: Rock Throw, Smack Down, Thunder Punch
Level 10: Self-Destruct, Stealth Rock
Level 14: Rock Blast, Discharge
Level 18: Explosion, Double-Edge, Stone Edge

TM: 06, 10, 11, 17, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 57, 59, 64, 69, 71, 72, 74, 78, 80, 87, 88, 90, 96, 100

ALOLAN GOLEM #76

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



The Megaton Pokémon. Because it can't fire boulders at a rapid pace, it's been known to seize nearby Geodude and fire them from its back.

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

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

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

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

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

HIDDEN ABILITY

Galvanize: All of this Pokémon's normal-type moves are electric-type.

Starting Moves: Charge, Defense Curl, Heavy Slam, Rock Polish, Tackle, Steamroller, Spark, Rock Throw, Smack Down, Thunder Punch, Self-Destruct, Stealth Rock
Level 14: Rock Blast, Discharge
Level 18: Explosion, Double-Edge, Stone Edge, Heavy Slam

TM: 05, 06, 10, 11, 15, 17, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 52, 56, 57, 59, 64, 68, 69, 71, 72, 74, 78, 80, 87, 88, 90, 93, 96, 100

ALOLAN GRIMER #88

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



The Sludge Pokémon. Brought to Alola to solve the garbage problem, Grimer seems to relish any and all kinds of trash.

Armor Class: 12
Hit Points: 18 | **Hit Dice:** d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Dark, Grass, Ghost, Poison
Immunities: Psychic
Senses: Darkvision 30ft

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.

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

HIDDEN ABILITY

Power of Alchemy: When switched in after an ally faints, this Pokémon copies the non-hidden ability of the fainted ally until switched out.

Evolution: Alolan Grimer can evolve into Alolan Muk at level 10 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Poison Gas, Pound, Harden
Level 2: Bite, Disable
Level 6: Acid Spray, Poison Fang, Minimize
Level 10: Fling, Knock Off, Crunch
Level 14: Screech, Gunk Shot
Level 18: Acid Armor, Belch, Memento

TM: 06, 09, 10, 11, 12, 17, 18, 21, 27, 30, 32, 34, 35, 36, 38, 39, 41, 42, 44, 45, 46, 48, 56, 59, 60, 63, 64, 66, 69, 71, 80, 83, 84, 87, 88, 90, 95, 100

Egg Moves: Assurance, Clear Smog, Curse, Imprison, Mean Look, Power-Up Punch, Pursuit, Scary Face, Shadow Sneak, Spit Up, Spite, Stockpile, Swallow

ALOLAN MUK #89

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



The Sludge Pokémon. While it's unexpectedly quiet and friendly, if it's not fed any trash for a while, it will smash its Trainer's furnishings and eat up the fragments.

Armor Class: 16
Hit Points: 75 | **Hit Dice:** d12
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	8 (-1)

Proficient Skills: Stealth
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Dark, Grass, Ghost, Poison
Immunities: Psychic
Senses: Darkvision 40ft

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.

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

HIDDEN ABILITY

Power of Alchemy: When switched in after an ally faints, this Pokémon copies the non-hidden ability of the fainted ally until switched out.

Starting Moves: Bite, Harden, Poison Gas, Pound, Venom Drench, Harden, Bite, Disable, Acid Spray, Poison Fang, Minimize
Level 10: Fling, Knock Off, Crunch
Level 14: Screech, Gunk Shot
Level 18: Acid Armor, Belch, Memento

TM: 06, 09, 10, 11, 12, 15, 17, 18, 21, 27, 30, 31, 32, 34, 35, 36, 38, 39, 41, 42, 44, 45, 46, 48, 52, 56, 59, 60, 63, 64, 66, 68, 69, 71, 80, 83, 84, 87, 88, 90, 95, 97, 100

ALOLAN EXEGGUTOR #103



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

The Coconut Pokémon. As it grew taller and taller, it outgrew its reliance on psychic powers, while within it awakened the power of the sleeping dragon.

Armor Class: 15
Hit Points: 61 | **Hit Dice:** d10
Speed: 30ft. walking

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

Proficient Skills: Nature
Saving Throws: Constitution, Strength
Vulnerabilities: Bug, Dragon, Fairy, Flying, Ice, Poison
Resistances: Grass, Ground, Electric, Water

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: Barrage, Confusion, Hypnosis, Seed Bomb, Stomp, Dragon Hammer
Level 6: Psyshock
Level 10: Egg Bomb
Level 14: Wood Hammer
Level 18: Leaf Storm

TM: 03, 06, 10, 11, 15, 16, 17, 21, 22, 26, 27, 29, 31, 32, 33, 35, 36, 42, 44, 45, 46, 48, 53, 59, 64, 68, 75, 77, 78, 82, 83, 85, 86, 87, 88, 90, 92, 96, 100

ALOLAN MAROWAK #105



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

The Bone Keeper Pokémon. The bones it possesses were once its mother's. Its mother's regrets have become like a vengeful spirit protecting this Pokémon.

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

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

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Wisdom
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Poison, Steel
Immunities: Fighting, Normal
Senses: Darkvision 50ft

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.

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

HIDDEN ABILITY

Rock Head: This Pokémon takes no recoil damage.

Starting Moves: Bone Club, Flame Wheel, Growl, Tail Whip, Leer
Level 6: Hex, Bonemerang
Level 10: Will-O-Wisp, Shadow Bone, Thrash
Level 14: Fling, Stomping Tantrum, Endeavor
Level 18: Flare Blitz, Retaliate, Bone Rush

TM: 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 30, 31, 32, 35, 37, 38, 40, 42, 43, 44, 45, 46, 48, 49, 52, 54, 56, 59, 61, 68, 71, 75, 78, 80, 85, 87, 88, 90, 97, 100

ROWLET #722

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



The Grass Quill Pokémon. It sends its feathers, which are as sharp as blades, flying in attack. Its legs are strong, so its kicks are also formidable.

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

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

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground
Senses: Darkvision 30ft

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

HIDDEN ABILITY

Long Reach: This Pokémon has an additional 5 feet of reach with all melee attacks and Attacks of Opportunity.

Evolution: Rowlet can evolve into Dartrix 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: Leafage, Tackle, Growl
Level 2: Peck, Astonish
Level 6: Razor Leaf, Ominous Wind, Foresight, Pluck
Level 10: Synthesis, Fury Attack, Sucker Punch
Level 14: Leaf Blade, Feather Dance
Level 18: Brave Bird, Nasty Plot

TM: 01, 06, 10, 11, 16, 17, 19, 20, 21, 22, 27, 32, 42, 44, 45, 48, 49, 51, 53, 54, 65, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Baton Pass, Confuse Ray, Curse, Defog, Haze, Ominous Wind

DARTRIX #723

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



The Blade Quill Pokémon. This narcissistic Pokémon is a clean freak. If you don't groom it diligently, it will stop listening to you.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d8
Speed: 10ft. walking, 30ft. flying

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

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground
Senses: Darkvision 50ft

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

HIDDEN ABILITY

Long Reach: This Pokémon has an additional 5 feet of reach with all melee attacks and Attacks of Opportunity.

Evolution: Dartrix can evolve into Decidueye 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: Growl, Leafage, Peck, Tackle, Astonish
Level 6: Razor Leaf, Ominous Wind, Foresight
Level 10: Pluck, Synthesis
Level 14: Fury Attack, Sucker Punch
Level 18: Leaf Blade, Feather Dance, Brave Bird, Nasty Plot

TM: 01, 06, 10, 11, 16, 17, 19, 20, 21, 22, 27, 32, 42, 44, 45, 48, 49, 51, 53, 54, 65, 75, 86, 87, 88, 90, 96, 100

DECIDUEYE #724

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



The Arrow Quill Pokémon. It nocks its arrow quills and shoots them at opponents. When it simply can't afford to miss, it tugs the vine on its head to improve its focus.

Armor Class: 16
Hit Points: 112 | **Hit Dice:** d12
Speed: 10ft. walking, 40ft. flying

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

Proficient Skills: Acrobatics, Nature
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Dark, Fire, Flying, Ghost, Ice
Resistances: Electric, Grass, Ground, Water
Immunities: Fighting, Normal
Senses: Darkvision 75ft

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

HIDDEN ABILITY

Long Reach: This Pokémon has an additional 5 feet of reach with all melee attacks and Attacks of Opportunity.

Starting Moves: Growl, Leaf Storm, Leafage, Peck, Phantom Force, Shadow Sneak, Spirit Shackle, Tackle, U-Turn, Astonish, Razor Leaf, Ominous Wind, Foresight, Pluck, Synthesis
Level 14: Fury Attack, Sucker Punch
Level 18: Leaf Blade, Feather Dance, Brave Bird, Nasty Plot

TM: 01, 06, 10, 11, 16, 17, 19, 20, 21, 22, 23, 27, 30, 32, 42, 44, 45, 47, 48, 49, 51, 53, 54, 62, 65, 68, 75, 86, 87, 88, 89, 90, 96, 100

LITTEN #725

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 Cat Pokémon. If you try too hard to get close to it, it won't open up to you. Even if you do grow close, giving it too much affection is still a no-no.

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

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

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

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

HIDDEN ABILITY

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

Evolution: Litten can evolve into Torracat 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: Ember, Scratch, Growl
Level 2: Lick, Leer
Level 6: Fire Fang, Double Kick, Roar, Bite
Level 10: Swagger, Fury Swipes, Thrash
Level 14: Flamethrower, Scary Face
Level 18: Flare Blitz, Outrage

TM: 01, 05, 06, 08, 10, 11, 12, 17, 21, 27, 28, 32, 35, 38, 41, 42, 43, 44, 45, 48, 50, 61, 62, 65, 75, 87, 88, 89, 90, 100

Egg Moves: Body Slam, Crunch, Fake Out, Heat Wave, Nasty Plot, Power Trip, Revenge

TORRACAT #726

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 Fire Cat Pokémon. It can act spoiled if it grows close to its Trainer. A powerful Pokémon, its sharp claws can leave its Trainer's whole body covered in scratches.

Armor Class: 15
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking, 20ft. climbing

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

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

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

HIDDEN ABILITY

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

Evolution: Torracat can evolve into Incineroar 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, Growl, Lick, Scratch, Leer
Level 6: Fire Fang, Double Kick, Roar
Level 10: Bite, Swagger
Level 14: Fury Swipes, Thrash, Flamethrower
Level 18: Scary Face, Flare Blitz, Outrage

TM: 01, 05, 06, 08, 10, 11, 12, 17, 21, 27, 28, 32, 35, 38, 41, 42, 43, 44, 45, 48, 50, 61, 62, 65, 75, 87, 88, 89, 90, 100

INCINEROAR #727

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



The Heel Pokémon. Although it's rough mannered and egotistical, it finds beating down unworthy opponents boring. It gets motivated for stronger opponents.

Armor Class: 16
Hit Points: 97 | **Hit Dice:** d12
Speed: 35ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Rock, Water
Resistances: Dark, Fire, Ghost, Grass, Ice, Steel
Immunities: Psychic
Senses: Darkvision 75ft

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

HIDDEN ABILITY

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

Starting Moves: Bulk Up, Darkest Lariat, Ember, Growl, Lick, Scratch, Throat Chop, Leer, Fire Fang, Double Kick, Roar, Bite, Swagger
Level 14: Fury Swipes, Thrash, Flamethrower
Level 18: Scary Face, Flare Blitz, Outrage, Cross Chop

TM: 01, 05, 06, 08, 10, 11, 12, 15, 17, 21, 26, 27, 28, 31, 32, 35, 38, 41, 42, 43, 44, 45, 47, 48, 50, 52, 56, 59, 60, 61, 62, 63, 65, 68, 75, 78, 87, 88, 89, 90, 95, 97, 100

POPPLIO #728

Type: Water

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Water 1, Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



The Sea Lion Pokémon. The balloons it inflates with its nose grow larger and larger as it practices day by day.

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 15ft. walking, 15ft. swimming

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

Proficient Skills: Performance

Saving Throws: Wisdom

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

Liquid Voice: Any sound-based move activated by this Pokémon is water-type.

Evolution: Popplio can evolve into Brionne 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: Pound, Water Gun, Growl

Level 2: Disarming Voice, Baby-Doll Eyes

Level 6: Aqua Jet, Icy Wind, Encore, Bubble Beam

Level 10: Sing, Double Slap, Hyper Voice

Level 14: Moonblast, Captivate

Level 18: Hydro Pump, Misty Terrain

TM: 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 49, 55, 62, 87, 88, 90, 94, 98, 100

Egg Moves: Amnesia, Aqua Ring, Aromatic Mist, Charm, Perish Song, Wonder Room

BRIONNE #729

Type: Water

Classification: Tiny | SR 5

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Pop Star Pokémon. It gets excited when it sees a dance it doesn't know. This hard worker practices diligently until it can learn that dance.

Armor Class: 15

Hit Points: 50 | Hit Dice: d8

Speed: 25ft. walking, 25ft. swimming

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

Proficient Skills: Performance

Saving Throws: Wisdom

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

Liquid Voice: Any sound-based move activated by this Pokémon is water-type.

Evolution: Brionne can evolve into Primarina at level 13 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: Disarming Voice, Growl, Pound, Water Gun, Baby-Doll Eyes

Level 6: Aqua Jet, Icy Wind, Encore

Level 10: Bubble Beam, Sing

Level 14: Double Slap, Hyper Voice

Level 18: Moonblast, Captivate, Hydro Pump, Misty Terrain

TM: 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 49, 55, 62, 87, 88, 90, 94, 98, 100

PRIMARINA #730

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



The Soloist Pokémon. To Primarina, every battle is a stage. It takes down its prey with beautiful singing and dancing.

Armor Class: 16
Hit Points: 107 | **Hit Dice:** d12
Speed: 25ft. walking, 30ft. swimming

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

Proficient Skills: Persuasion, Performance
Saving Throws: Wisdom, Charisma
Vulnerabilities: Electric, Grass, Poison
Resistances: Bug, Dark, Fighting, Fire, Ice, Water
Immunities: Dragon

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

HIDDEN ABILITY

Liquid Voice: Any sound-based move activated by this Pokémon is water-type.

Starting Moves: Disarming Voice, Growl, Pound, Sparkling Aria, Water Gun, Baby-Doll Eyes, Aqua Jet, Icy Wind, Encore, Bubble Beam, Sing
Level 14: Double Slap, Hyper Voice
Level 18: Moonblast, Captivate, Hydro Pump, Misty Terrain

TM: 01, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 29, 30, 32, 33, 42, 44, 45, 48, 49, 53, 55, 62, 68, 77, 87, 88, 90, 94, 98, 99, 100

PIKIPEK #731

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 Woodpecker Pokémon. It pecks at trees with its hard beak. You can get some idea of its mood or condition from the rhythm of its pecking.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 15ft. walking, 25ft. flying

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

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

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

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

HIDDEN ABILITY

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.

Evolution: Pikipek can evolve into Trumbeak 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: Peck, Growl
Level 2: Echoed Voice, Rock Smash, Supersonic
Level 6: Pluck, Roost, Fury Attack
Level 10: Screech, Drill Peck, Bullet Seed
Level 14: Feather Dance, Hyper Voice

TM: 01, 06, 10, 11, 17, 19, 21, 23, 27, 31, 32, 40, 43, 44, 45, 46, 48, 49, 51, 75, 76, 87, 88, 89, 90, 100

Egg Moves: Boomburst, Brave Bird, Mirror Move, Tailwind, Upoar

TRUMBEAK #732

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



The Bugle Beak Pokémon. It can bend the tip of its beak to produce over a hundred different cries at will.

Armor Class: 13
Hit Points: 40 | **Hit Dice:** d8
Speed: 15ft. walking, 30ft. flying

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

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

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

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

HIDDEN ABILITY

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.

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

Starting Moves: Echoed Voice, Growl, Peck, Rock Blast, Rock Smash, Supersonic
Level 6: Pluck, Roost
Level 10: Fury Attack, Screech, Drill Peck
Level 14: Bullet Seed, Feather Dance
Level 18: Hyper Voice

TM: 01, 06, 10, 11, 17, 19, 21, 23, 27, 31, 32, 40, 43, 44, 45, 46, 48, 49, 51, 75, 76, 87, 88, 89, 90, 100

TOUCANNON #733

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



The Cannon Pokémon. They smack beaks with others of their kind to communicate. The strength and number of hits tell each other how they feel.

Armor Class: 15
Hit Points: 85 | **Hit Dice:** d12
Speed: 15ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

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

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

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

HIDDEN ABILITY

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

Starting Moves: Beak Blast, Echoed Voice, Growl, Peck, Rock Blast, Rock Smash, Supersonic, Pluck, Roost
Level 10: Fury Attack, Screech
Level 14: Drill Peck, Bullet Seed
Level 18: Feather Dance, Hyper Voice

TM: 01, 06, 10, 11, 17, 19, 21, 23, 27, 31, 32, 40, 43, 44, 45, 46, 48, 49, 50, 51, 75, 76, 87, 88, 89, 90, 91, 100

YUNGOOS #734

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 Loitering Pokémon. Its stomach takes up most of its long torso. It's a big eater, so the amount Trainers have to spend on its food is no laughing matter.

Armor Class: 11
Hit Points: 19 | **Hit Dice:** d8
Speed: 30ft. walking

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

Proficient Skills: Insight, Investigation
Saving Throws: Strength
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 30ft

Stakeout: When an opponent is switched out in battle, this Pokémon doubles the damage dealt if it targets the replacement on the first turn immediately following the switch.

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

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

Evolution: Yungoos can evolve into Gumshoos at level 6 and above, during the day. 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, Leer
Level 2: Pursuit, Sand Attack, Odor Sleuth
Level 6: Bide, Bite, Mud-Slap
Level 10: Super Fang, Take Down, Scary Face
Level 14: Crunch, Hyper Fang, Yawn
Level 18: Thrash, Rest

TM: 01, 06, 10, 12, 17, 21, 26, 32, 37, 39, 41, 42, 44, 45, 46, 48, 49, 66, 87, 88, 89, 90, 100

Egg Moves: Fire Fang, Ice Fang, Last Resort, Revenge, Thunder Fang

GUMSHOOS #735

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



The Stakeout Pokémon. Although it wasn't originally found in Alola, this Pokémon was brought over a long time ago when there was a huge Rattata outbreak.

Armor Class: 13
Hit Points: 61 | **Hit Dice:** d10
Speed: 30ft. walking

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

Proficient Skills: Insight, Investigation
Saving Throws: Strength, Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 50ft

Stakeout: When an opponent is switched out in battle, this Pokémon doubles the damage dealt if it targets the replacement on the first turn immediately following the switch.

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

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

Starting Moves: Leer, Pursuit, Sand Attack, Tackle, Odor Sleuth
Level 6: Bide, Bite
Level 10: Mud-Slap, Super Fang, Take Down
Level 14: Scary Face, Crunch, Hyper Fang
Level 18: Yawn, Thrash, Rest

TM: 01, 06, 10, 12, 17, 21, 26, 32, 37, 39, 41, 42, 44, 45, 46, 48, 49, 66, 87, 88, 89, 90, 100

GRUBBIN #736

Type: Bug
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 Larva Pokémon. If you find its nest, you shouldn't stick your hand inside. You'll get bitten by an irritated Grubbin.

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

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

Proficient Skills: Survival
Saving Throws: None
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.

Evolution: Grubbin can evolve into Charjabug 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).

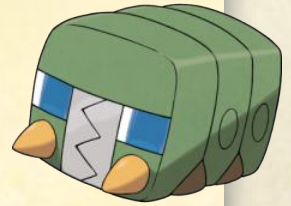
Starting Moves: Vice Grip, String Shot
Level 2: Mud-Slap, Bite, Bug Bite
Level 6: Spark, Acrobatics, Crunch
Level 10: X-Scissor, Dig

TM: 06, 10, 16, 17, 18, 21, 24, 27, 32, 42, 44, 45, 48, 57, 62, 72, 73, 81, 84, 87, 88, 90, 93, 100

Egg Moves: Electroweb, Endure, Harden, Mud Shot

CHARJABUG #737

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



The Battery Pokémon. It buries itself in fallen leaves and barely moves, munching away on humus. If you accidentally step on one, you'll get a shock!

Armor Class: 15
Hit Points: 27 | **Hit Dice:** d8
Speed: 20ft. walking

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Rock
Resistances: Electric, Fighting, Grass, Steel

Battery: Allies that activate electric-type moves within 20 feet of this Pokémon double their damage dice.

Evolution: Charjabug can evolve into Vikavolt at level 12 and above with the help of a Thunder Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Charge, Vice Grip, String Shot
Level 2: Mud-Slap, Bite, Bug Bite
Level 6: Spark, Acrobatics
Level 10: Crunch, X-Scissor
Level 14: Dig
Level 18: Discharge, Iron Defense

TM: 06, 10, 16, 17, 18, 21, 24, 27, 32, 42, 44, 45, 48, 57, 62, 72, 73, 81, 84, 87, 88, 90, 93, 100

VIKAVOLT #738

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



The Stag Beetle Pokémon. It has an organ that generates electricity in its abdomen. It concentrates energy in its strong jaws and fires off powerful jolts of electricity.

Armor Class: 15
Hit Points: 59 | **Hit Dice:** d10
Speed: 5ft. walking, 30ft. flying

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

Proficient Skills: Acrobatics, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Rock
Resistances: Electric, Fighting, Grass, Steel

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Air Slash, Bite, Charge, Mud-Slap, String Shot, Thunderbolt, Vice Grip, Bug Bite
Level 6: Spark, Acrobatics
Level 10: Guillotine, Bug Buzz
Level 14: Dig, Zap Cannon
Level 18: Agility

TM: 06, 10, 15, 16, 17, 18, 19, 21, 22, 24, 25, 27, 32, 42, 44, 45, 48, 53, 57, 58, 62, 68, 72, 73, 81, 84, 87, 88, 90, 91, 93, 100

CRABRAWLER #739

Type: Fighting
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 Boxing Pokémon. Its hard pincers are well suited to both offense and defense. Fights between two Crabrawler are like boxing matches.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 35ft. walking

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

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

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

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

HIDDEN ABILITY

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

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

Starting Moves: Bubble
Level 2: Rock Smash, Leer, Pursuit
Level 6: Bubble Beam, Power-Up Punch
Level 10: Dizzy Punch, Payback
Level 14: Reversal, Crabhammer
Level 18: Iron Defense, Dynamic Punch, Close Combat

TM: 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 46, 48, 52, 55, 56, 59, 66, 71, 78, 79, 80, 87, 88, 90, 100

Egg Moves: Amnesia, Endeavor, Superpower, Wide Guard

CRABOMINABLE #740

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



The Woolly Crab Pokémon. It stores coldness in its pincers and pummels its foes. It can even smash thick walls of ice to bits!

Armor Class: 14
Hit Points: 60 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Fighting, Fire, Flying, Psychic, Steel
Resistances: Bug, Dark, Ice

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

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

HIDDEN ABILITY

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: Bubble, Ice Punch, Leer, Pursuit, Rock Smash
Level 6: Bubble Beam, Power-Up Punch
Level 10: Dizzy Punch, Avalanche
Level 14: Reversal, Ice Hammer
Level 18: Iron Defense, Dynamic Punch, Close Combat

TM: 01, 06, 07, 08, 10, 11, 13, 14, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 46, 48, 52, 55, 56, 59, 66, 68, 71, 78, 79, 80, 87, 88, 90, 100

ORICORIO BAILE STYLE

#741

Type: Fire/Flying
Classification: Tiny | SR 7
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Dancing Pokémon. It wins the hearts of its enemies with its passionate dancing and then uses the opening it creates to burn them up with blazing flames.

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

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

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

Dancer: If any creature within sight of this Pokémon activates a move with Dance in its name, this Pokémon may immediately use one of its moves as a reaction.

Form Change: This Pokémon's default form is Baile Style, but can change by giving it a certain kind of Nectar. Yellow Nectar changes it to Pom-Pom Style, Pink Nectar changes it to Pa'u Style, Purple Nectar changes it to Sensu Style, and Red Nectar reverts its form to Baile Style.

Starting Moves: Pound, Growl, Peck, Helping Hand, Air Cutter
Level 6: Baton Pass, Feather Dance
Level 10: Double Slap, Teeter Dance, Roost
Level 14: Captivate, Air Slash, Revelation Dance
Level 18: Mirror Move, Agility, Hurricane

TM: 01, 04, 06, 10, 12, 17, 19, 20, 21, 27, 32, 37, 40, 42, 44, 45, 48, 51, 60, 62, 63, 75, 76, 87, 88, 89, 90, 100

Egg Moves: Captivate, Pluck, Safeguard, Tailwind

ORICORIO POM-POM

STYLE #741

Type: Electric/Flying
Classification: Tiny | SR 7
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Dancing Pokémon. It lifts its opponents' spirits with its cheerful dance moves. When they let their guard down, it electrocutes them with a jolt.

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

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

Proficient Skills: Performance
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ice, Rock
Resistances: Bug, Fighting, Flying, Grass, Steel
Immunities: Ground

Dancer: If any creature within sight of this Pokémon activates a move with Dance in its name, this Pokémon may immediately use one of its moves as a reaction.

Form Change: This Pokémon's default form is Pom-Pom Style, but can change by giving it a certain kind of Nectar. Red Nectar changes it to Baile Style, Pink Nectar changes it to Pa'u Style, Purple Nectar changes it to Sensu Style, and Yellow Nectar reverts its form to Pom-Pom Style.

Starting Moves: Pound, Growl, Peck, Helping Hand, Air Cutter

Level 6: Baton Pass, Feather Dance

Level 10: Double Slap, Teeter Dance, Roost

Level 14: Captivate, Air Slash, Revelation Dance

Level 18: Mirror Move, Agility, Hurricane

TM: 01, 04, 06, 10, 12, 17, 19, 20, 21, 27, 32, 37, 40, 42, 44, 45, 48, 51, 60, 62, 63, 75, 76, 87, 88, 89, 90, 100

Egg Moves: Captivate, Pluck, Safeguard, Tailwind

ORICORIO PA'U STYLE

#741

Type: Psychic/Flying
Classification: Tiny | SR 7
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Dancing Pokémon. It relaxes its opponents with its elegant dancing. When they let their guard down, it showers them with psychic energy.

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

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

Proficient Skills: Performance
Saving Throws: Dexterity, Charisma
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Fighting, Grass, Psychic
Immunities: Ground

Dancer: If any creature within sight of this Pokémon activates a move with Dance in its name, this Pokémon may immediately use one of its moves as a reaction.

Form Change: This Pokémon's default form is Pa'u Style, but can change by giving it a certain kind of Nectar. Yellow Nectar changes it to Pom-Pom Style, Red Nectar changes it to Baile Style, Purple Nectar changes it to Sensu Style, and Pink Nectar reverts its form to Pa'u Style.

Starting Moves: Pound, Growl, Peck, Helping Hand, Air Cutter

Level 6: Baton Pass, Feather Dance

Level 10: Double Slap, Teeter Dance, Roost

Level 14: Captivate, Air Slash, Revelation Dance

Level 18: Mirror Move, Agility, Hurricane

TM: 01, 04, 06, 10, 12, 17, 19, 20, 21, 27, 32, 37, 40, 42, 44, 45, 48, 51, 60, 62, 63, 75, 76, 87, 88, 89, 90, 100

Egg Moves: Captivate, Pluck, Safeguard, Tailwind

ORICORIO SENSU STYLE

#741

Type: Ghost/Flying
Classification: Tiny | SR 7
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Dancing Pokémon. It charms its opponents with its refined dancing. When they let their guard down, it places a curse on them that will bring on their demise.

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

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

Proficient Skills: Performance
Saving Throws: Dexterity, Charisma
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Bug, Grass, Poison
Immunities: Fighting, Ground, Normal

Dancer: If any creature within sight of this Pokémon activates a move with Dance in its name, this Pokémon may immediately use one of its moves as a reaction.

Form Change: This Pokémon's default form is Sensu Style, but can change by giving it a certain kind of Nectar. Yellow Nectar changes it to Pom-Pom Style, Pink Nectar changes it to Pa'u Style, Red Nectar changes it to Baile Style, and Purple Nectar reverts its form to Sensu Style.

Starting Moves: Pound, Growl, Peck, Helping Hand, Air Cutter

Level 6: Baton Pass, Feather Dance

Level 10: Double Slap, Teeter Dance, Roost

Level 14: Captivate, Air Slash, Revelation Dance

Level 18: Mirror Move, Agility, Hurricane

TM: 01, 04, 06, 10, 12, 17, 19, 20, 21, 27, 32, 37, 40, 42, 44, 45, 48, 51, 60, 62, 63, 75, 76, 87, 88, 89, 90, 100

Egg Moves: Captivate, Pluck, Safeguard, Tailwind

CUTIEFLY #742

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



The Bee Fly Pokémon. Nectar and pollen are its favorite fare. In fields of flowers, it gets into skirmishes with Butterfree over food.

Armor Class: 13
Hit Points: 16 | Hit Dice: d6
Speed: 5ft. walking, 25ft. flying

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

Proficient Skills: Insight
Saving Throws: Charisma
Vulnerabilities: Fire, Flying, Poison, Rock, Steel
Resistances: Bug, Dark, Fighting, Grass, Ground
Immunities: Dragon

Honey Gather: At the end of each battle, this Pokémon may roll a d20 + its proficiency bonus. On a result of 20 or higher, its trainer adds a Honey to their inventory.

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

HIDDEN ABILITY

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

Evolution: Cutiefly can evolve into Ribombee at level 7 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Absorb, Fairy Wind
Level 2: Stun Spore, Struggle Bug, Silver Wind
Level 6: Draining Kiss, Sweet Scent
Level 10: Bug Buzz, Dazzling Gleam
Level 14: Aromatherapy, Quiver Dance

TM: 04, 06, 10, 11, 16, 17, 19, 20, 21, 27, 28, 29, 32, 33, 40, 42, 44, 45, 46, 48, 53, 62, 77, 83, 85, 87, 88, 89, 90, 99, 100

Egg Moves: Baton Pass, Bestow, Moonblast, Powder, Skill Swap, Speed Swap, Sticky Web

RIBOMBEE #743

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



The Bee Fly Pokémon. Rain makes pollen damp, so Ribombée hates rain. When it sees ominous clouds, it finds a hollow in a tree, where it waits stock-still.

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

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

Proficient Skills: Insight, Acrobatics
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fire, Flying, Poison, Rock, Steel
Resistances: Bug, Dark, Fighting, Grass, Ground
Immunities: Dragon

Honey Gather: At the end of each battle, this Pokémon may roll a d20 + its proficiency bonus. On a result of 20 or higher, its trainer adds a Honey to their inventory.

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

HIDDEN ABILITY

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

Starting Moves: Absorb, Fairy Wind, Pollen Puff, Struggle Bug, Stun Spore, Silver Wind
Level 6: Draining Kiss, Sweet Scent
Level 10: Bug Buzz
Level 14: Dazzling Gleam
Level 18: Aromatherapy, Quiver Dance

TM: 04, 06, 10, 11, 16, 17, 19, 20, 21, 27, 28, 29, 32, 33, 40, 42, 44, 45, 46, 48, 53, 62, 77, 83, 85, 87, 88, 89, 90, 99, 100

ROCKRUFF #744

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



The Puppy Pokémon. As they develop, their disposition grows more violent and aggressive. Many Trainers find them too much to handle and abandon them.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Darkvision 30ft

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

Vital Spirit: This Pokémon cannot be put to sleep.

HIDDEN ABILITY

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

Evolution: Starting at level 9, Rockruff can evolve into Lycanroc Midday Form during the morning, Lycanroc Dusk Form in the afternoon, or Lycanroc Midnight Form at night. 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: Leer, Tackle, Sand Attack
Level 2: Bite, Howl
Level 6: Rock Throw, Odor Sleuth
Level 10: Rock Tomb, Roar, Stealth Rock
Level 14: Rock Slide, Scary Face, Crunch
Level 18: Rock Climb, Stone Edge

TM: 05, 06, 10, 12, 17, 21, 27, 32, 39, 42, 44, 45, 48, 49, 69, 71, 80, 87, 88, 90, 95, 100

Egg Moves: Crush Claw, Fire Fang, Sucker Punch, Thrash, Thunder Fang

LYCANROC MIDDAY FORM

#745

Type: Rock
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Wolf Pokémon. The sharp rocks in its mane can cut like knives. Lycanroc wears its prey down by degrees before finishing them off.

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

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

Proficient Skills: Survival
Saving Throws: Dexterity, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Darkvision 75ft

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

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

HIDDEN ABILITY

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

Starting Moves: Accelerock, Bite, Leer, Quick Attack, Quick Guard, Sand Attack, Tackle, Howl
Level 6: Rock Throw, Odor Sleuth
Level 10: Rock Tomb, Roar, Stealth Rock
Level 14: Rock Slide, Scary Face, Crunch
Level 18: Rock Climb, Stone Edge

TM: 05, 06, 08, 10, 12, 17, 21, 27, 32, 39, 42, 44, 45, 48, 49, 69, 71, 80, 87, 88, 90, 95, 100

LYCANROC MIDNIGHT FORM #745

Type: Rock
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Wolf Pokémon. It has no problem ignoring orders it doesn't like. It doesn't seem to mind getting hurt at all—as long as it can finish off its opponent.

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

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

Proficient Skills: Survival
Saving Throws: Strength, Dexterity
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Darkvision 75ft

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

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

HIDDEN ABILITY

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

Starting Moves: Bite, Counter, Leer, Reversal, Sand Attack, Tackle, Taunt, Howl
Level 6: Rock Throw, Odor Sleuth
Level 10: Rock Tomb, Roar, Stealth Rock
Level 14: Rock Slide, Scary Face, Crunch
Level 18: Rock Climb, Stone Edge

TM: 05, 06, 08, 10, 12, 17, 21, 27, 32, 39, 42, 44, 45, 48, 49, 69, 71, 80, 87, 88, 90, 95, 100

LYCANROC DUSK FORM

#745

Type: Rock
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Wolf Pokémon. Bathed in the setting sun of evening, Lycanroc has undergone a special kind of evolution. An intense fighting spirit underlies its calmness.

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

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

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Darkvision 75ft

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.

Starting Moves: Accelerock, Bite, Counter, Leer, Sand Attack, Tackle, Thrash, Howl
Level 6: Rock Throw, Odor Sleuth
Level 10: Rock Tomb, Roar, Stealth Rock
Level 14: Rock Slide, Scary Face, Crunch
Level 18: Rock Climb, Stone Edge

TM: 05, 06, 08, 10, 12, 17, 21, 27, 32, 39, 42, 44, 45, 48, 49, 69, 71, 80, 87, 88, 90, 95, 100

WISHIWASHI SOLO FORM

#746

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



The Small Fry Pokémon. They're weak, so they move in schools. However, they can also often be seen all alone, having strayed from the school.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d8
Speed: 5ft. walking, 25ft. swimming

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

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Schooling: Beginning at level 5, this Pokémon may change to School Form as a free action when it begins its turn above 25% of its maximum health. In School Form, the Pokémon adds 5 to its AC and Strength, Dexterity, and Constitution ability scores (Additional CON does not alter this Pokémon's HP in this form). The Pokémon reverts back to Solo Form when it falls below 25% of maximum health, and must complete a short rest before activating this ability again.

Starting Moves: Growl, Water Gun
Level 2: Helping Hand, Feint Attack
Level 6: Brine, Aqua Ring, Tearful Look
Level 10: Take Down, Dive
Level 14: Beat Up, Aqua Tail, Double-Edge
Level 18: Soak, Endeavor, Hydro Pump

TM: 06, 07, 10, 13, 17, 18, 21, 26, 27, 32, 42, 44, 45, 48, 55, 78, 87, 88, 89, 90, 94, 98, 100

Egg Moves: Mist, Muddy Water, Water Pulse, Water Sport, Whirlpool

WISHIWASHI SCHOOL

FORM #746

Type: Water

Classification: Huge | SR 5

Minimum Level Found: 1

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Small Fry Pokémon. Wishiwashi assemble in this formation to face off against strong foes. It boasts a strength that earned it the name “demon of the sea.”

Armor Class: 18

Hit Points: 18 | Hit Dice: d8

Speed: 5ft. walking, 25ft. swimming

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

Proficient Skills: Intimidation

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Schooling: Beginning at level 5, this Pokémon may change to School Form as a free action when it begins its turn above 25% of its maximum health. In School Form, the Pokémon adds 5 to its AC and Strength, Dexterity, and Constitution ability scores (Additional CON does not alter this Pokémon's HP in this form). The Pokémon reverts back to Solo Form when it falls below 25% of maximum health, and must complete a short rest before activating this ability again.

Starting Moves: Growl, Water Gun

Level 2: Helping Hand, Feint Attack

Level 6: Brine, Aqua Ring, Tearful Look

Level 10: Take Down, Dive

Level 14: Beat Up, Aqua Tail, Double-Edge

Level 18: Soak, Endeavor, Hydro Pump

TM: 06, 07, 10, 13, 17, 18, 21, 26, 27, 32, 42, 44, 45, 48, 55, 78, 87, 88, 89, 90, 94, 98, 100

MAREANIE #747

Type: Poison/Water

Classification: Tiny | SR 1

Minimum Level Found: 1

Egg Group: Water 1

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Brutal Star Pokémon. They eat Corsola branches, so Mareanie are hated by craftsmen who work with Corsola branches that have naturally fallen off.

Armor Class: 14

Hit Points: 19 | Hit Dice: d8

Speed: 10ft. walking, 20ft. swimming

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

Proficient Skills: Medicine

Saving Throws: Constitution

Vulnerabilities: Electric, Ground, Psychic

Resistances: Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

Merciless: When this Pokémon makes a successful attack roll against a Poisoned Pokémon, treat that attack as a critical hit.

Limber: This Pokémon is immune to being paralyzed.

HIDDEN ABILITY

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

Evolution: Mareanie can evolve into Toxapex at level 10 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Poison Sting

Level 2: Peck, Bite, Toxic Spikes

Level 6: Wide Guard, Toxic

Level 10: Venoshock, Spike Cannon

Level 14: Recover, Poison Jab, Venom Drench

Level 18: Pin Missile, Liquidation

TM: 06, 07, 09, 10, 13, 14, 17, 18, 20, 21, 27, 32, 34, 36, 42, 44, 45, 48, 55, 66, 79, 83, 84, 87, 88, 90, 94, 100

Egg Moves: Haze, Spit Up, Stockpile, Swallow

TOXAPEX #748

Type: Poison/Water
Classification: Small | SR 12
Minimum Level Found: 8
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Brutal Star Pokémon. To attack, this Pokémon sends toxic spikes flying at its enemies. Ones that come close get mown down by the claws on its feet.

Armor Class: 20
Hit Points: 97 | **Hit Dice:** d10
Speed: 10ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

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

Merciless: This Pokémon doubles their damage dice when dealing damage to an opponent that is poisoned.

Limber: This Pokémon is immune to being paralyzed.

HIDDEN ABILITY

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

Starting Moves: Baneful Bunker, Bite, Peck, Poison Sting, Toxic Spikes, Wide Guard, Toxic
Level 10: Venoshock, Spike Cannon
Level 14: Recover, Poison Jab
Level 18: Venom Drench, Pin Missile, Liquidation

TM: 06, 07, 109, 10, 13, 14, 17, 18, 20, 21, 27, 32, 34, 36, 42, 44, 45, 48, 55, 66, 79, 83, 84, 87, 88, 90, 94, 100

MUDBRAY #749

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



The Donkey Pokémon. It loves playing in the mud. If it isn't showered with mud on a daily basis, it gets stressed out and stops listening to its Trainer.

Armor Class: 14
Hit Points: 20 | **Hit Dice:** d8
Speed: 30ft. walking

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

Proficient Skills: Survival
Saving Throws: Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Own Tempo: This Pokémon is immune to becoming confused.

Stamina: When this Pokémon is damaged by a move, increase its AC by 2 until the start of its next turn. This ability does not stack and will remain in effect if the Pokémon is successfully attacked multiple turns in a row.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

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

Starting Moves: Mud-Slap, Mud Sport
Level 2: Rototiller, Bulldoze
Level 6: Double Kick, Stomp, Bite
Level 10: High Horsepower, Iron Defense, Heavy Slam
Level 14: Counter, Earthquake
Level 18: Mega Kick, Superpower

TM: 05, 06, 10, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 47, 48, 66, 78, 80, 87, 88, 90, 100

Egg Moves: Double-Edge, Fissure, Roar, Smack Down

MUDSDALE #750

Type: Ground
Classification: Large | SR 10
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Draft Horse Pokémon. It remains calm and unmoving no matter the situation. It mixes dirt with the saliva in its mouth to make a special kind of mud.

Armor Class: 16
Hit Points: 66 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric

Own Tempo: This Pokémon is immune to becoming confused.

Stamina: When this Pokémon is damaged by a move, increase its AC by 2 until the start of its next turn. This ability does not stack and will remain in effect if the Pokémon is successfully attacked multiple turns in a row.

HIDDEN ABILITY

Inner Focus: This Pokémon is immune to flinching.

Starting Moves: Bulldoze, Mud-Slap, Mud Sport, Rototiller

Level 6: Double Kick, Stomp, Bide

Level 10: High Horsepower, Iron Defense

Level 14: Heavy Slam, Counter

Level 18: Earthquake, Mega Kick, Superpower

TM: 05, 06, 10, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 47, 48, 66, 78, 80, 87, 88, 90, 100

DEWPIDER #751

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



The Water Bubble Pokémon. When two Dewpider meet, they display their water bubbles to each other. Then the one with the smaller bubble gets out of the other's way.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 15ft. walking, 25ft. swimming

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

Proficient Skills: Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Electric, Flying, Rock
Resistances: Fighting, Ground, Ice, Steel, Water

Water Bubble: This Pokémon is resistant to fire-type damage and immune to the burned condition.

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

Starting Moves: Bubble, Water Sport

Level 2: Infestation, Spider Web, Bug Bite

Level 6: Bubble Beam, Bite

Level 10: Aqua Ring, Leech Life, Crunch

Level 14: Lunge, Mirror Coat

Level 18: Liquidation, Entrainment

TM: 06, 10, 13, 14, 17, 18, 21, 27, 28, 32, 42, 44, 45, 48, 55, 79, 81, 83, 84, 87, 88, 90, 94, 98, 100

Egg Moves: Aurora Beam, Power Split, Spit Up, Sticky Web, Stockpile

ARAQUANID #752

Type: Water/Bug
Classification: Large | SR 10
Minimum Level Found: 5
Egg Group: Water 1, Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Water Bubble Pokémon. It usually passes its time in the water. When its belly is full, it stores its subdued prey in the water bubble on its head.

Armor Class: 17
Hit Points: 60 | **Hit Dice:** d10
Speed: 25ft. walking, 30ft. swimming

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

Proficient Skills: Sleight of Hand
Saving Throws: Strength, Dexterity
Vulnerabilities: Electric, Flying, Rock
Resistances: Fighting, Ground, Ice, Steel, Water

Water Bubble: This Pokémon is resistant to fire-type damage and immune to the burned condition.

HIDDEN ABILITY

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

Starting Moves: Bubble, Bug Bite, Infestation, Soak, Spider Web, Wide Guard
Level 6: Bubble Beam, Bite
Level 10: Aqua Ring
Level 14: Leech Life, Crunch
Level 18: Lunge, Mirror Coat, Liquidation, Entrainment

TM: 06, 10, 13, 14, 17, 18, 21, 27, 28, 32, 42, 44, 45, 48, 55, 79, 81, 83, 84, 87, 88, 90, 94, 98, 100

FOMANTIS #753

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



The Sickly Grass Pokémon. When the sun rises, Fomantis spreads its four leaves and bathes in the sunlight. The tip of its head has a pleasant aroma.

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

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

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

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

HIDDEN ABILITY

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: Fomantis can evolve into Lurantis at level 9 and above during the day. 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: Leafage, Razor Leaf
Level 6: Growth, Ingrain
Level 10: Leaf Blade, Synthesis, Slash
Level 14: Sweet Scent, Solar Beam
Level 18: Sunny Day

TM: 06, 11, 17, 20, 21, 22, 27, 28, 32, 42, 44, 45, 48, 53, 54, 56, 66, 75, 81, 84, 86, 87, 88, 90, 96, 100

Egg Moves: Aromatherapy, Defog, Giga Drain, Leaf Storm, Weather Ball

LURANTIS #754

Type: Grass

Classification: Small | SR 10

Minimum Level Found: 8

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Bloom Sickle Pokémon. For self-protection, it pretends to be a bug Pokémon. Both of its arms bear keen-edged petals.

Armor Class: 16

Hit Points: 72 | Hit Dice: d10

Speed: 30ft. walking

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

Proficient Skills: Nature, Survival

Saving Throws: Strength, Dexterity

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

HIDDEN ABILITY

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: Fury Cutter, Growth, Leafage, Night Slash, Petal Blizzard, Razor Leaf, X-Scissor, Ingrain

Level 10: Leaf Blade, Synthesis, Slash

Level 14: Sweet Scent

Level 18: Solar Blade, Solar Beam, Sunny Day

TM: 06, 11, 17, 20, 21, 22, 27, 28, 32, 42, 44, 45, 48, 53, 54, 56, 66, 75, 81, 84, 86, 87, 88, 90, 96, 100

MORELULL #755

Type: Grass/Fairy

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 Illuminating Pokémon. It scatters its shining spores around itself. Even though they're dangerous, nighttime tours of forests where Morelull live are popular.

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 10ft. walking

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

Senses: Tremorsense 25ft

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

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

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

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

Starting Moves: Absorb, Astonish

Level 2: Flash, Moonlight

Level 6: Mega Drain, Sleep Powder, Ingrain

Level 10: Confuse Ray, Giga Drain, Strength Sap

Level 14: Spore, Moonblast

Level 18: Dream Eater, Spotlight

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 44, 45, 48, 53, 73, 85, 86, 87, 88, 90, 96, 99, 100

Egg Moves: Amnesia, Growth, Leech Seed, Poison Powder, Stun Spore

SHIINOTIC #756

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



The Illuminating Pokémon. It puts its prey to sleep and siphons off their vitality through the tip of its arms. If one of its kind is weakened, it helps by sending it vitality.

Armor Class: 15
Hit Points: 60 | **Hit Dice:** d10
Speed: 20ft. walking

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

Proficient Skills: Nature, Survival
Saving Throws: Wisdom, Charisma
Vulnerabilities: Fire, Flying, Ice, Poison, Steel
Resistances: Dark, Electric, Fighting, Grass, Ground, Water
Immunities: Dragon
Senses: Tremorsense 40ft

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

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

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

Starting Moves: Absorb, Astonish, Flash, Moonlight
Level 6: Mega Drain, Sleep Powder, Ingrain
Level 10: Confuse Ray, Giga Drain
Level 14: Strength Sap, Spore
Level 18: Moonblast, Dream Eater, Spotlight

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 44, 45, 48, 53, 73, 85, 86, 87, 88, 90, 96, 99, 100

SALANDIT #757

Type: Poison/Fire
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Dragon
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI (F) || 1/1 | 4 ASI (M)



The Toxic Lizard Pokémon. The males will do whatever the females tell them. They give the females most of their food. Due to malnutrition, the males can't evolve.

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

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

Proficient Skills: Stealth, Deception
Saving Throws: Dexterity
Vulnerabilities: Ground, Psychic, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Ice, Poison, Steel

Corrosion: This Pokémon's moves ignore the poison immunity of creatures granted by their Pokémon type, and can inflict the poisoned status on poison and steel type creatures. If the target's secondary type gives it vulnerability or resistance to the damage, it follows the secondary type for that effect.

HIDDEN ABILITY

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

Evolution: A female Salandit can evolve into Salazzle 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: Poison Gas, Scratch
Level 2: Ember, Sweet Scent, Dragon Rage
Level 6: Smog, Double Slap
Level 10: Flame Burst, Toxic, Nasty Plot
Level 14: Venoshock, Flamethrower
Level 18: Venom Drench, Dragon Pulse

TM: 02, 06, 09, 10, 12, 17, 21, 27, 28, 32, 34, 35, 36, 38, 41, 42, 43, 44, 45, 46, 48, 50, 56, 61, 65, 84, 87, 88, 90, 100

Egg Moves: Belch, Fake Out, Knock Off, Sand Attack, Snatch

SALAZZLE #758

Type: Poison/Fire
Classification: Small | SR 10
Minimum Level Found: 8
Egg Group: Monster, Dragon
Gender Rate: 0% M / 100% F
Evolution Stage: 2/2 | 3 ASI



The Toxic Lizard Pokémon. Salazzle lives deep in caves and forces the Salandit it has attracted with its pheromones to serve it.

Armor Class: 15
Hit Points: 72 | **Hit Dice:** d10
Speed: 35ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Ground, Psychic, Rock, Water
Resistances: Bug, Fairy, Fighting, Fire, Grass, Ice, Poison, Steel

Corrosion: This Pokémon's moves ignore the poison immunity of creatures granted by their Pokémon type, and can inflict the poisoned status on poison and steel type creatures. If the target's secondary type gives it vulnerability or resistance to the damage, it follows the secondary type for that effect.

HIDDEN ABILITY

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

Starting Moves: Captivate, Disable, Ember, Encore, Poison Gas, Pound, Swagger, Sweet Scent, Torment, Dragon Rage, Smog, Double Slap

Level 10: Flame Burst, Toxic, Nasty Plot

Level 14: Venoshock

Level 18: Flamethrower, Venom Drench, Dragon Pulse

TM: 02, 06, 09, 10, 12, 17, 21, 27, 28, 32, 34, 35, 36, 38, 41, 42, 43, 44, 45, 46, 48, 50, 56, 61, 65, 84, 87, 88, 90, 100

STUFFUL #759

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



The Flailing Pokémon. It boasts power enough to split large trees in half. The organ on its rear releases an odor that it uses to communicate with others of its kind.

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

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

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

Fluffy: This Pokémon is vulnerable to fire-type moves, but takes half damage from any melee attack (that isn't fire-type).

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

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

Evolution: Stufful can evolve into Bewear at level 8 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Leer, Tackle

Level 2: Bind, Baby-Doll Eyes

Level 6: Brutal Swing, Flail

Level 10: Payback, Take Down, Hammer Arm

Level 14: Thrash, Pain Split

Level 18: Double-Edge, Superpower

TM: 01, 05, 06, 08, 10, 12, 17, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 47, 48, 52, 56, 59, 66, 75, 78, 80, 87, 88, 90, 100

Egg Moves: Defense Curl, Force Palm, Rollout, Stomp

BEWEAR #760

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



The Strong Arm Pokémon. It waves its hands wildly in intimidation and warning. Life is over for anyone who doesn't run away as fast as possible.

Armor Class: 14
Hit Points: 71 | **Hit Dice:** d12
Speed: 25ft. walking

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

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

Fluffy: This Pokémon is vulnerable to fire-type moves, but takes half damage from any melee attack (that isn't fire-type).

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

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

Starting Moves: Baby-Doll Eyes, Bind, Leer, Payback, Tackle, Brutal Swing

Level 6: Endure, Strength

Level 10: Take Down, Flail

Level 14: Hammer Arm, Thrash

Level 18: Pain Split, Double-Edge, Superpower

TM: 01, 02, 05, 06, 08, 10, 12, 17, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 47, 48, 52, 56, 59, 65, 66, 68, 75, 78, 80, 87, 88, 90, 100

BOUNSWEEP #761

Type: Grass
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Grass
Gender Rate: 0% M / 100% F
Evolution Stage: 1/3 | 2 ASI



The Fruit Pokémon. Because of its sweet, delicious aroma, bird Pokémon are always after it, but it's not intelligent enough to care.

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

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

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

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

HIDDEN ABILITY

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

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

Starting Moves: Splash, Play Nice

Level 2: Rapid Spin, Razor Leaf

Level 6: Sweet Scent, Magical Leaf

Level 10: Flail, Teeter Dance, Aromatic Mist

Level 14: Aromatherapy

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 53, 86, 87, 88, 90, 96, 99, 100

Egg Moves: Acupressure, Charm, Feint, Grass Whistle, Play Rough, Synthesis

STEENEE #762

Type: Grass

Classification: Small | SR 3

Minimum Level Found: 5

Egg Group: Grass

Gender Rate: 0% M / 100% F

Evolution Stage: 2/3 | 2 ASI



The Fruit Pokémon. It's protected by its hard sepals, so it plays with bird Pokémon without worry. They peck it relentlessly, but it doesn't care.

Armor Class: 13

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

Speed: 20ft. walking

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

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

HIDDEN ABILITY

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

Evolution: Steenee can evolve into Tsareena at the time it learns Stomp. 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: Flail, Play Nice, Rapid Spin, Razor Leaf, Splash

Level 6: Sweet Scent, Magical Leaf

Level 10: Stomp

Level 14: Teeter Dance, Aromatic Mist

Level 18: Aromatherapy, Leaf Storm

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 53, 86, 87, 88, 90, 96, 99, 100

TSAREENA #763

Type: Grass

Classification: Small | SR 13

Minimum Level Found: 10

Egg Group: Grass

Gender Rate: 0% M / 100% F

Evolution Stage: 3/3 | 2 ASI



The Fruit Pokémon. A master of grand and beautiful kicks, it can knock out even kickboxing champions with a single blow.

Armor Class: 17

Hit Points: 107 | **Hit Dice:** d10

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Dexterity

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

Queenly Majesty: Creatures within line of sight of this Pokémon cannot use bonus actions to activate Moves. Moves that would normally have a Move Time of "1 bonus action" instead have a Move Time of "1 action".

HIDDEN ABILITY

Sweet Veil: Any ally within 15 feet of this Pokémon is immune to the sleep condition.

Starting Moves: Flail, Play Nice, Power Whip, Rapid Spin, Razor Leaf, Splash, Swagger, Trop Kick, Sweet Scent, Magical Leaf, Stomp

Level 14: Teeter Dance, Aromatic Mist

Level 18: Aromatherapy, Leaf Storm, High Jump Kick

TM: 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 47, 48, 53, 56, 62, 66, 68, 86, 87, 88, 89, 90, 96, 99, 100

COMFEY #764

Type: Fairy
Classification: Tiny | SR 9
Minimum Level Found: 5
Egg Group: Grass
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Posy Picker Pokémon. It stretches sticky vines out from its head and picks flowers to adorn itself with. When it doesn't have any flowers, it feels uneasy.

Armor Class: 18
Hit Points: 43 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

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

Proficient Skills: Nature, Medicine
Saving Throws: Wisdom, 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.

Triage: This Pokémon's healing or draining moves have a move time of 1 bonus action.

HIDDEN ABILITY

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

Starting Moves: Growth, Wrap, Vine Whip, Helping Hand, Draining Kiss, Flower Shield
Level 6: Magical Leaf, Synthesis, Leech Seed
Level 10: Grass Knot, Sweet Kiss, Floral Healing
Level 14: Petal Blizzard, Aromatherapy, Play Rough
Level 18: Sweet Scent, Petal Dance, Grassy Terrain

TM: 04, 06, 10, 11, 12, 15, 16, 17, 20, 21, 22, 27, 32, 42, 45, 46, 48, 49, 53, 56, 62, 77, 86, 87, 88, 89, 90, 92, 96, 99, 100

Egg Moves: After You, Amnesia, Endure, Lucky Chant

ORANGURU #765

Type: Normal/Psychic
Classification: Medium | SR 10
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Sage Pokémon. It normally spends its time meditating in the treetops. It throws Poké Balls and gives other Pokémon orders as it pleases.

Armor Class: 16
Hit Points: 90 | **Hit Dice:** d12
Speed: 25ft. walking, 15ft. climbing

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

Proficient Skills: Arcana, Medicine
Saving Throws: Strength, Wisdom
Vulnerabilities: Bug, Dark
Resistances: Psychic
Immunities: Ghost

Inner Focus: This Pokémon is immune to flinching.

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

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: Confusion, After You, Taunt, Quash, Stored Power, Psych Up, Feint Attack
Level 10: Nasty Plot, Zen Headbutt, Instruct
Level 14: Foul Play, Calm Mind
Level 18: Psychic, Future Sight, Trick Room

TM: 01, 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 24, 26, 27, 29, 30, 31, 32, 33, 42, 44, 48, 52, 53, 56, 57, 59, 60, 63, 66, 68, 77, 78, 80, 85, 87, 88, 90, 92, 96, 100

Egg Moves: Extrasensory, Psychic Terrain, Wonder Room

PASSIMIAN #766

Type: Fighting
Classification: Medium | SR 10
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Teamwork Pokémon. They use their saliva to stick leaves to their shoulders. You can tell what troop they belong to from the position of the leaves.

Armor Class: 15
Hit Points: 82 | **Hit Dice:** d12
Speed: 35ft. walking, 20ft. climbing

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

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

Receiver: When switched in after an ally faints, this Pokémon copies the non-hidden ability of the fainted ally until switched out.

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: Tackle, Leer, Rock Smash, Focus Energy, Beat Up, Scary Face, Take Down
Level 10: Bestow, Thrash, Bulk Up
Level 14: Double-Edge, Fling
Level 18: Close Combat, Reversal, Giga Impact

TM: 01, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 30, 31, 32, 39, 40, 42, 44, 45, 46, 47, 48, 52, 53, 56, 59, 62, 66, 68, 74, 78, 80, 86, 87, 88, 89, 90, 100

Egg Moves: Feint, Iron Head, Quick Attack, Quick Guard, Seismic Toss, Vital Throw

WIMPOD #767

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



The Turn Tail Pokémon. It will pick up anything it finds on the ground. Sometimes it finds coins, so Murkrow and Meowth will go after it.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

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

Wimp Out: When a damaging move causes this Pokémon to fall below 50% of its maximum HP, it MUST disengage and move up to its speed in a straight line towards its trainer as a free action. If this would put the Pokémon in range of switching out, it must do so as another free action if another Pokémon is available to replace it.

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

Starting Moves: Defense Curl, Sand Attack, Struggle Bug

TM: 06, 07, 10, 12, 17, 18, 21, 27, 28, 32, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Jet, Harden, Metal Claw, Spikes, Wide Guard

GOLISOPOD #768

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



The Hard Scale Pokémon. The shell covering its body is as hard as diamond. This Pokémon will do anything it takes to win.

Armor Class: 18
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Flying, Rock
Resistances: Fighting, Ground, Ice, Steel, Water

Emergency Exit: At any time this Pokémon is damaged when it is at or below 50% of its maximum HP, its trainer may switch it out as a free action.

Starting Moves: Defense Curl, First Impression, Sand Attack, Spite, Struggle Bug, Rock Smash, Fury Cutter, Mud Shot

Level 6: Bug Bite, Iron Defense
Level 10: Sucker Punch, Slash, Razor Shell
Level 14: Pin Missile, Swords Dance
Level 18: Liquidation

TM: 06, 07, 08, 09, 10, 12, 13, 14, 17, 18, 21, 27, 28, 31, 32, 34, 36, 39, 40, 42, 44, 45, 48, 52, 54, 55, 56, 65, 66, 68, 75, 77, 79, 80, 81, 84, 87, 88, 90, 94, 95, 97, 98, 100

SANDYGAST #769

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



The Sand Heap Pokémon. It likes the shovel on its head, so SandYGast will get serious and fight any children who come to take it back.

Armor Class: 13
Hit Points: 19 | **Hit Dice:** d8
Speed: 20ft. burrowing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Sleight of Hand, Survival
Saving Throws: Constitution
Vulnerabilities: Dark, Ghost, Grass, Ice, Water
Resistances: Bug, Poison, Rock
Immunities: Electric, Fighting, Normal
Senses: Tremorsense 25ft, Darkvision 30ft

Water Compaction: After being damaged by a water-type move, any other damage dealt to this Pokémon until the beginning of its next turn is halved.

HIDDEN ABILITY

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

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

Starting Moves: Absorb, Harden
Level 2: Astonish, Sand Tomb
Level 6: Mega Drain, Sand Attack
Level 10: Bulldoze, Hypnosis
Level 14: Giga Drain, Iron Defense, Shadow Ball
Level 18: Earth Power, Shore Up, Sandstorm

TM: 06, 10, 17, 21, 26, 27, 29, 30, 32, 37, 39, 42, 44, 45, 48, 53, 69, 71, 78, 80, 83, 87, 88, 90, 100

Egg Moves: Amnesia, Ancient Power, Curse, Destiny Bond, Spit Up, Swallow, Stockpile

PALOSSAND #770

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



The Sand Castle Pokémon. Each of its grains of sand has its own will. Palossand eats small Pokémon and siphons away their vital essence while they're still alive.

Armor Class: 16
Hit Points: 89 | **Hit Dice:** d12
Speed: 25ft. burrowing

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

Proficient Skills: Sleight of Hand, Survival
Saving Throws: Constitution, Wisdom
Vulnerabilities: Dark, Ghost, Grass, Ice, Water
Resistances: Bug, Poison, Rock
Immunities: Electric, Fighting, Normal
Senses: Tremorsense 40ft, Darkvision 50ft

Water Compaction: After being damaged by a water-type move, any other damage dealt to this Pokémon until the beginning of its next turn is halved.

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: Absorb, Astonish, Harden, Sand Tomb, Mega Drain, Sand Attack
Level 10: Bulldoze, Hypnosis
Level 14: Giga Drain, Iron Defense
Level 18: Shadow Ball, Earth Power, Shore Up, Sandstorm

TM: 06, 10, 17, 21, 26, 27, 29, 30, 32, 37, 39, 42, 44, 45, 48, 53, 69, 71, 78, 80, 83, 87, 88, 90, 100

PYUKUMUKU #771

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



The Sea Cucumber Pokémon. The tradition known as Pyukumuku chucking started from the custom of throwing Pyukumuku back into the sea after they wash onshore.

Armor Class: 18
Hit Points: 43 | **Hit Dice:** d8
Speed: 5ft. walking, 10ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

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

Innards Out: When this Pokémon is knocked out by a damaging move, the attacker takes an amount of typeless damage equal to the amount of HP lost.

HIDDEN ABILITY

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

Starting Moves: Baton Pass, Bide, Harden, Mud Sport, Water Sport, Helping Hand, Taunt, Safeguard
Level 6: Counter, Purify
Level 10: Curse, Gastro Acid
Level 14: Pain Split, Recover, Soak
Level 18: Toxic, Memento

TM: 06, 07, 12, 16, 17, 18, 20, 32, 33, 44, 45, 60, 77, 87, 88, 90, 100

Egg Moves: Bestow, Endure, Spite, Tickle, Venom Drench

TYPE: NULL #772

Type: Normal
Classification: Medium | SR 13
Minimum Level Found: 8
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/2 | 3 ASI



The Synthetic Pokémon. A Pokémon weapon developed for a specific mission, it went berserk during an experiment, so it was cryogenically frozen.

Armor Class: 16
Hit Points: 134 | **Hit Dice:** d12
Speed: 30ft. walking

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

Proficient Skills: History
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 50ft, Truesight 10ft

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

Evolution: Type: Null can evolve into Silvally at level 16 and above 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: Tackle, Rage, Pursuit, Imprison, Aerial Ace
Level 10: Crush Claw, Scary Face, X-Scissor, Take Down, Metal Sound
Level 14: Iron Head, Double Hit, Air Slash, Punishment
Level 18: Razor Wind, Tri Attack, Double-Edge, Heal Block

TM: 01, 02, 05, 06, 07, 10, 11, 17, 18, 21, 27, 32, 37, 40, 42, 43, 44, 48, 65, 66, 68, 73, 75, 80, 81, 87, 88, 89, 90, 100

SILVALLY #773

Type: Normal
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Synthetic Pokémon. This is its form once it has awakened and evolved. Freed from its heavy mask, its speed is greatly increased.

Armor Class: 17
Hit Points: 234 | **Hit Dice:** d20
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: History, Intimidation, Religion
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 50ft, Truesight 10ft

RKS System: This Pokémon's type is determined by the memory disc it holds. If not holding a memory disc, this Pokémon's type is normal.

Starting Moves: Aerial Ace, Bite, Explosion, Fire Fang, Ice Fang, Imprison, Iron Head, Multi-Attack, Poison Fang, Scary Face, Tackle, Thunder Fang, Double Hit, Metal Sound, Crush Claw, Air Slash, Tri Attack
Level 6: Double Hit, Metal Sound
Level 10: Crush Claw, Air Slash
Level 14: Tri Attack, X-Scissor, Crunch
Level 18: Take Down, Double-Edge, Parting Shot

TM: 01, 02, 05, 06, 07, 10, 11, 13, 15, 17, 18, 21, 24, 27, 30, 32, 35, 37, 40, 42, 43, 44, 48, 51, 64, 65, 66, 68, 73, 75, 80, 81, 87, 88, 89, 90, 91, 94, 95, 100

MINIOR METEOR FORM

#774

Type: Rock/Flying
Classification: Tiny | SR 4
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Meteor Pokémon. It lives in the ozone layer, where it becomes food for stronger Pokémon. When it tries to run away, it falls to the ground.

Armor Class: 18
Hit Points: 43 | **Hit Dice:** d10
Speed: 10ft. walking, 35ft. flying (hover)

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

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

Shields Down: This Pokémon is immune to Non-Volatile status effects while in Meteor Form. When this Pokémon falls below 50% of its maximum hp, its outer shell breaks and it changes to Core Form. In Core Form, it adds 6 points to its DEX, but reduces its AC by 4. The Pokémon must complete a short rest to restore itself to Meteor Form.

Starting Moves: Tackle, Defense Curl, Rollout, Confuse Ray
Level 6: Swift, Ancient Power, Self-Destruct
Level 10: Take Down, Stealth Rock, Autotomize
Level 14: Cosmic Power, Power Gem
Level 18: Double-Edge, Shell Smash, Explosion

TM: 04, 06, 10, 15, 16, 17, 20, 21, 2, 26, 27, 29, 32, 33, 37, 39, 42, 44, 45, 48, 57, 62, 64, 68, 69, 71, 74, 77, 78, 80, 87, 88, 89, 90, 99, 100

MINIOR CORE FORM #774

Type: Rock/Flying
Classification: Tiny | SR 4
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Meteor Pokémon. Places where Minior fall from the night sky are few and far between, with Alola being one of the precious few.

Armor Class: 14
Hit Points: 43 | **Hit Dice:** d10
Speed: 10ft. walking, 35ft. flying (hover)

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

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

Shields Down: This Pokémon is immune to Non-Volatile status effects while in Meteor Form. When this Pokémon falls below 50% of its maximum hp, its outer shell breaks and it changes to Core Form. In Core Form, it adds 6 points to its DEX, but reduces its AC by 4. The Pokémon must complete a short rest to restore itself to Meteor Form.

Starting Moves: Tackle, Defense Curl, Rollout, Confuse Ray
Level 6: Swift, Ancient Power, Self-Destruct
Level 10: Take Down, Stealth Rock, Autotomize
Level 14: Cosmic Power, Power Gem
Level 18: Double-Edge, Shell Smash, Explosion

TM: 04, 06, 10, 15, 16, 17, 20, 21, 2, 26, 27, 29, 32, 33, 37, 39, 42, 44, 45, 48, 57, 62, 64, 68, 69, 71, 74, 77, 78, 80, 87, 88, 89, 90, 99, 100

KOMALA #775

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



The Drowsing Pokémon. It stays asleep from the moment it's born. When it falls into a deep sleep, it stops moving altogether.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 15ft. walking, 20ft. climbing

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

Proficient Skills: Insight, Deception
Saving Throws: Constitution, Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Comatose: This Pokémon is in a continuous state of drowsiness. It is immune to the sleep condition, but is considered affected by sleep for all moves that require a Pokémon to be asleep to use or activate additional effects (Snore, Sleep Talk, Wake-Up Slap, Dream Eater, etc.)

Starting Moves: Defense Curl, Rollout, Spit Up, Stockpile, Swallow, Rapid Spin
Level 6: Yawn, Slam
Level 10: Flail, Sucker Punch
Level 14: Psych Up, Wood Hammer
Level 18: Thrash

TM: 01, 04, 06, 08, 10, 11, 17, 21, 26, 27, 31, 32, 42, 45, 47, 48, 60, 62, 65, 66, 75, 77, 78, 80, 87, 88, 89, 90, 100

Egg Moves: Charm, Play Rough, Sing, Wish

TURTONATOR #776

Type: Fire/Dragon
Classification: Medium | SR 12
Minimum Level Found: 10
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Blast Turtle Pokémon. It lives in volcanoes and eats sulfur and other minerals. Materials from the food it eats form the basis of its explosive shell.

Armor Class: 19
Hit Points: 100 | **Hit Dice:** d10
Speed: 20ft. walking

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

Proficient Skills: Athletics, Intimidation
Saving Throws: Wisdom
Vulnerabilities: Dragon, Ground, Rock
Resistances: Bug, Electric, Fire, Grass, Steel

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

Starting Moves: Ember, Tackle, Smog, Protect, Incinerate, Flail, Endure, Iron Defense, Flamethrower
Level 14: Body Slam, Shell Smash, Dragon Pulse
Level 18: Shell Trap, Overheat, Explosion

TM: 01, 02, 05, 06, 08, 09, 10, 11, 12, 15, 17, 21, 22, 23, 26, 27, 32, 35, 38, 39, 42, 43, 44, 45, 48, 50, 52, 56, 57, 59, 61, 64, 66, 68, 71, 78, 82, 87, 88, 90, 91, 100

Egg Moves: Fire Spin, Head Smash, Revenge, Wide Guard

TOGEDEMARU #777

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



The Roly-Poly Pokémon. When it's surprised or agitated, the 14 fur spikes on its back will stand up involuntarily.

Armor Class: 15
Hit Points: 21 | **Hit Dice:** d10
Speed: 35ft. walking

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

Proficient Skills: Investigation, Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Electric, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
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.

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

HIDDEN ABILITY

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: Tackle, Thunder Shock
Level 2: Defense Curl, Rollout, Charge
Level 6: Spark, Nuzzle
Level 10: Magnet Rise, Discharge
Level 14: Zing Zap, Electric Terrain, Wild Charge
Level 18: Pin Missile, Spiky Shield, Fell Stinger

TM: 01, 06, 10, 17, 21, 24, 25, 27, 32, 33, 42, 44, 45, 46, 48, 56, 57, 66, 68, 72, 73, 74, 84, 86, 87, 88, 89, 90, 93, 100

Egg Moves: Disarming Voice, Encore, Fake Out, Flail, Present, Reversal, Tickle, Twineedle, Wish

MIMIKYU #778

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



The Disguise Pokémon. It stands in front of a mirror, trying to fix its broken neck as if its life depended on it. It has a hard time getting it right, so it's crying inside.

Armor Class: 17
Hit Points: 43 | **Hit Dice:** d10
Speed: 10ft. walking, 30ft. flying (hover)

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

Proficient Skills: Arcana, Performance
Saving Throws: Wisdom, Charisma
Vulnerabilities: Ghost, Steel
Resistances: Bug
Immunities: Dragon, Fighting, Normal
Senses: Darkvision 30ft

Disguise: This Pokémon has a disguise which gives it a temporary hp boost equal to twice its level. When the temporary hit points fall to zero, the disguise breaks and requires a short rest to repair.

Starting Moves: Astonish, Copycat, Scratch, Splash, Wood Hammer, Double Team, Baby-Doll Eyes
Level 6: Shadow Sneak, Mimic
Level 10: Feint Attack, Charm, Slash
Level 14: Shadow Claw, Hone Claws
Level 18: Play Rough, Pain Split

TM: 01, 06, 08, 10, 12, 15, 16, 17, 20, 21, 24, 25, 28, 29, 30, 32, 42, 44, 45, 46, 48, 56, 57, 61, 63, 65, 66, 73, 75, 77, 81, 83, 85, 87, 88, 90, 92, 97, 99, 100

Egg Moves: Curse, Destiny Bond, Grudge, Nightmare

BRUXISH #779

Type: Water/Psychic
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 Gnash Teeth Pokémon. It burrows beneath the sand, radiating psychic power from the protuberance on its head. It waits for prey as it surveys the area.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 5ft. walking, 35ft. swimming

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

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Electric, Ghost, Grass
Resistances: Fighting, Fire, Ice, Psychic, Steel, Water

Dazzling: Creatures within line of sight of this Pokémon cannot use bonus actions to activate Moves. Moves that would normally have a Move Time of "1 bonus action" instead have a Move Time of "1 action".

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

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

Starting Moves: Water Gun, Astonish, Confusion, Bite

Level 6: Aqua Jet, Disable

Level 10: Psywave, Crunch

Level 14: Aqua Tail, Screech, Psychic Fangs

Level 18: Synchronoise

TM: 04, 06, 08, 09, 10, 12, 13, 14, 16, 17, 18, 20, 21, 27, 29, 32, 33, 40, 41, 42, 44, 45, 48, 55, 56, 63, 66, 68, 75, 79, 85, 87, 88, 90, 92, 94, 98, 100

Egg Moves: Ice Fang, Poison Fang, Rage, Water Pulse

DRAMPA #780

Type: Normal/Dragon
Classification: Large | SR 9
Minimum Level Found: 10
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Placid Pokémon. If a child it has made friends with is bullied, Drampa will find the bully's house and burn it to the ground.

Armor Class: 15
Hit Points: 75 | **Hit Dice:** d10
Speed: 20ft. flying

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

Proficient Skills: History, Religion, Persuasion
Saving Throws: Strength, Wisdom
Vulnerabilities: Fairy, Fighting, Dragon, Ice
Resistances: Electric, Fire, Grass, Water
Immunities: Ghost

Berserk: When this Pokémon falls below 25% of its maximum health, all of its attacks are rolled with disadvantage, but deal double their damage. If a move activated requires a saving throw, the target(s) have advantage on the roll.

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

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

Starting Moves: Echoed Voice, Play Nice, Twister, Protect, Glare, Safeguard, Dragon Breath, Extrasensory

Level 14: Dragon Pulse, Light Screen

Level 18: Fly, Hyper Voice, Outrage

TM: 01, 02, 04, 05, 06, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 30, 32, 35, 38, 42, 44, 45, 48, 49, 51, 52, 53, 56, 65, 68, 73, 76, 77, 78, 80, 82, 86, 88, 90, 94, 95, 96, 100

Egg Moves: Dragon Rush, Hurricane, Mist, Play Rough, Razor Wind

DHELMISE #781

Type: Ghost/Grass
Classification: Huge | SR 11
Minimum Level Found: 10
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Sea Creeper Pokémon. It wraps its prey in green seaweed and sucks away their vitality. It only likes to go after big prey like Wailord.

Armor Class: 16
Hit Points: 85 | **Hit Dice:** d10
Speed: 30ft. swimming, 20ft. flying (hover)

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

Proficient Skills: Survival, Insight
Saving Throws: Constitution, Wisdom
Vulnerabilities: Dark, Fire, Flying, Ghost, Ice
Resistances: Electric, Grass, Ground, Water
Immunities: Fighting, Normal

Steelworker: This Pokémon adds its proficiency bonus to damage dealt by steel-type moves.

Starting Moves: Absorb, Astonish, Growth, Rapid Spin, Switcheroo, Mega Drain, Wrap, Gyro Ball, Metal Sound, Giga Drain, Whirlpool, Anchor Shot
Level 14: Shadow Ball, Energy Ball, Slam
Level 18: Heavy Slam, Phantom Force, Power Whip

TM: 06, 10, 11, 15, 17, 18, 21, 22, 26, 27, 30, 31, 32, 34, 40, 42, 44, 45, 46, 48, 53, 59, 63, 65, 68, 74, 75, 78, 80, 86, 87, 88, 90, 91, 94, 100

JANGMO-O #782

Type: 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 Scaly Pokémon. It smacks the scales on its head against rocks or against the ground to frighten its opponents. It can also contact its friends with these noises.

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

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

Proficient Skills: Performance
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Bulletproof: This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

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

HIDDEN ABILITY

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

Evolution: Jangmo-o can evolve into Hakamo-o 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: Tackle
Level 2: Leer, Bide, Protect
Level 6: Dragon Tail, Scary Face
Level 10: Headbutt, Work Up
Level 14: Screech, Iron Defense, Dragon Claw
Level 18: Noble Roar, Dragon Dance, Outrage

TM: 01, 02, 05, 06, 08, 10, 12, 17, 20, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 49, 52, 54, 65, 66, 75, 78, 80, 81, 82, 87, 88, 90, 100

Egg Moves: Counter, Dragon Breath, Reversal

HAKAMO-O #783

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



The Scaly Pokémon. It makes noise by clanging its scales together. When the rhythm has reached its peak, Hakamo-o attacks.

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

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

Proficient Skills: Perception, Performance
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Flying, Ice, Psychic
Resistances: Bug, Dark, Electric, Fire, Grass, Rock
Water

Bulletproof: This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

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

HIDDEN ABILITY

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

Evolution: Hakamo-o can evolve into Kommo-o at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Autotomize, Bide, Leer, Protect, Sky Uppercut, Tackle
Level 6: Dragon Tail, Scary Face
Level 10: Headbutt, Work Up
Level 14: Screech, Iron Defense, Dragon Claw
Level 18: Noble Roar, Dragon Dance, Outrage, Close Combat

TM: 01, 02, 05, 06, 08, 10, 12, 17, 20, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 49, 52, 54, 56, 59, 65, 66, 75, 78, 80, 81, 82, 87, 88, 90, 100

KOMMO-O #784

Type: Dragon/Fighting
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Scaly Pokémon. When it howls after finishing off its prey, the metallic sounds of its celebrating comrades can be heard from all around.

Armor Class: 18
Hit Points: 170 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Perception, Performance
Saving Throws: Strength, Dexterity
Vulnerabilities: Dragon, Fairy, Flying, Ice, Psychic
Resistances: Bug, Dark, Electric, Fire, Grass, Rock
Water

Bulletproof: This Pokémon is immune to damage from moves with Bullet, Ball, or Bomb in their name.

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

HIDDEN ABILITY

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

Starting Moves: Autotomize, Belly Drum, Bide, Clanging Scales, Leer, Protect, Sky Uppercut, Tackle, Dragon Tail, Scary Face, Headbutt, Work Up, Screech, Iron Defense, Dragon Claw
Level 18: Noble Roar, Dragon Dance, Outrage, Close Combat

TM: 01, 02, 05, 06, 08, 10, 12, 17, 20, 21, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 49, 52, 54, 56, 59, 65, 66, 75, 78, 80, 81, 82, 87, 88, 90, 100

TAPU KOKO #785

Type: Electric/Fairy
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Land Spirit Pokémon. Although it's called a guardian deity, if a person or Pokémon puts it in a bad mood, it will become a malevolent deity and attack.

Armor Class: 18
Hit Points: 352 | **Hit Dice:** d20
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	24 (+7)	17 (+3)	12 (+1)	16 (+3)	18 (+4)

Proficient Skills: Perception, Performance, Investigation
Saving Throws: Dexterity, Charisma
Vulnerabilities: Ground, Poison
Resistances: Bug, Dark, Electric, Fighting, Flying
Immunities: Dragon
Senses: Darkvision 100ft, Truesight 40ft

Electric Surge: If the move is known, this Pokémon may use the Electric Terrain move as a bonus action.

HIDDEN ABILITY

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

Starting Moves: Electric Terrain, Brave Bird, Power Swap, Mean Look, Quick Attack, False Swipe, Withdraw, Thunder Shock, Spark, Shock Wave, Screech, Charge, Wild Charge, Mirror Move, Nature's Madness

Level 18: Discharge, Agility, Electro Ball

TM: 01, 04, 05, 06, 10, 12, 15, 16, 17, 18, 19, 20, 21, 24, 25, 27, 32, 33, 40, 41, 42, 46, 48, 49, 51, 54, 58, 62, 68, 72, 73, 76, 77, 86, 87, 88, 89, 90, 93, 96, 99, 100

TAPU LELE #786

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



The Land Spirit Pokémon. As it flutters about, it scatters its strangely glowing scales. Touching them is said to restore good health on the spot.

Armor Class: 18
Hit Points: 352 | **Hit Dice:** d20
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	12 (+1)	22 (+6)	20 (+5)

Proficient Skills: Perception, Performance, Religion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Darkvision 100ft, Truesight 40ft

Psychic Surge: If the move is known, this Pokémon may use the Psychic Terrain move as a bonus action.

HIDDEN ABILITY

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

Starting Moves: Psychic Terrain, Aromatic Mist, Aromatherapy, Mean Look, Draining Kiss, Astonish, Withdraw, Confusion, Psywave, Psybeam, Sweet Scent, Skill Swap, Psyshock, Tickle, Nature's Madness

Level 18: Extrasensory, Flatter, Moonblast

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 20, 21, 24, 25, 27, 29, 30, 32, 33, 41, 42, 46, 48, 49, 52, 53, 56, 57, 68, 77, 86, 87, 88, 90, 96, 99, 100

TAPU BULU #787

Type: Grass/Fairy
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Land Spirit Pokémon. Although it's called a guardian deity, it's violent enough to crush anyone it sees as an enemy.

Armor Class: 20
Hit Points: 366 | **Hit Dice:** d20
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Proficient Skills: Perception, Performance, Nature
Saving Throws: Constitution, Charisma
Vulnerabilities: Fire, Flying, Ice, Poison, Steel
Resistances: Dark, Electric, Fighting, Grass, Ground, Water
Immunities: Dragon
Senses: Darkvision 100ft, Truesight 40ft

Grassy Surge: If the move is known, this Pokémon may use the Grassy Terrain move as a bonus action.

HIDDEN ABILITY

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

Starting Moves: Grassy Terrain, Wood Hammer, Superpower, Mean Look, Disable, Whirlwind, Withdraw, Leafage, Horn Attack, Giga Drain, Scary Face, Leech Seed, Horn Leech, Rototiller, Nature's Madness

Level 18: Zen Headbutt, Megahorn, Skull Bash

TM: 01, 04, 05, 06, 08, 10, 11, 12, 15, 16, 17, 20, 21, 22, 2, 31, 33, 39, 41, 42, 48, 49, 52, 53, 54, 56, 59, 66, 67, 68, 71, 75, 77, 80, 86, 87, 88, 90, 95, 96, 99, 100

TAPU FINI #788

Type: Water/Fairy
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Land Spirit Pokémon. This guardian deity of Poni Island manipulates water. Because it lives deep within a thick fog, it came to be both feared and revered.

Armor Class: 19
Hit Points: 380 | **Hit Dice:** d20
Speed: 50ft. swimming, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Proficient Skills: Perception, Performance, Persuasion
Saving Throws: Strength, Charisma
Vulnerabilities: Electric, Grass, Poison
Resistances: Bug, Dark, Fighting, Fire, Ice, Water
Immunities: Dragon
Senses: Darkvision 100ft, Truesight 40ft

Misty Surge: If the move is known, this Pokémon may use the Misty Terrain move as a bonus action.

HIDDEN ABILITY

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

Starting Moves: Misty Terrain, Moonblast, Heal Pulse, Mean Look, Haze, Mist, Withdraw, Water Gun, Whirlpool, Soak, Refresh, Brine, Defog, Nature's Madness

Level 18: Muddy Water, Aqua Ring, Hydro Pump

TM: 04, 06, 10, 12, 13, 14, 15, 16, 17, 18, 20, 21, 27, 30, 32, 33, 41, 42, 48, 49, 55, 56, 67, 68, 77, 86, 87, 88, 90, 94, 96, 98, 99, 100

COSMOG #789

Type: Psychic
Classification: Tiny | SR 7
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/3 | 2 ASI



The Nebula Pokémon. Even though its helpless, gaseous body can be blown away by the slightest breeze, it doesn't seem to care.

Armor Class: 12
Hit Points: 148 | **Hit Dice:** d12
Speed: 30ft. flying

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

Proficient Skills: Insight, Arcana
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 50ft, Truesight 10ft

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

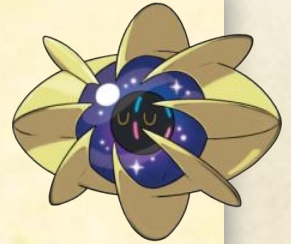
Evolution: Cosmog can evolve into Cosmoem at level 10 and above. When it evolves, its health increases by double its level, and it gains 17 points to add to its ability scores (max 20).

Starting Moves: Splash
Level 10: Teleport

TM: None

COSMOEM #790

Type: Psychic
Classification: Tiny | SR 13
Minimum Level Found: 8
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 2/3 | 2 ASI



The Protostar Pokémon. The king who ruled Alola in times of antiquity called it the "cocoon of the stars" and built an altar to worship it.

Armor Class: 18
Hit Points: 236 | **Hit Dice:** d12
Speed: 40ft. flying

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

Proficient Skills: Insight, Arcana
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 80ft, Truesight 20ft

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

Evolution: Cosmoem can evolve into Solgaleo at level 16 and above during the day, or Lunala at level 16 and above at night. 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: Cosmic Power, Teleport

TM: None

SOLGALEO #791

Type: Psychic/Steel
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 3/3 | 2 ASI



The Sunne Pokémon. Sometimes the result of its opening an Ultra Wormhole is that energy and life-forms from other worlds are called here to this world.

Armor Class: 18
Hit Points: 335 | **Hit Dice:** d20
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	20 (+5)	14 (+2)	16 (+3)	14 (+2)

Proficient Skills: Insight, Arcana, Athletics
Saving Throws: Dexterity, Strength
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 100ft, Truesight 30ft

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

Starting Moves: Cosmic Power, Metal Claw, Sunsteel Strike, Teleport, Wake-Up Slap, Iron Head, Metal Sound, Zen Headbutt, Flash Cannon, Morning Sun, Crunch

Level 18: Metal Burst, Solar Beam, Noble Roar, Flare Blitz, Wide Guard, Giga Impact

TM: 01, 03, 04, 05, 06, 10, 11, 15, 16, 17, 20, 21, 22, 24, 25, 26, 27, 29, 32, 33, 35, 38, 39, 42, 43, 44, 48, 52, 68, 71, 73, 74, 77, 78, 80, 87, 88, 90, 91, 92, 93, 95, 100

LUNALA #792

Type: Psychic/Ghost
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 3/3 | 2 ASI



The Moone Pokémon. Records of it exist in writings from long, long ago, where it was known by the name "the beast that calls the moon."

Armor Class: 18
Hit Points: 335 | **Hit Dice:** d20
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	14 (+2)	19 (+4)	16 (+3)

Proficient Skills: Insight, Arcana, Acrobatics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Poison, Psychic
Immunities: Fighting, Normal
Senses: Darkvision 100ft, Truesight 30ft

Shadow Shield: If this Pokémon is at full health, the first damage dealt to it is halved.

Starting Moves: Confusion, Cosmic Power, Hypnosis, Moongeist Beam, Teleport, Night Shade, Confuse Ray, Air Slash, Shadow Ball, Moonlight

Level 18: Night Daze, Magic Coat, Moonblast, Phantom Force, Dream Eater, Wide Guard, Hyper Beam

TM: 01, 03, 04, 05, 06, 10, 11, 13, 14, 15, 16, 17, 19, 20, 21, 22, 24, 25, 27, 29, 30, 32, 33, 40, 42, 44, 48, 52, 57, 58, 61, 62, 65, 68, 73, 76, 77, 85, 87, 88, 90, 92, 99, 100

NIHILEGO #793

Type: Rock/Poison
Classification: Small | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Parasite Pokémon. A life-form from another world, it was dubbed an Ultra Beast and is thought to produce a strong neurotoxin.

Armor Class: 17
Hit Points: 260 | **Hit Dice:** d12
Speed: 40ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	8 (-1)	17 (+3)	12 (+1)

Proficient Skills: Survival, Nature, Deception
Saving Throws: Constitution, Wisdom
Vulnerabilities: Ground, Psychic, Steel, Water
Resistances: Bug, Fairy, Fire, Flying, Normal, Poison
Senses: Darkvision 80ft, Truesight 20ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Acid, Constrict, Guard Split, Pound, Power Split, Tickle, Clear Smog, Psywave, Headbutt, Venoshock, Toxic Spikes, Safeguard, Power Gem
Level 18: Mirror Coat, Acid Spray, Venom Drench, Stealth Rock, Wonder Room, Head Smash

TM: 03, 06, 09, 10, 16, 17, 20, 21, 24, 25, 27, 29, 32, 33, 34, 36, 37, 42, 44, 48, 49, 57, 59, 73, 84, 86, 87, 88, 90, 92, 99, 100

BUZZWOLE #794

Type: Bug/Fighting
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Swollen Pokémon. Although it's alien to this world and a danger here, it's apparently a common organism in the world where it normally lives.

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

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

Proficient Skills: Athletics, Survival, Intimidation
Saving Throws: Strength, Dexterity
Vulnerabilities: Fairy, Fire, Flying, Psychic
Resistances: Bug, Dark, Fighting, Grass, Ground
Senses: Darkvision 100ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Fell Stinger, Focus Energy, Harden, Ice Punch, Power-Up Punch, Reversal, Thunder Punch, Comet Punch, Bulk Up, Vital Throw, Endure, Leech Life, Taunt, Mega Punch

Level 18: Counter, Hammer Arm, Lunge, Dynamic Punch, Superpower, Focus Punch

TM: 01, 06, 08, 10, 12, 17, 19, 21, 23, 26, 27, 28, 31, 32, 39, 42, 44, 47, 48, 54, 56, 66, 68, 71, 74, 78, 80, 84, 87, 88, 90, 100

PHEROMOSA #795

Type: Bug/Fighting
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Lissome Pokémon. A life-form that lives in another world, its body is thin and supple, but it also possesses great power.

Armor Class: 15
Hit Points: 232 | **Hit Dice:** d12
Speed: 50ft. walking, 40ft. climbing, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Proficient Skills: Acrobatics, Survival, Persuasion
Saving Throws: Dexterity, Constitution
Vulnerabilities: Fairy, Fire, Flying, Psychic
Resistances: Bug, Dark, Fighting, Grass, Ground
Senses: Darkvision 100ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Double Kick, Leer, Low Kick, Quick Guard, Quiver Dance, Rapid Spin, Swift, Stomp, Feint, Silver Wind, Bounce, Jump Kick, Agility
Level 18: Triple Kick, Lunge, Bug Buzz, Me First, High Jump Kick, Speed Swap

TM: 06, 10, 12, 13, 14, 15, 17, 19, 21, 27, 31, 32, 41, 42, 44, 47, 48, 49, 52, 54, 56, 68, 84, 87, 88, 89, 90, 100, 90, 92, 99, 100

XURKITREE #796

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



The Glowing Pokémon. Although it's alien to this world and a danger here, it's apparently a common organism in the world where it normally lives.

Armor Class: 17
Hit Points: 232 | **Hit Dice:** d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

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

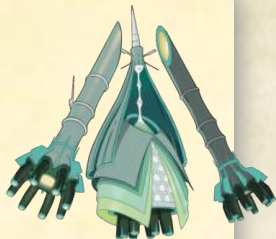
Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Charge, Spark, Tail Glow, Thunder Shock, Wrap, Thunder Wave, Shock Wave, Ingrain, Thunder Punch, Eerie Impulse, Signal Beam, Thunderbolt
Level 18: Hypnosis, Discharge, Electric Terrain, Power Whip, Ion Deluge, Zap Cannon

TM: 04, 06, 10, 11, 15, 16, 17, 18, 21, 22, 24, 25, 27, 32, 33, 42, 44, 48, 53, 56, 57, 59, 68, 72, 73, 86, 87, 88, 90, 93, 96, 99, 100

CELESTEELA #797

Type: Steel/Flying
Classification: Gargantuan | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Launch Pokémon. One kind of Ultra Beast. Witnesses have seen it burn down a forest by expelling gas from its two arms.

Armor Class: 18
Hit Points: 246 | **Hit Dice:** d12
Speed: 50ft. walking, 50ft. flying

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

Proficient Skills: Athletics, Insight, Survival
Saving Throws: Strength, Dexterity
Vulnerabilities: Electric, Fire
Resistances: Bug, Dragon, Fairy, Flying, Grass, Normal, Psychic, Steel
Immunities: Ground, Poison
Senses: Tremorsense 100ft

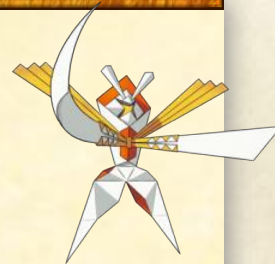
Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Absorb, Air Slash, Harden, Ingrain, Tackle, Wide Guard, Smack Down, Mega Drain, Leech Seed, Metal Sound, Iron Head, Giga Drain, Flash Cannon
Level 18: Autotomize, Seed Bomb, Skull Bash, Iron Defense, Heavy Slam, Double-Edge

TM: 06, 10, 15, 17, 21, 22, 23, 26, 27, 32, 35, 38, 42, 43, 44, 48, 53, 59, 62, 64, 67, 68, 71, 74, 76, 78, 80, 86, 87, 88, 90, 91, 100

KARTANA #798

Type: Grass/Steel
Classification: Small | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Drawn Sword Pokémon. This Ultra Beast's body, which is as thin as paper, is like a sharpened sword.

Armor Class: 16
Hit Points: 218 | **Hit Dice:** d12
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	8 (-1)	14 (+2)	12 (+1)

Proficient Skills: Acrobatics, Deception, Sleight of Hand
Saving Throws: Strength, Dexterity
Vulnerabilities: Fighting, Fire
Resistances: Dragon, Electric, Fairy, Grass, Normal, Psychic, Rock, Steel, Water
Immunities: Poison

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Air Cutter, Cut, Defog, Fury Cutter, Sacred Sword, Vacuum Wave, False Swipe, Razor Leaf, Synthesis, Aerial Ace, Laser Focus, Night Slash, Swords Dance
Level 18: Leaf Blade, X-Scissor, Detect, Air Slash, Psycho Cut, Guillotine

TM: 04, 06, 10, 17, 21, 27, 31, 32, 40, 44, 48, 54, 67, 68, 75, 81, 87, 88, 90, 100

GUZZLORD #799

Type: Dark/Dragon
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Junkivore Pokémon. Although it's alien to this world and a danger here, it's apparently a common organism in the world where it normally lives.

Armor Class: 14
Hit Points: 302 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	26 (+8)	8 (-1)	12 (+1)	12 (+1)

Proficient Skills: Survival, Intimidation, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Bug, Dragon, Fairy, Fighting, Ice
Resistances: Dark, Electric, Fire, Ghost, Grass, Water
Immunities: Psychic

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Belch, Bite, Dragon Rage, Stockpile, Swallow, Wide Guard, Stomp, Brutal Swing, Steamroller, Dragon Tail, Iron Tail, Stomping Tantrum, Crunch

Level 18: Hammer Arm, Thrash, Gastro Acid, Heavy Slam, Wring Out, Dragon Rush

TM: 02, 06, 10, 15, 17, 21, 23, 26, 27, 31, 32, 34, 35, 36, 38, 39, 42, 44, 46, 48, 56, 59, 65, 66, 68, 71, 74, 78, 80, 82, 84, 88, 90, 95, 97

NECROZMA #800

Type: Psychic
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Prism Pokémon. It looks somehow pained as it rages around in search of light, which serves as its energy. It's apparently from another world.

Armor Class: 18
Hit Points: 486 | **Hit Dice:** d20
Speed: 50ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	20 (+5)	18 (+4)

Proficient Skills: Insight, Arcana, Deception, Intimidation
Saving Throws: Strength, Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 80ft, Truesight 20ft

Prism Armor: When this Pokémon is subject to damage in its vulnerabilities list, roll the damage dice twice and use the lower result for the damage calculation.

Form Change: Necrozma can fuse with a willing Solgaleo, at will, with the help of the N-Solarizer, or Lunala with the help of the N-Lunarizer. The fusion will result in a Dusk Mane Necrozma (if fused with Solgaleo) or Dawn Wings Necrozma (if fused with Lunala) with the same current HP.

Starting Moves: Charge Beam, Confusion, Metal Claw, Mirror Shot, Moonlight, Morning Sun, Slash, Stored Power, Rock Blast, Night Slash, Gravity, Psycho Cut, Power Gem, Autotomize, Photon Geyser, Stealth Rock, Iron Defense, Wring Out, Prismatic Laser

TM: 03, 04, 06, 10, 15, 16, 17, 21, 22, 26, 27, 29, 31, 32, 33, 39, 40, 42, 44, 46, 48, 56, 57, 59, 63, 65, 67, 68, 69, 71, 73, 74, 75, 78, 80, 81, 87, 88, 90, 91, 92, 97, 100

DUSK MANE NECROZMA

#800

Type: Psychic/Steel
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Prism Pokémon. This is Necrozma's form while it's absorbing the power of Solgaleo, making it extremely ferocious and impossible to control.

Armor Class: 19
Hit Points: 486 | **Hit Dice:** d20
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	14 (+2)	20 (+5)	18 (+4)

Proficient Skills: Insight, Arcana, Deception, Intimidation
Saving Throws: Strength, Dexterity, Wisdom
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 100ft, Truesight 30ft

Prism Armor: When this Pokémon is subject to damage in its vulnerabilities list, roll the damage dice twice and use the lower result for the damage calculation.

Form Change: Dusk Mane Necrozma can transform into Ultra Necrozma as a bonus action on its turn. When it does, the transformation is treated as a permanent mega evolution, following the rules as stated in the Pokémon 5e Player Handbook.

Starting Moves: Charge Beam, Confusion, Metal Claw, Mirror Shot, Moonlight, Morning Sun, Slash, Stored Power, Rock Blast, Night Slash, Gravity, Psycho Cut, Power Gem, Autotomize, Photon Geyser, Stealth Rock, Iron Defense, Wring Out, Prismatic Laser

TM: 03, 04, 06, 10, 15, 16, 17, 21, 22, 26, 27, 29, 31, 32, 33, 39, 40, 42, 44, 46, 48, 56, 57, 59, 63, 65, 67, 68, 69, 71, 73, 74, 75, 78, 80, 81, 87, 88, 90, 91, 92, 97, 100

DAWN WINGS NECROZMA

#800

Type: Psychic/Ghost
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Prism Pokémon. This is its form while it's devouring the light of Lunala. It grasps foes in its giant claws and rips them apart with brute force.

Armor Class: 19
Hit Points: 486 | **Hit Dice:** d20
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	14 (+2)	24 (+7)	20 (+5)

Proficient Skills: Insight, Arcana, Deception, Intimidation
Saving Throws: Strength, Dexterity, Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Poison, Psychic
Immunities: Fighting, Normal
Senses: Darkvision 100ft, Truesight 30ft

Prism Armor: When this Pokémon is subject to damage in its vulnerabilities list, roll the damage dice twice and use the lower result for the damage calculation.

Form Change: Dawn Wings Necrozma can transform into Ultra Necrozma as a bonus action on its turn. When it does, the transformation is treated as a permanent mega evolution, following the rules as stated in the Pokémon 5e Player Handbook.

Starting Moves: Charge Beam, Confusion, Metal Claw, Mirror Shot, Moonlight, Morning Sun, Slash, Stored Power, Rock Blast, Night Slash, Gravity, Psycho Cut, Power Gem, Autotomize, Photon Geyser, Stealth Rock, Iron Defense, Wring Out, Prismatic Laser

TM: 03, 04, 06, 10, 15, 16, 17, 21, 22, 26, 27, 29, 31, 32, 33, 39, 40, 42, 44, 46, 48, 56, 57, 59, 63, 65, 67, 68, 69, 71, 73, 74, 75, 78, 80, 81, 87, 88, 90, 91, 92, 97, 100

ULTRA NECROZMA #800

Type: Psychic/Dragon
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Prism Pokémon. The light pouring out from all over its body affects living things and nature, impacting them in various ways.

Armor Class: 22
Hit Points: 486 | **Hit Dice:** d20
Speed: 50ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	20 (+5)	16 (+3)	24 (+7)	20 (+5)

Proficient Skills: Insight, Arcana, Deception, Intimidation
Saving Throws: Strength, Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Dragon, Fairy, Ghost, Ice
Resistances: Electric, Fighting, Fire, Grass, Psychic, Water
Senses: Darkvision 150ft, Truesight 50ft

Neuroforce: When this Pokémon damages a creature with a super effective move, it may roll the damage dice twice and use the higher result.

Starting Moves: Charge Beam, Confusion, Metal Claw, Mirror Shot, Moonlight, Morning Sun, Slash, Stored Power, Rock Blast, Night Slash, Gravity, Psycho Cut, Power Gem, Autotomize, Photon Geyser, Stealth Rock, Iron Defense, Wring Out, Prismatic Laser

TM: 03, 04, 06, 10, 15, 16, 17, 21, 22, 26, 27, 29, 31, 32, 33, 39, 40, 42, 44, 46, 48, 56, 57, 59, 63, 65, 67, 68, 69, 71, 73, 74, 75, 78, 80, 81, 87, 88, 90, 91, 92, 97, 100

MAGEARNA #801

Type: Steel/Fairy
Classification: Small | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Artificial Pokémon. It synchronizes its consciousness with others to understand their feelings. This faculty makes it useful for taking care of people.

Armor Class: 18
Hit Points: 232 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	16 (+3)	16 (+3)

Proficient Skills: Insight, Arcana, Persuasion
Saving Throws: Strength, Wisdom
Vulnerabilities: Fire, Ground
Resistances: Dark, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock
Immunities: Dragon, Poison
Senses: Darkvision 80ft, Truesight 20ft

Soul-Heart: Upon seeing an ally faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Crafty Shield, Defense Curl, Gear Up, Helping Hand, Iron Head, Psybeam, Shift Gear, Sonic Boom, Lucky Chant, Aurora Beam, Mirror Shot, Mind Reader, Flash Cannon
Level 18: Fleur Cannon, Iron Defense, Pain Split, Synchronoise, Aura Sphere, Heart Swap, Trump Card

TM: 04, 10, 13, 15, 16, 17, 21, 22, 24, 27, 30, 31, 32, 33, 48, 49, 52, 53, 54, 57, 63, 64, 68, 72, 73, 74, 86, 87, 90, 91, 92, 99, 100

MARSHADOW #802

Type: Fighting/Ghost
Classification: Small | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Gloomdweller Pokémon. It slips into the shadows of others and mimics their powers and movements. As it improves, it becomes stronger than those it's imitating.

Armor Class: 17
Hit Points: 246 | **Hit Dice:** d12
Speed: 25ft. walking, 50ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	8 (-1)	16 (+3)	12 (+1)

Proficient Skills: Insight, Persuasion, Deception
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Fairy, Flying, Ghost, Psychic
Resistances: Bug, Poison, Rock
Immunities: Fighting, Normal
Senses: Darkvision 80ft, Truesight 20ft

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

Starting Moves: Assurance, Counter, Drain Punch, Fire Punch, Ice Punch, Laser Focus, Pursuit, Shadow Sneak, Thunder Punch, Force Palm, Feint, Rolling Kick, Copycat, Shadow Punch, Role Play, Jump Kick, Psych Up
Level 18: Spectral Thief, Close Combat, Sucker Punch, Endeavor

TM: 01, 04, 06, 08, 10, 17, 21, 23, 27, 30, 31, 32, 39, 42, 44, 46, 47, 48, 49, 52, 54, 56, 61, 62, 65, 66, 68, 71, 77, 80, 84, 86, 87, 88, 90, 100

POIPOLE #803

Type: Poison
Classification: Small | SR 12
Minimum Level Found: 8
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/2 | 3 ASI



The Poison Pin Pokémon. An Ultra Beast that lives in a different world, it cackles wildly as it sprays its opponents with poison from the needles on its head.

Armor Class: 14
Hit Points: 120 | **Hit Dice:** d12
Speed: 25ft. walking, 40ft. flying

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

Proficient Skills: Intimidation, Deception
Saving Throws: Constitution, Dexterity
Vulnerabilities: Ground, Psychic
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 60ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Evolution: Poipole can evolve into Naganadel 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: Acid, Dragon Pulse, Growl, Helping Hand, Peck, Fury Attack, Venoshock, Charm
Level 10: Venom Drench, Nasty Plot
Level 14: Poison Jab, Toxic
Level 18: Fell Stinger

TM: 06, 09, 10, 17, 21, 27, 34, 36, 42, 44, 48, 49, 84, 88, 90, 100

NAGANADEL #804

Type: Poison/Dragon
Classification: Large | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Poison Pin Pokémon. One kind of Ultra Beast, it fires a glowing, venomous liquid from its needles. This liquid is also immensely adhesive.

Armor Class: 16
Hit Points: 247 | **Hit Dice:** d12
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Intimidation, Deception
Saving Throws: Constitution, Dexterity
Vulnerabilities: Dragon, Ground, Ice, Psychic
Resistances: Bug, Electric, Fighting, Fire, Grass, Poison, Water
Senses: Darkvision 100ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Acid, Air Cutter, Dragon Pulse, Growl, Helping Hand, Peck, Fury Attack, Venoshock, Charm, Venom Drench, Nasty Plot, Poison Jab, Toxic
Level 18: Fell Stinger, Air Slash, Dragon Pulse

TM: 02, 06, 09, 10, 15, 17, 21, 24, 27, 28, 32, 34, 35, 36, 38, 40, 42, 44, 46, 48, 49, 58, 62, 65, 67, 76, 81, 82, 84, 88, 89, 90, 95, 97, 100

STAKATAKA #805

Type: Rock/Steel
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Rampart Pokémon. It appeared from an Ultra Wormhole. Each one appears to be made up of many life-forms stacked one on top of each other.

Armor Class: 22
Hit Points: 274 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison
Senses: Tremorsense 100ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Protect, Tackle, Rock Slide, Stealth Rock, Bide, Take Down, Rock Throw, Autotomize, Iron Defense
Level 18: Iron Head, Rock Blast, Wide Guard, Double-Edge

TM: 06, 10, 16, 17, 20, 21, 23, 26, 27, 33, 37, 39, 42, 44, 48, 59, 68, 69, 71, 74, 78, 80, 83, 88, 90, 91, 92

BLACEPHALON #806

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



The Fireworks Pokémon. It slithers toward people. Then, without warning, it triggers the explosion of its own head. It's apparently one kind of Ultra Beast.

Armor Class: 15
Hit Points: 218 | **Hit Dice:** d12
Speed: 50ft. walking, 50ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	8 (-1)	18 (+4)	18 (+4)

Proficient Skills: Performance, Deception
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Dark, Ghost, Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Poison, Steel
Immunities: Fighting, Normal
Senses: Truesight 20ft

Beast Boost: Upon causing an opponent to faint, this Pokémon increases the ability scores of its saving throw proficiencies by 2 until the end of combat. This is stackable up to a maximum of +10 to any one ability score.

Starting Moves: Astonish, Ember, Magic Coat, Stored Power, Flame Burst, Night Shade, Light Screen, Calm Mind, Fire Blast, Shadow Ball
Level 18: Trick, Mind Blown

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 21, 23, 27, 29, 30, 32, 35, 38, 41, 42, 43, 44, 46, 48, 50, 56, 60, 61, 64, 65, 66, 87, 88, 90, 97, 100

ZERAORA #807

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



The Thunderclap Pokémon. It electrifies its claws and tears its opponents apart with them. Even if they dodge its attack, they'll be electrocuted by the flying sparks.

Armor Class: 17
Hit Points: 232 | **Hit Dice:** d12
Speed: 50ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	17 (+3)	8 (-1)	14 (+2)	12 (+1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel
Senses: Darkvision 100ft

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

Starting Moves: Scratch, Spark, Hone Claws, Quick Attack, Fury Swipes, Volt Switch, Snarl, Fake Out, Charge, Thunder Punch, Slash, Wild Charge, Quick Guard
Level 18: Plasma Fists, Close Combat, Discharge

TM: 01, 04, 06, 08, 10, 12, 17, 21, 24, 25, 27, 31, 32, 40, 42, 44, 47, 48, 49, 52, 54, 56, 59, 62, 68, 72, 73, 86, 88, 90, 93, 95, 100

MELTAN #808

Type: Steel
Classification: Tiny | SR 5
Minimum Level Found: 5
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/2 | 3 ASI



The Hex Nut Pokémon. It dissolves and eats metal. Circulating liquid metal within its body is how it generates energy.

Armor Class: 13
Hit Points: 58 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

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

Evolution: Meltan can evolve into Melmetal at level 10 and above. When it evolves, its health increases by double its level, and it gains 16 points to add to its ability scores (max 20).

Starting Moves: Harden, Thunder Shock, Tail Whip
Level 6: Headbutt
Level 10: Thunder Wave, Acid Armor
Level 14: Flash Cannon

TM: 06, 17, 24, 42, 44, 48, 73, 74, 88, 90, 91

MELMETAL #809

Type: Steel
Classification: Large | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Hex Nut Pokémon. At the end of its life-span, Melmetal will rust and fall apart. The small shards left behind will eventually be reborn as Meltan.

Armor Class: 20
Hit Points: 198 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

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: Harden, Headbutt, Tail Whip, Thunder Punch, Thunder Shock, Thunder Wave, Acid Armor
Level 14: Flash Cannon, Mega Punch, Protect, Discharge
Level 18: Dynamic Punch, Superpower, Double Iron Bash, Hyper Beam

TM: 06, 15, 17, 22, 24, 31, 39, 42, 44, 48, 59, 68, 73, 74, 80, 88, 90, 91