

# POKÉMON 5E - GEN I & II MONSTER MANUAL

## STAT BLOCKS FOR ALL 251 GENERATION I AND II POKÉMON

Homebrew created by @JOetheDM

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

### Pokémon 5e Gen I - VII PHB:

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

### Generation III & IV Monster Manual:

[https://drive.google.com/file/d/1NXyArTR3F9s\\_cc-s6fbDbMB5s6up7tw/view?usp=sharing](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>

### Generation VII Monster Manual:

[https://drive.google.com/file/d/1ub\\_5rKAHd\\_sD-EZk3i5uM\\_5QdqRdTQKU/view?usp=sharing](https://drive.google.com/file/d/1ub_5rKAHd_sD-EZk3i5uM_5QdqRdTQKU/view?usp=sharing)

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## IDEAS/CONCERNS/QUESTIONS?

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## BULBASAUR #001

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## IVYSAUR #002

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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



## VENUSAUR #003

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 14:** Growth, Double-Edge, Worry Seed

**Level 18:** Synthesis, Solar Beam, Petal Blizzard

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

## CHARMANDER #004

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## CHARMELEON #005

**Type:** Fire

**Classification:** Small | SR 5

**Minimum Level Found:** 5

**Egg Group:** Monster, Dragon

**Gender Rate:** 87% M / 13% F

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



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

**Armor Class:** 14

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

**Speed:** 30ft. walking

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

**Proficient Skills:** Acrobatics

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground, Rock, Water

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Growl, Scratch, Ember, Smokescreen

**Level 6:** Dragon Rage

**Level 10:** Scary Face

**Level 14:** Fire Fang, Flame Burst, Slash

**Level 18:** Flamethrower, Fire Spin, Inferno

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

## CHARIZARD #006

**Type:** Fire/Flying

**Classification:** Medium | SR 13

**Minimum Level Found:** 10

**Egg Group:** Monster, Dragon

**Gender Rate:** 87% M / 13% F

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



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

**Armor Class:** 16

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

**Speed:** 30ft. walking, 35ft. flying

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

**Proficient Skills:** Acrobatics, Athletics

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Electric, Rock, Water

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

**Immunities:** Ground

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

### HIDDEN ABILITY

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

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

**Level 14:** Fire Fang, Flame Burst, Slash

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

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



## SQUIRTLE #007

**Type:** Water

**Classification:** Tiny | SR 1/2

**Minimum Level Found:** 1

**Egg Group:** Monster, Water 1

**Gender Rate:** 87% M / 13% F

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



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

**Armor Class:** 14

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

**Speed:** 30ft. walking, 20ft. swimming

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

**Proficient Skills:** Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Electric, Grass

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Tackle, Tail Whip

**Level 2:** Water Gun, Withdraw

**Level 6:** Bubble, Bite, Rapid Spin

**Level 10:** Protect, Water Pulse

**Level 14:** Aqua Tail, Skull Bash, Iron Defense

**Level 18:** Rain Dance, Hydro Pump

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

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

## WARTORTLE #008

**Type:** Water

**Classification:** Small | SR 5

**Minimum Level Found:** 5

**Egg Group:** Monster, Water 1

**Gender Rate:** 87% M / 13% F

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



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

**Armor Class:** 15

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

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

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

**Proficient Skills:** Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Electric, Grass

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

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

### HIDDEN ABILITY

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

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

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

**Level 6:** Bubble, Bite

**Level 10:** Rapid Spin, Protect

**Level 14:** Water Pulse, Aqua Tail, Skull Bash

**Level 18:** Iron Defense, Rain Dance, Hydro Pump

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

## BLASTOISE #009

Type: Water

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



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

Armor Class: 17

Hit Points: 122 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

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

Proficient Skills: Survival

Saving Throws: Constitution, Strength

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

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

### HIDDEN ABILITY

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

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

**Level 14:** Water Pulse, Aqua Tail, Skull Bash

**Level 18:** Iron Defense, Rain Dance, Hydro Pump

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

## CATERPIE #010

Type: Bug

Classification: Tiny | SR 1/8

Minimum Level Found: 1

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 11

Hit Points: 15 | Hit Dice: d6

Speed: 20ft. walking, 20ft. climbing

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

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

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

### HIDDEN ABILITY

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

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

**Starting Moves:** String Shot, Tackle

**Level 2:** Bug Bite



## METAPOD #011

Type: Bug

Classification: Tiny | SR 1

Minimum Level Found: 2

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 12

Hit Points: 29 | Hit Dice: d8

Speed: 5ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

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

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

**Starting Moves:** Harden

## BUTTERFREE #012

Type: Bug/Flying

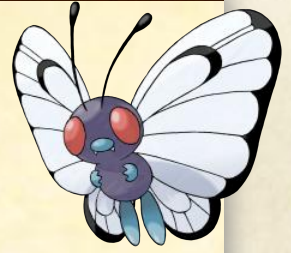
Classification: Medium | SR 6

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



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

Armor Class: 14

Hit Points: 38 | Hit Dice: d10

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

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

Proficient Skills: Acrobatics, Persuasion

Saving Throws: Dexterity, Charisma

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

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

### HIDDEN ABILITY

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

**Starting Moves:** Confusion, Gust

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

**Level 10:** Silver Wind, Supersonic, Safeguard

**Level 14:** Whirlwind, Bug Buzz, Rage Powder

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

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

## WEEDLE #013

Type: Bug/Poison

Classification: Tiny | SR 1/8

Minimum Level Found: 1

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 11

Hit Points: 17 | Hit Dice: d6

Speed: 20ft. walking, 20ft. climbing

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

Proficient Skills: None

Saving Throws: None

Vulnerabilities: Fire, Flying, Psychic, Rock

Resistances: Bug, Fairy, Fighting, Grass, Poison

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Poison Sting, String Shot

**Level 2:** Bug Bite

## KAKUNA #014

Type: Bug/Poison

Classification: Tiny | SR 1

Minimum Level Found: 2

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 12

Hit Points: 29 | Hit Dice: d8

Speed: 5ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Psychic, Rock

Resistances: Bug, Fairy, Fighting, Grass, Poison

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

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

**Starting Moves:** Harden



## BEEDRILL #015

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

## PIDGEY #016

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## PIDGEOTTO #017

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

## PIDGEOT #018

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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



## RATTATA #019

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## RATICATE #020

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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



## SPEAROW #021

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## FEAROW #022

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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



## EKANS #023

Type: Poison

Classification: Small | SR 1/2

Minimum Level Found: 1

Egg Group: Field, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



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

Armor Class: 13

Hit Points: 16 | Hit Dice: d6

Speed: 30ft. walking

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

Proficient Skills: Stealth, Deception

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 30ft

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Leer, Wrap, Poison Sting

**Level 2:** Bite, Glare

**Level 6:** Screech, Acid

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

**Level 14:** Acid Spray, Mud Bomb, Gastro Acid

**Level 18:** Haze, Coil, Gunk Shot, Belch

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

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

## ARBOK #024

Type: Poison

Classification: Large | SR 6

Minimum Level Found: 5

Egg Group: Field, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



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

Armor Class: 15

Hit Points: 45 | Hit Dice: d10

Speed: 30ft. walking

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

Proficient Skills: Stealth, Deception, Intimidation

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 50ft

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

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

### HIDDEN ABILITY

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

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

**Level 6:** Glare, Screech

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

**Level 14:** Acid Spray, Mud Bomb, Gastro Acid

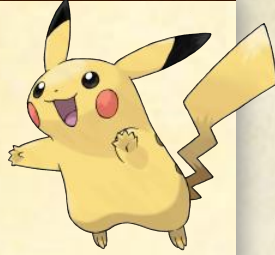
**Level 18:** Haze, Coil, Gunk Shot, Belch

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



## PIKACHU #025

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

## RAICHU #026

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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



## SANDSHREW #027

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

**Level 6:** Magnitude, Swift

**Level 10:** Fury Swipes, Sand Tomb, Slash

**Level 14:** Dig, Gyro Ball

**Level 18:** Swords Dance, Sandstorm, Earthquake

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

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

## SANDSLASH #028

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 6:** Magnitude, Swift

**Level 10:** Fury Swipes, Sand Tomb

**Level 14:** Slash, Dig

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

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



## NIDORAN ♀ #029

Type: Poison

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Monster, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 12

Hit Points: 17 | Hit Dice: d6

Speed: 20ft. walking

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

Proficient Skills: Perception

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Growl, Scratch

**Level 2:** Tail Whip, Double Kick

**Level 6:** Poison Sting, Fury Swipes

**Level 10:** Bite, Helping Hand

**Level 14:** Toxic Spikes, Flatter

**Level 18:** Crunch, Captivate, Poison Fang

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

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

## NIDORINA #030

Type: Poison

Classification: Small | SR 4

Minimum Level Found: 5

Egg Group: Monster, Field

Gender Rate: 0% M / 100% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 14

Hit Points: 45 | Hit Dice: d8

Speed: 30ft. walking

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

Proficient Skills: Perception

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Growl, Scratch, Tail Whip, Double Kick

**Level 6:** Poison Sting

**Level 10:** Fury Swipes, Bite

**Level 14:** Helping Hand, Toxic Spikes

**Level 18:** Flatter, Crunch, Captivate, Poison Fang

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



## NIDOQUEEN #031

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 14:** Body Slam

**Level 18:** Earth Power, Superpower

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

## NIDORAN ♂ #032

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Leer, Peck

**Level 2:** Focus Energy, Double Kick

**Level 6:** Poison Sting, Fury Attack

**Level 10:** Horn Attack, Helping Hand

**Level 14:** Toxic Spikes, Flatter

**Level 18:** Poison Jab, Captivate, Horn Drill

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

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



## NIDORINO #033

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

**Level 6:** Poison Sting

**Level 10:** Fury Attack, Horn Attack

**Level 14:** Helping Hand, Toxic Spikes

**Level 18:** Flatter, Poison Jab, Captivate, Horn Drill

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

## NIDOKING #034

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

**Starting Moves:** Double Kick, Focus Energy, Peck, Poison Sting, Chip Away, Thrash

**Level 18:** Earth Power, Megahorn

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



## CLEFAIRY #035

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

**Level 2:** Sing, Double Slap

**Level 6:** Defense Curl, Follow Me, Bestow

**Level 10:** Wake-Up Slap, Minimize

**Level 14:** Stored Power, Metronome, Cosmic Power

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

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

## CLEFABLE #036

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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



## VULPIX #037

**Type:** Fire

**Classification:** Tiny | SR 1/4

**Minimum Level Found:** 1

**Egg Group:** Field

**Gender Rate:** 25% M / 75% F

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



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

**Armor Class:** 13

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

**Speed:** 30ft. walking

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

**Proficient Skills:** Perception, Investigation

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground, Rock, Water

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

**Senses:** Darkvision 30ft

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Ember, Tail Whip

**Level 2:** Roar, Baby-Doll Eyes, Quick Attack

**Level 6:** Confuse Ray, Fire Spin, Payback

**Level 10:** Will-O-Wisp, Feint Attack, Hex

**Level 14:** Flame Burst, Extrasensory, Safeguard

**Level 18:** Flamethrower, Imprison, Fire Blast, Grudge, Captivate, Inferno

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

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

## NINETALES #038

**Type:** Fire

**Classification:** Medium | SR 7

**Minimum Level Found:** 5

**Egg Group:** Field

**Gender Rate:** 25% M / 75% F

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



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

**Armor Class:** 17

**Hit Points:** 40 | **Hit Dice:** d10

**Speed:** 30ft. walking

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

**Proficient Skills:** Perception, Investigation

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground, Rock, Water

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

**Senses:** Darkvision 50ft

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

### HIDDEN ABILITY

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

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

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



## JIGGLYPUFF #039

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

## WIGGLYTUFF #040

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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



## ZUBAT #041

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



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

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

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

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

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

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

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

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

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

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

## GOLBAT #042

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



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

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

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

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

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

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

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

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

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



## ODDISH #043

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## GLOOM #044

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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



## VILEPLUME #045

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 18:** Petal Dance, Solar Beam, Petal Blizzard

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

## PARAS #046

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Scratch

**Level 2:** Poison Powder, Stun Spore, Absorb

**Level 6:** Fury Cutter

**Level 10:** Spore, Slash

**Level 14:** Growth

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

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

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



## PARASECT #047

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 6:** Fury Cutter

**Level 10:** Spore

**Level 14:** Slash, Growth

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

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

## VENONAT #048

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Disable, Foresight, Tackle

**Level 2:** Supersonic, Confusion

**Level 6:** Poison Powder, Psybeam

**Level 10:** Stun Spore, Signal Beam

**Level 14:** Sleep Powder, Leech Life

**Level 18:** Zen Headbutt, Poison Fang, Psychic

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

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



## VENOMOTH #049

**Type:** Bug/Poison

**Classification:** Medium | SR 8

**Minimum Level Found:** 8

**Egg Group:** Bug

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

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



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

**Armor Class:** 15

**Hit Points:** 64 | **Hit Dice:** d10

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

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

**Proficient Skills:** Nature

**Saving Throws:** Constitution

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

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

**Senses:** Darkvision 50ft

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

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

### HIDDEN ABILITY

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

**Starting Moves:** Disable, Foresight, Gust, Quiver Dance, Silver Wind, Supersonic, Tackle, Confusion, Poison Powder, Psybeam

**Level 10:** Stun Spore, Signal Beam

**Level 14:** Sleep Powder, Leech Life

**Level 18:** Zen Headbutt, Poison Fang, Psychic, Bug Buzz

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

## DIGLETT #050

**Type:** Ground

**Classification:** Tiny | SR 1/2

**Minimum Level Found:** 1

**Egg Group:** Field

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

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



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

**Armor Class:** 12

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

**Speed:** 20ft. burrowing

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

**Proficient Skills:** Stealth, Athletics

**Saving Throws:** Dexterity

**Vulnerabilities:** Grass, Ice, Water

**Resistances:** Poison, Rock

**Immunities:** Electric

**Senses:** Tremorsense 80ft

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Sand Attack, Scratch

**Level 2:** Growl, Astonish

**Level 6:** Mud-Slap, Magnitude, Bulldoze

**Level 10:** Sucker Punch, Mud Bomb

**Level 14:** Earth Power, Dig, Slash

**Level 18:** Earthquake, Fissure

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

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



## DUGTRIO #051

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

## MEOWTH #052

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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



## PERSIAN #053

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



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

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

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

**Proficient Skills:** Persuasion, Deception, Sleight of Hand

**Saving Throws:** Dexterity, Charisma

**Vulnerabilities:** Fighting

**Resistances:** None

**Immunities:** Ghost

**Senses:** Darkvision 50ft

**Limber:** This Pokémon is immune to being paralyzed.

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

### HIDDEN ABILITY

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

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

**Level 6:** Fury Swipes, Screech

**Level 10:** Feint Attack, Taunt

**Level 14:** Power Gem

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

**TM:** 01, 05, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 63, 65, 66, 67, 77, 85, 87, 88, 89, 90, 97, 100

## PSYDUCK #054

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



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

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

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

**Proficient Skills:** Insight

**Saving Throws:** Constitution, Wisdom

**Vulnerabilities:** Electric, Grass

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Scratch, Water Sport

**Level 2:** Tail Whip, Water Gun, Confusion

**Level 6:** Fury Swipes, Water Pulse, Disable

**Level 10:** Screech, Zen Headbutt

**Level 14:** Aqua Tail, Soak, Psych Up

**Level 18:** Amnesia, Hydro Pump, Wonder Room

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

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



## GOLDUCK #055

**Type:** Water

**Classification:** Medium | SR 10

**Minimum Level Found:** 8

**Egg Group:** Water 1, Field

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

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



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

**Armor Class:** 16

**Hit Points:** 72 | **Hit Dice:** d10

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

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

**Proficient Skills:** Insight

**Saving Throws:** Constitution, Wisdom

**Vulnerabilities:** Electric, Grass

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

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

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

### HIDDEN ABILITY

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

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

**Level 10:** Screech, Zen Headbutt

**Level 14:** Aqua Tail, Soak

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

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

## MANKEY #056

**Type:** Fighting

**Classification:** Tiny | SR 1/2

**Minimum Level Found:** 1

**Egg Group:** Field

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

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



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

**Armor Class:** 12

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

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

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

**Proficient Skills:** Athletics, Acrobatics

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Fairy, Flying, Psychic

**Resistances:** Bug, Dark, Rock

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

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

### HIDDEN ABILITY

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

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

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

**Level 2:** Fury Swipes, Karate Chop

**Level 6:** Pursuit, Seismic Toss, Swagger

**Level 10:** Cross Chop, Assurance

**Level 14:** Punishment, Thrash, Stomping Tantrum

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

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

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



## PRIMEAPE #057

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

## GROWLITHE #058

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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



## ARCANINE #059

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 14:** Extreme Speed

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

## POLIWAG #060

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Water Sport

**Level 2:** Water Gun, Hypnosis, Bubble

**Level 6:** Double Slap, Rain Dance

**Level 10:** Body Slam, Bubble Beam

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

**Level 18:** Hydro Pump, Mud Bomb

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

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



## POLIWHIRL #061

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

**Level 6:** Double Slap, Rain Dance  
**Level 10:** Body Slam, Bubble Beam  
**Level 14:** Mud Shot  
**Level 18:** Belly Drum, Wake-Up Slap, Hydro Pump, Mud Bomb

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

## POLIWRATH #062

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 14:** Dynamic Punch

**Level 18:** Mind Reader, Circle Throw

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



## ABRA #063

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



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

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

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

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

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

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

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

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

**Starting Moves:** Teleport, Scratch

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

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

## KADABRA #064

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



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

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

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

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

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

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

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

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

**Starting Moves:** Confusion, Kinesis, Teleport

**Level 6:** Disable

**Level 10:** Psybeam, Miracle Eye, Reflect

**Level 14:** Psycho Cut, Recover, Telekinesis, Psychic

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

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



## ALAKAZAM #065

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



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

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

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

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

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

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

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

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

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

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

## MACHOP #066

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Leer, Low Kick, Focus Energy

**Level 2:** Karate Chop, Foresight

**Level 6:** Low Sweep, Seismic Toss, Revenge

**Level 10:** Knock Off, Vital Throw, Wake-Up Slap

**Level 14:** Dual Chop, Submission, Bulk Up

**Level 18:** Cross Chop, Scary Face, Dynamic Punch

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

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



## MACHOKE #067

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

## MACHAMP #068

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 14:** Dual Chop, Submission, Bulk Up

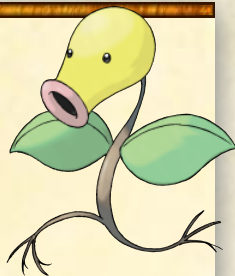
**Level 18:** Cross Chop, Scary Face, Dynamic Punch

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



## BELLSPROUT #069

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

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

## WEEPINBELL #070

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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



## VICTREEBEL #071

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



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

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

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

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

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

### HIDDEN ABILITY

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

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

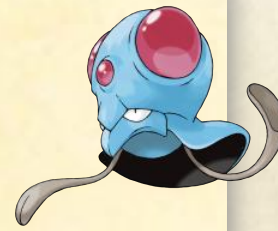
**Level 14:** Leaf Storm

**Level 18:** Leaf Blade

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

## TENTACOOOL #072

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Poison Sting

**Level 2:** Supersonic, Constrict, Acid

**Level 6:** Toxic Spikes, Water Pulse, Wrap

**Level 10:** Acid Spray, Bubble Beam

**Level 14:** Barrier, Poison Jab, Brine

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

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

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



## TENTACRUEL #073

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

**Level 6:** Toxic Spikes, Water Pulse, Wrap

**Level 10:** Acid Spray, Bubble Beam

**Level 14:** Barrier, Poison Jab

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

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

## GEODUDE #074

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



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

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

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

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

**Rock Head:** This Pokémon takes no recoil damage.

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

### HIDDEN ABILITY

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

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

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

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

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



## GRAVELER #075

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



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

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

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

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

**Rock Head:** This Pokémon takes no recoil damage.

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Defense Curl, Mud Sport, Rock Polish, Tackle, Rollout

**Level 6:** Magnitude, Rock Throw, Smack Down

**Level 10:** Bulldoze, Self-Destruct

**Level 14:** Stealth Rock, Rock Blast, Earthquake

**Level 18:** Explosion, Double-Edge, Stone Edge

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

## GOLEM #076

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



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

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

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

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

**Rock Head:** This Pokémon takes no recoil damage.

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

### HIDDEN ABILITY

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

**Starting Moves:** Defense Curl, Mud Sport, Rock Polish, Tackle, Steamroller, Magnitude, Rock Throw, Smack Down, Bulldoze, Self-Destruct

**Level 14:** Stealth Rock, Rock Blast, Earthquake

**Level 18:** Explosion, Double-Edge, Stone Edge, Heavy Slam

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



## PONYTA #077

**Type:** Fire

**Classification:** Small | SR 1/2

**Minimum Level Found:** 1

**Egg Group:** Field

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

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



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

**Armor Class:** 14

**Hit Points:** 18 | **Hit Dice:** d8

**Speed:** 30ft. walking

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

**Proficient Skills:** Athletics

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground, Rock, Water

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

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

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

### HIDDEN ABILITY

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

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

**Starting Moves:** Growl, Tackle

**Level 2:** Tail Whip, Ember

**Level 6:** Flame Wheel, Stomp

**Level 10:** Flame Charge, Fire Spin

**Level 14:** Take Down, Inferno, Agility

**Level 18:** Fire Blast, Bounce, Flare Blitz

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

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

## RAPIDASH #078

**Type:** Fire

**Classification:** Large | SR 11

**Minimum Level Found:** 10

**Egg Group:** Field

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

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



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

**Armor Class:** 16

**Hit Points:** 98 | **Hit Dice:** d10

**Speed:** 40ft. walking

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

**Proficient Skills:** Athletics

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground, Rock, Water

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

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

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

### HIDDEN ABILITY

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

**Starting Moves:** Ember, Fury Attack, Growl, Megahorn, Poison Jab, Quick Attack, Tail Whip, Flame Wheel, Stomp, Flame Charge, Fire Spin

**Level 14:** Take Down, Inferno, Agility

**Level 18:** Fire Blast, Bounce, Flare Blitz

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



## SLOWPOKE #079

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



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

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

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

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

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

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

### HIDDEN ABILITY

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

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

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

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

**Egg Moves:** Belch, Belly Drum, Block, Future Sight, Me First, Mud Sport, Safeguard, Sleep Talk, Snore, Stomp, Wonder Room, Zen Headbutt

## SLOWBRO #080

**Type:** Water/Psychic  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Monster, Water 1  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Hermit Crab Pokémon. Lives lazily by the sea. If the Shellder on its tail comes off, it becomes a Slowpoke again.*

**Armor Class:** 16  
**Hit Points:** 97 | **Hit Dice:** d10  
**Speed:** 20ft. walking, 30ft. swimming

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

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

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

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

### HIDDEN ABILITY

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

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

**TM:** 03, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 26, 27, 29, 30, 31, 32, 35, 38, 40, 42, 44, 45, 48, 49, 52, 55, 56, 68, 73, 77, 78, 85, 86, 87, 90, 92, 94, 100



## MAGNEMITE #081

**Type:** Electric/Steel  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/3 | 2 ASI



*The Magnet Pokémon. It is hatched with the ability to defy gravity. It floats while emitting powerful electromagnetic waves.*

**Armor Class:** 14  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 20ft. flying (hover)

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

**Proficient Skills:** Insight, Acrobatics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting, Fire, Ground  
**Resistances:** Bug, Dragon, Electric, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison

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

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

### HIDDEN ABILITY

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

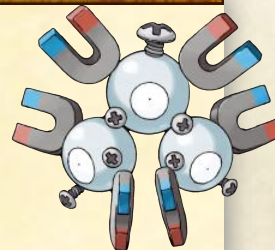
**Evolution:** Magnemite can evolve into Magnetron at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Supersonic, Tackle  
**Level 2:** Thunder Shock, Magnet Bomb, Thunder Wave  
**Level 6:** Light Screen, Sonic Boom, Spark  
**Level 10:** Mirror Shot, Metal Sound  
**Level 14:** Electro Ball, Flash Cannon, Screech, Discharge  
**Level 18:** Lock-On, Magnet Rise, Gyro Ball, Zap Cannon

**TM:** 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 32, 33, 42, 44, 48, 57, 64, 72, 73, 74, 77, 87, 88, 90, 91, 93, 100

## MAGNETON #082

**Type:** Electric/Steel  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/3 | 2 ASI



*The Magnet Pokémon. Generates strange radio signals. It raises the temperature by 3.6 degrees Fahrenheit within 3,300 feet.*

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	17 (+3)	8 (-1)	12 (+1)	8 (-1)

**Proficient Skills:** Insight, Acrobatics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting, Fire, Ground  
**Resistances:** Bug, Dragon, Electric, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel  
**Immunities:** Poison

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

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

### HIDDEN ABILITY

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

**Evolution:** Magnetron can evolve into Magnezone at level 15 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Magnet Bomb, Supersonic, Tackle, Thunder Shock, Tri Attack, Thunder Wave, Electric Terrain  
**Level 6:** Light Screen, Sonic Boom  
**Level 10:** Spark, Mirror Shot, Metal Sound  
**Level 14:** Electro Ball, Flash Cannon, Screech  
**Level 18:** Discharge, Lock-On, Magnet Rise, Gyro Ball, Zap Cannon

**TM:** 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 32, 33, 42, 44, 48, 57, 64, 68, 72, 73, 74, 77, 87, 88, 90, 91, 93, 100



## FARFETCH'D #083

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



*The Wild Duck Pokémon. They live where reedy plants grow. Farfetch'd are rarely seen, so it's thought their numbers are decreasing.*

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception, Intimidation  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Ice, Rock  
**Resistances:** Bug, Grass  
**Immunities:** Ghost, Ground

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

**Defiant:** While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

**Starting Moves:** Fury Cutter, Leer, Peck, Poison Jab, Sand Attack

**Level 2:** Fury Attack, Aerial Ace

**Level 6:** Knock Off, Slash

**Level 10:** Air Cutter, Swords Dance

**Level 14:** Agility, Night Slash

**Level 18:** Acrobatics, Feint, False Swipe, Air Slash, Brave Bird

**TM:** 01, 06, 10, 11, 17, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 51, 54, 59, 62, 75, 76, 77, 84, 87, 88, 89, 90, 100

**Egg Moves:** Covet, Curse, Feather Dance, Flail, Foresight, Gust, Leaf Blade, Mirror Move, Mud-Slap, Slash, Quick Attack, Revenge, Roost, Simple Beam, Steel Wing, Trump Card

## DODUO #084

**Type:** Normal/Flying  
**Classification:** Small | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Twin Bird Pokémon. Its short wings make flying difficult. Instead, this Pokémon runs at high speed on developed legs.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Perception, Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Ice, Rock  
**Resistances:** Bug, Grass  
**Immunities:** Ghost, Ground

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Tangled Feet:** Attacks against this Pokémon have disadvantage when it is confused.

**Evolution:** Doduo can evolve into Dodrio at level 9 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Peck

**Level 2:** Quick Attack, Rage

**Level 6:** Fury Attack, Pursuit, Pluck

**Level 10:** Double Hit, Agility

**Level 14:** Uproar, Acupressure, Swords Dance, Jump Kick

**Level 18:** Drill Peck, Endeavor, Thrash

**TM:** 01, 06, 10, 11, 17, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 75, 87, 88, 90, 100

**Egg Moves:** Assurance, Brave Bird, Endeavor, Feint, Flail, Haze, Mirror Move, Natural Gift, Quick Attack, Supersonic



## DODRIO #085

**Type:** Normal/Flying  
**Classification:** Medium | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Triple Bird Pokémon. One of Doduo's two heads splits to form a unique species. It runs close to 40 mph in prairies.*

**Armor Class:** 15  
**Hit Points:** 64 | **Hit Dice:** d10  
**Speed:** 40ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception, Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Ice, Rock  
**Resistances:** Bug, Grass  
**Immunities:** Ghost, Ground

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Tangled Feet:** Attacks against this Pokémon have disadvantage when it is confused.

**Starting Moves:** Growl, Peck, Quick Attack, Rage, Tri Attack, Fury Attack, Pursuit, Pluck

**Level 10:** Double Hit, Agility

**Level 14:** Uproar, Acupressure, Swords Dance

**Level 18:** Jump Kick, Drill Peck, Endeavor, Thrash

**TM:** 01, 06, 10, 11, 12, 15, 17, 19, 21, 27, 32, 40, 41, 42, 44, 45, 46, 48, 49, 51, 66, 68, 75, 76, 87, 88, 90, 100

## SEEL #086

**Type:** Water  
**Classification:** Small | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Sea Lion Pokémon. Loves freezing-cold conditions. Relishes swimming in a frigid climate of around 14 degrees Fahrenheit.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

### HIDDEN ABILITY

**Ice Body:** While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

**Evolution:** Seel can evolve into Dewgong at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

**Starting Moves:** Headbutt, Growl

**Level 2:** Water Sport, Icy Wind

**Level 6:** Encore, Ice Shard, Rest

**Level 10:** Aqua Ring, Aurora Beam

**Level 14:** Aqua Jet, Brine, Take Down, Dive

**Level 18:** Aqua Tail, Ice Beam, Safeguard, Hail

**TM:** 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 46, 48, 49, 56, 67, 87, 88, 90, 94, 98, 100

**Egg Moves:** Belch, Disable, Encore, Entrainment, Fake Out, Horn Drill, Icicle Spear, Lick, Perish Song, Signal Beam, Slam, Sleep Talk, Spit Up, Stockpile, Swallow, Water Pulse



## DEWGONG #087

**Type:** Water/Ice  
**Classification:** Large | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Sea Lion Pokémon. Its entire body is a snowy white. Unharmed by even intense cold, it swims powerfully in icy waters.*

**Armor Class:** 16  
**Hit Points:** 72 | **Hit Dice:** d12  
**Speed:** 15ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fighting, Grass, Rock  
**Resistances:** Ice, Water

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

### HIDDEN ABILITY

**Ice Body:** While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

**Starting Moves:** Growl, Headbutt, Icy Wind, Sheer Cold, Signal Beam, Encore, Ice Shard  
**Level 10:** Rest, Aqua Ring, Aurora Beam  
**Level 14:** Aqua Jet, Brine, Take Down, Dive  
**Level 18:** Aqua Tail, Ice Beam, Safeguard, Hail

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 42, 44, 45, 46, 48, 49, 56, 67, 68, 79, 87, 88, 90, 94, 98, 100

## GRIMER #088

**Type:** Poison  
**Classification:** Small | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Sludge Pokémon. Made of congealed sludge. It smells too putrid to touch. Even weeds won't grow in its path.*

**Armor Class:** 12  
**Hit Points:** 19 | **Hit Dice:** d6  
**Speed:** 15ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Stealth  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground, Psychic  
**Resistances:** Bug, Fairy, Fighting, Grass, Poison  
**Senses:** Darkvision 30ft

**Stench:** When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

**Sticky Hold:** Held items cannot be stolen or knocked away from this Pokémon.

### HIDDEN ABILITY

**Poison Touch:** On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

**Evolution:** Grimer can evolve into Muk at level 10 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Poison Gas, Pound  
**Level 2:** Harden, Mud-Slap  
**Level 6:** Disable, Sludge, Mud Bomb  
**Level 10:** Minimize, Fling  
**Level 14:** Sludge Bomb, Sludge Wave, Screech  
**Level 18:** Gunk Shot, Acid Armor, Memento, Belch

**TM:** 06, 09, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 34, 36, 38, 39, 41, 42, 44, 45, 48, 56, 64, 66, 80, 83, 84, 87, 88, 90, 100

**Egg Moves:** Acid Spray, Curse, Explosion, Haze, Imprison, Lick, Mean Look, Scary Face, Shadow Punch, Shadow Sneak, Spit Up, Stockpile, Swallow



## MUK #089

**Type:** Poison

**Classification:** Medium | SR 10

**Minimum Level Found:** 8

**Egg Group:** Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Sludge Pokémon. Smells so awful, it can cause fainting. Through degeneration of its nose, it lost its sense of smell.*

**Armor Class:** 16

**Hit Points:** 80 | **Hit Dice:** d12

**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	20 (+5)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Stealth

**Saving Throws:** Constitution

**Vulnerabilities:** Ground, Psychic

**Resistances:** Bug, Fairy, Fighting, Grass, Poison

**Senses:** Darkvision 40ft

**Stench:** When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

**Sticky Hold:** Held items cannot be stolen or knocked away from this Pokémon.

### HIDDEN ABILITY

**Poison Touch:** On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

**Starting Moves:** Harden, Mud-Slap, Poison Gas, Pound, Disable, Sludge, Mud Bomb, Venom Drench

**Level 10:** Minimize, Fling

**Level 14:** Sludge Bomb, Sludge Wave, Screech

**Level 18:** Gunk Shot, Acid Armor, Memento, Belch

**TM:** 06, 09, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 31, 32, 34, 35, 36, 39, 41, 42, 44, 45, 46, 48, 52, 56, 64, 66, 68, 80, 83, 84, 87, 88, 90, 97, 100

## SHELLDER #090

**Type:** Water

**Classification:** Tiny | SR 1/2

**Minimum Level Found:** 1

**Egg Group:** Water 3

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/2 | 3 ASI



*The Bivalve Pokémon. The shell can withstand any attack. However, when it is open, the tender body is exposed.*

**Armor Class:** 14

**Hit Points:** 18 | **Hit Dice:** d6

**Speed:** 5ft. walking, 15ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Skill Link:** Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Evolution:** Shellder can evolve into Cloyster at level 8 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Tackle, Water Gun

**Level 2:** Withdraw, Supersonic

**Level 6:** Icicle Spear, Protect

**Level 10:** Leer, Clamp

**Level 14:** Ice Shard, Razor Shell, Aurora Beam, Whirlpool

**Level 18:** Brine, Iron Defense, Ice Beam, Shell Smash, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 64, 66, 87, 90, 94, 100

**Egg Moves:** Aqua Ring, Avalanche, Barrier, Bubble Beam, Icicle Spear, Mud Shot, Rapid Spin, Rock Blast, Screech, Take Down, Twineedle, Water Pulse



## CLOYSTER #091

**Type:** Water/Ice  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Water 3  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Bivalve Pokémon. For protection, it uses its harder-than-diamond shell. It also shoots spikes from the shell.*

**Armor Class:** 18  
**Hit Points:** 55 | **Hit Dice:** d12  
**Speed:** 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Electric, Fighting, Grass, Rock  
**Resistances:** Ice, Water

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Skill Link:** Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Starting Moves:** Aurora Beam, Hydro Pump, Protect, Shell Smash, Supersonic, Toxic Spikes, Withdraw  
**Level 6:** Spike Cannon  
**Level 14:** Spikes  
**Level 18:** Icicle Crash

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 41, 42, 44, 45, 48, 64, 66, 67, 68, 79, 84, 87, 88, 90, 94, 100

## GASTLY #092

**Type:** Ghost/Poison  
**Classification:** Small | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Gas Pokémon. Said to appear in decrepit, deserted buildings. It has no real shape, as it appears to be made of a gas.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Stealth, Deception  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dark, Ghost, Psychic, Ground  
**Resistances:** Bug, Fairy, Grass, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 30ft

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Gastly can evolve into Haunter at level 7 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Hypnosis, Lick  
**Level 2:** Spite, Mean Look  
**Level 6:** Curse, Night Shade  
**Level 10:** Confuse Ray, Sucker Punch, Payback  
**Level 14:** Shadow Ball, Dream Eater  
**Level 18:** Dark Pulse, Destiny Bond, Hex, Nightmare

**TM:** 06, 09, 10, 11, 12, 17, 18, 21, 24, 27, 29, 30, 32, 36, 41, 42, 44, 45, 46, 48, 53, 61, 63, 64, 66, 77, 83, 85, 87, 88, 90, 92, 97, 99, 100

**Egg Moves:** Astonish, Clear Smog, Disable, Explosion, Fire Punch, Grudge, Haze, Ice Punch, Perish Song, Psywave, Reflect Type, Scary Face, Thunder Punch, Will-O-Wisp



## HAUNTER #093

**Type:** Ghost/Poison  
**Classification:** Medium | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Gas Pokémon. By licking, it saps the victim's life. It causes shaking that won't stop until the victim's demise.*

**Armor Class:** 14  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	6 (-2)	15 (+2)	10 (+0)

**Proficient Skills:** Stealth, Deception  
**Saving Throws:** Constitution  
**Vulnerabilities:** Dark, Ghost, Psychic, Ground  
**Resistances:** Bug, Fairy, Grass, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 50ft

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Haunter can evolve into Gengar at level 14 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Hypnosis, Lick, Shadow Punch, Spite, Mean Look  
**Level 6:** Curse, Night Shade  
**Level 10:** Confuse Ray, Sucker Punch  
**Level 14:** Payback, Shadow Ball  
**Level 18:** Dream Eater, Dark Pulse, Destiny Bond, Hex, Nightmare

**TM:** 06, 09, 10, 11, 12, 17, 18, 21, 24, 27, 29, 30, 32, 36, 41, 42, 44, 45, 46, 48, 53, 56, 61, 63, 64, 65, 66, 77, 83, 84, 85, 87, 88, 90, 92, 97, 99, 100

## GENGAR #094

**Type:** Ghost/Poison  
**Classification:** Medium | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Shadow Pokémon. A Gengar is close by if you feel a sudden chill. It may be trying to lay a curse on you.*

**Armor Class:** 15  
**Hit Points:** 102 | **Hit Dice:** d12  
**Speed:** 35ft. walking, 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Stealth, Deception  
**Saving Throws:** Constitution, Charisma  
**Vulnerabilities:** Dark, Ghost, Psychic, Ground  
**Resistances:** Bug, Fairy, Grass, Poison  
**Immunities:** Fighting, Normal  
**Senses:** Darkvision 80ft

**Cursed Body:** When hit by a melee attack, this Pokémon may roll 1d4. On a result of 4, the opponent who made the attack cannot use the same move on its next turn.

**Starting Moves:** Hypnosis, Lick, Shadow Punch, Spite, Mean Look, Curse, Night Shade, Confuse Ray, Sucker Punch  
**Level 14:** Payback, Shadow Ball  
**Level 18:** Dream Eater, Dark Pulse, Destiny Bond, Hex, Nightmare

**TM:** 06, 09, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 31, 32, 36, 41, 42, 44, 45, 46, 48, 52, 53, 56, 61, 63, 64, 65, 66, 68, 77, 83, 84, 85, 87, 88, 90, 92, 97, 99, 100



## ONIX #095

**Type:** Rock/Ground  
**Classification:** Huge | SR 10  
**Minimum Level Found:** 5  
**Egg Group:** Mineral  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Rock Snake Pokémon. Burrows at high speed in search of food. The tunnels it leaves are used as homes by Diglett.*

**Armor Class:** 17  
**Hit Points:** 65 | **Hit Dice:** d10  
**Speed:** 25ft. walking, 25ft. burrowing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Fighting, Grass, Ground, Ice, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 120ft

**Rock Head:** This Pokémon takes no recoil damage.

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Evolution:** Onix can evolve into Steelix at level 14 and above while holding a Metal Coat. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Bind, Harden, Mud Sport, Tackle, Curse, Rock Throw, Rock Tomb

**Level 6:** Rage, Stealth Rock, Rock Polish

**Level 10:** Gyro Ball, Smack Down, Dragon Breath, Slam

**Level 14:** Screech, Rock Slide, Sand Tomb, Iron Tail

**Level 18:** Dig, Stone Edge, Double-Edge, Sandstorm

**TM:** 05, 06, 10, 11, 12, 17, 21, 23, 26, 27, 32, 37, 39, 41, 42, 44, 45, 48, 59, 64, 66, 69, 71, 74, 77, 78, 80, 82, 87, 88, 90, 91, 96, 100

**Egg Moves:** Block, Defense Curl, Explosion, Flail, Slam, Rock Blast, Rock Climb, Rock Slide, Rollout, Rototiller, Stealth Rock

## DROWZEE #096

**Type:** Psychic  
**Classification:** Small | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Hypnosis Pokémon. If you sleep by it all the time, it will sometimes show you dreams it had eaten in the past.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

**Proficient Skills:** Insight, Persuasion  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic

**Insomnia:** This Pokémon is immune to sleep.

**Forewarn:** When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Evolution:** Drowzee can evolve into Hypno at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Hypnosis, Pound

**Level 2:** Disable, Confusion

**Level 6:** Headbutt, Poison Gas

**Level 10:** Meditate, Psybeam

**Level 14:** Psych Up

**Level 18:** Synchronoise, Zen Headbutt, Swagger, Psychic, Nasty Plot, Psyshock, Future Sight

**TM:** 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 47, 48, 56, 73, 77, 85, 89, 87, 88, 89, 90, 92, 99, 100

**Egg Moves:** Assist, Barrier, Fire Punch, Flatter, Guard Swap, Ice Punch, Nasty Plot, Psycho Cut, Role Play, Secret Power, Skill Swap, Thunder Punch



## HYPNO #097

**Type:** Psychic  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Hypnosis Pokémon. Avoid eye contact if you come across one. It will try to put you to sleep by using its pendulum.*

**Armor Class:** 16  
**Hit Points:** 45 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	8 (-1)	16 (+3)	8 (-1)

**Proficient Skills:** Insight, Persuasion  
**Saving Throws:** Charisma, Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Truesight 20ft

**Insomnia:** This Pokémon is immune to sleep.

**Forewarn:** When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Confusion, Disable, Future Sight, Hypnosis, Nasty Plot, Nightmare, Pound, Switcheroo

**Level 6:** Headbutt, Poison Gas

**Level 10:** Meditate, Psybeam

**Level 14:** Psych Up

**Level 18:** Synchronoise, Zen Headbutt, Swagger, Psychic, Psyshock

**TM:** 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 47, 48, 52, 56, 68, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

## KRABBY #098

**Type:** Water  
**Classification:** Small | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Water 3  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The River Crab Pokémon. Its pincers are superb weapons. They sometimes break off during battle, but they grow back fast.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Survival, Sleight of Hand

**Saving Throws:** Constitution

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Hyper Cutter:** This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Evolution:** Krabby can evolve into Kingler at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Bubble, Mud Sport

**Level 2:** Vice Grip, Leer, Harden

**Level 6:** Bubble Beam, Mud Shot

**Level 10:** Metal Claw, Stomp

**Level 14:** Protect, Guillotine, Slam

**Level 18:** Brine, Crabhammer, Flail

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 46, 48, 54, 55, 56, 75, 80, 81, 87, 88, 90, 94, 100

**Egg Moves:** Agility, Ally Switch, Amnesia, Ancient Power, Bide, Chip Away, Dig, Endure, Flail, Haze, Knock Off, Slam, Swords Dance, Tickle



## KINGLER #099

**Type:** Water  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Water 3  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Pincer Pokémon. One claw grew massively and is as hard as steel. It has 10,000-horsepower strength. However, it is too heavy.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Survival, Sleight of Hand  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Hyper Cutter:** This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Starting Moves:** Bubble, Leer, Mud Sport, Vice Grip, Wide Guard, Harden  
**Level 6:** Bubble Beam, Mud Shot  
**Level 10:** Metal Claw, Stomp  
**Level 14:** Protect, Slam  
**Level 18:** Guillotine, Brine, Crabhammer, Flail

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 46, 48, 54, 55, 56, 60, 68, 75, 80, 81, 87, 88, 90, 94, 100

## VOLTORB #100

**Type:** Electric  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/2 | 3 ASI



*The Ball Pokémon. It is said to camouflage itself as a Poké Ball. It will self-destruct with very little stimulus.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Stealth  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Soundproof:** This Pokémon is immune to sound-based moves.

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

**Evolution:** Voltorb can evolve into Electrode at level 8 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Charge, Tackle  
**Level 2:** Sonic Boom, Spark, Eerie Impulse  
**Level 6:** Rollout, Screech, Charge Beam  
**Level 10:** Swift, Electro Ball, Self-Destruct  
**Level 14:** Light Screen, Magnet Rise  
**Level 18:** Discharge, Explosion, Gyro Ball, Mirror Coat

**TM:** 06, 10, 12, 16, 17, 18, 21, 24, 25, 27, 32, 41, 42, 44, 46, 48, 57, 64, 72, 73, 74, 87, 88, 90, 93, 100



## ELECTRODE #101

**Type:** Electric  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/2 | 3 ASI



*The Ball Pokémon. Stores electrical energy inside its body. Even the slightest shock could trigger a huge explosion.*

**Armor Class:** 17  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 40ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Stealth  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Soundproof:** This Pokémon is immune to sound-based moves.

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

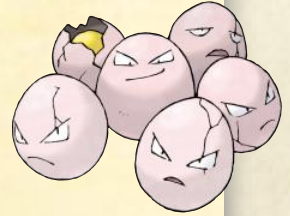
**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

**Starting Moves:** Charge, Sonic Boom, Tackle, Spark, Eerie Impulse, Magnetic Flux  
**Level 6:** Rollout, Screech, Charge Beam  
**Level 10:** Swift, Electro Ball, Self-Destruct  
**Level 14:** Light Screen  
**Level 18:** Magnet Rise, Discharge, Explosion, Gyro Ball, Mirror Coat

**TM:** 06, 10, 12, 15, 16, 17, 18, 21, 24, 25, 27, 32, 31, 42, 44, 46, 48, 57, 64, 68, 72, 74, 87, 88, 90, 93, 100

## EXEGGCUTE #102

**Type:** Grass/Psychic  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Egg Pokémon. The heads attract each other and spin around. There must be six heads for it to maintain balance.*

**Armor Class:** 14  
**Hit Points:** 19 | **Hit Dice:** d8  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Dark, Fire, Flying, Ghost, Ice, Poison  
**Resistances:** Electric, Fighting, Grass, Ground, Psychic, Water

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

### HIDDEN ABILITY

**Harvest:** At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

**Evolution:** Exeggcute can evolve into Exeggutor at level 8 and above with the help of a Leaf Stone or Alolan Exeggutor at level 8 and above with the help of an Alola Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Barrage, Hypnosis, Uproar  
**Level 2:** Reflect, Leech Seed  
**Level 6:** Bullet Seed, Stun Spore  
**Level 10:** Poison Powder, Sleep Powder  
**Level 14:** Confusion, Worry Seed  
**Level 18:** Natural Gift, Solar Beam, Extrasensory, Bestow

**TM:** 06, 10, 11, 16, 17, 21, 22, 27, 29, 32, 33, 36, 42, 44, 45, 46, 48, 53, 64, 75, 77, 83, 85, 86, 87, 88, 90, 92, 96, 100

**Egg Moves:** Ancient Power, Block, Curse, Giga Drain, Grassy Terrain, Ingrain, Leaf Storm, Lucky Chant, Moonlight, Natural Gift, Nature Power, Power Swap, Psych Up, Reflect, Skill Swap, Synthesis



## EXEGGUTOR #103

**Type:** Grass/Psychic  
**Classification:** Large | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Coconut Pokémon. Its cries are very noisy. This is because each of the three heads thinks about whatever it likes.*

**Armor Class:** 15  
**Hit Points:** 56 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Dark, Fire, Flying, Ghost, Ice, Poison  
**Resistances:** Electric, Fighting, Grass, Ground, Psychic, Water

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

### HIDDEN ABILITY

**Harvest:** At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

**Starting Moves:** Barrage, Confusion, Hypnosis, Seed Bomb, Stomp  
**Level 6:** Psyshock  
**Level 10:** Egg Bomb  
**Level 18:** Wood Hammer, Leaf Storm

**TM:** 03, 06, 10, 11, 15, 16, 17, 21, 22, 27, 29, 32, 33, 36, 42, 44, 45, 46, 48, 53, 64, 68, 75, 77, 83, 85, 86, 87, 88, 90, 92, 96, 100

## CUBONE #104

**Type:** Ground  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Lonely Pokémon. Wears the skull of its deceased mother. Its cries echo inside the skull and come out as a sad melody.*

**Armor Class:** 14  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric

**Rock Head:** This Pokémon takes no recoil damage.

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

### HIDDEN ABILITY

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Evolution:** Cubone can evolve into Marowak at level 8 and above or Alolan Marowak at level 8 and above with the help of an Alola Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Tail Whip  
**Level 2:** Bone Club, Headbutt  
**Level 6:** Leer, Focus Energy  
**Level 10:** Bonemerang, Rage, False Swipe  
**Level 14:** Thrash, Fling, Stomping Tantrum  
**Level 18:** Endeavor, Double-Edge, Retaliate, Bone Rush

**TM:** 06, 10, 11, 13, 14, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 46, 48, 49, 54, 56, 59, 75, 78, 80, 87, 88, 90, 100

**Egg Moves:** Ancient Power, Belly Drum, Chip Away, Detect, Double Kick, Endure, Iron Head, Perish Song, Rock Slide, Screech, Skull Bash, Swords Dance



## MAROWAK #105

**Type:** Ground  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Bone Keeper Pokémon. Small and weak, this Pokémon is adept with its bone club. It has grown more vicious over the ages.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Athletics  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric

**Rock Head:** This Pokémon takes no recoil damage.

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

### HIDDEN ABILITY

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

**Starting Moves:** Bone Club, Growl, Headbutt, Tail Whip

**Level 6:** Leer, Focus Energy

**Level 10:** Bonemerang, Rage

**Level 14:** False Swipe, Thrash

**Level 18:** Stomping Tantrum, Fling, Endeavor, Double-Edge, Retaliate, Bone Rush

**TM:** 06, 10, 11, 13, 14, 15, 17, 21, 23, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 46, 48, 49, 52, 54, 56, 59, 68,, 71, 75, 78, 80, 87, 88, 90, 100

## HITMONLEE #106

**Type:** Fighting  
**Classification:** Medium | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Kicking Pokémon. When kicking, the sole of its foot turns as hard as a diamond on impact and destroys its enemy.*

**Armor Class:** 16  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Acrobatics  
**Saving Throws:** Strength, Dexterity  
**Vulnerabilities:** Fairy, Flying, Psychic  
**Resistances:** Bug, Dark, Rock

**Limber:** This Pokémon is immune to being paralyzed.

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

### HIDDEN ABILITY

**Unburden:** While this Pokémon is not holding an item, it gains 10 feet to its speed.

**Starting Moves:** Double Kick, Revenge, Reversal, Meditate, Rolling Kick

**Level 6:** Jump Kick, Brick Break

**Level 10:** Focus Energy, Feint, Foresight

**Level 14:** High Jump Kick, Mind Reader

**Level 18:** Wide Guard, Blaze Kick, Endure, Mega Kick, Close Combat

**TM:** 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 46, 47, 48, 52, 56, 71, 78, 80, 84, 87, 88, 90, 100



## HITMONCHAN #107

**Type:** Fighting  
**Classification:** Medium | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Punching Pokémon. Punches in corkscrew fashion. It can punch its way through a concrete wall like a drill.*

**Armor Class:** 16  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Acrobatics  
**Saving Throws:** Strength, Dexterity  
**Vulnerabilities:** Fairy, Flying, Psychic  
**Resistances:** Bug, Dark, Rock

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

**Iron Fist:** When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Comet Punch, Pursuit, Revenge, Agility

**Level 6:** Bullet Punch, Mach Punch

**Level 10:** Feint, Vacuum Wave, Fire Punch, Ice Punch, Thunder Punch

**Level 14:** Quick Guard, Sky Uppercut, Mega Punch

**Level 18:** Detect, Focus Punch, Counter, Close Combat

**TM:** 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 46, 48, 52, 56, 71, 78, 80, 87, 88, 90, 100

## LICKITUNG #108

**Type:** Normal  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Licking Pokémon. Its tongue spans almost seven feet and moves more freely than its forelegs. Its licks can cause paralysis.*

**Armor Class:** 14  
**Hit Points:** 70 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Perception  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Own Tempo:** This Pokémon is immune to becoming confused.

**Oblivious:** This Pokémon is immune to moves that attempt to charm or taunt it.

### HIDDEN ABILITY

**Cloud Nine:** While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

**Evolution:** Lickitung can evolve into Lickilicky at the time it learns 'Rollout'. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

**Starting Moves:** Lick, Supersonic, Defense Curl

**Level 6:** Knock Off, Wrap

**Level 10:** Stomp, Disable

**Level 14:** Slam, Rollout

**Level 18:** Chip Away, Me First, Refresh, Screech, Power Whip, Wring Out

**TM:** 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 56, 59, 68, 75, 77, 78, 80, 82, 85, 87, 88, 90, 94, 100

**Egg Moves:** Amnesia, Belly Drum, Body Slam, Curse, Hammer Arm, Magnitude, Muddy Water, Sleep Talk, Smelling Salts, Snore, Substitute, Zen Headbutt



## KOFFING #109

**Type:** Poison

**Classification:** Tiny | SR 1/2

**Minimum Level Found:** 1

**Egg Group:** Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/2 | 3 ASI



*The Poison Gas Pokémon. In hot places, its internal gases could expand and explode without any warning. Be very careful!*

**Armor Class:** 14

**Hit Points:** 18 | **Hit Dice:** d6

**Speed:** 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Deception

**Saving Throws:** Constitution

**Vulnerabilities:** Ground, Psychic

**Resistances:** Bug, Fairy, Fighting, Grass, Poison

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Koffing can evolve into Weezing at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Poison Gas, Tackle

**Level 2:** Smog, Smokescreen

**Level 6:** Assurance, Clear Smog, Sludge

**Level 10:** Self-Destruct, Haze

**Level 14:** Gyro Ball, Sludge Bomb

**Level 18:** Explosion, Destiny Bond, Memento, Belch

**TM:** 06, 09, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 61, 64, 66, 74, 83, 87, 88, 90, 97, 100

**Egg Moves:** Curse, Destiny Bond, Grudge, Pain Split, Psybeam, Psywave, Screech, Spit Up, Spite, Stockpile, Swallow, Toxic Spikes, Will-O-Wisp

## WEEZING #110

**Type:** Poison

**Classification:** Medium | SR 10

**Minimum Level Found:** 8

**Egg Group:** Amorphous

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Poison Gas Pokémon. This Pokémon lives and grows by absorbing poison gas, dust, and germs that exist inside garbage.*

**Armor Class:** 16

**Hit Points:** 88 | **Hit Dice:** d10

**Speed:** 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Deception

**Saving Throws:** Constitution

**Vulnerabilities:** Ground, Psychic

**Resistances:** Bug, Fairy, Fighting, Grass, Poison

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Double Hit, Poison Gas, Smog, Smokescreen, Tackle, Assurance, Clear Smog, Sludge

**Level 10:** Self-Destruct, Haze

**Level 14:** Gyro Ball, Sludge Bomb

**Level 18:** Explosion, Destiny Bond, Memento, Belch

**TM:** 06, 09, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 61, 64, 66, 68, 74, 83, 87, 88, 90, 97, 100



## RHYHORN #111

**Type:** Ground/Rock  
**Classification:** Medium | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Spikes Pokémon. A Pokémon with a one-track mind. Once it charges, it won't stop running until it falls asleep.*

**Armor Class:** 13  
**Hit Points:** 40 | **Hit Dice:** d8  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Ice, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 40ft

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

**Rock Head:** This Pokémon takes no recoil damage.

### HIDDEN ABILITY

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Evolution:** Rhyhorn can evolve into Rhydon at level 11 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Horn Attack, Tail Whip  
**Level 2:** Fury Attack, Scary Face  
**Level 6:** Smack Down, Stomp  
**Level 10:** Bulldoze, Chip Away, Head Smash  
**Level 14:** Rock Blast, Drill Run, Take Down, Stone Edge  
**Level 18:** Earthquake, Megahorn, Horn Drill, Double-Edge

**TM:** 05, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 66, 67, 69, 71, 75, 78, 80, 84, 87, 88, 90, 100

**Egg Moves:** Counter, Crunch, Crush Claw, Curse, Dragon Rush, Fire Fang, Guard Split, Ice Fang, Iron Tail, Magnitude, Metal Burst, Reversal, Rock Climb, Rock Slide, Rototiller, Skull Bash, Swords Dance, Thunder

## RHYDON #112

**Type:** Ground/Rock  
**Classification:** Large | SR 11  
**Minimum Level Found:** 10  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Drill Pokémon. Its brain developed when it began walking on its hind legs. Its armor-like hide even repels molten lava.*

**Armor Class:** 15  
**Hit Points:** 128 | **Hit Dice:** d12  
**Speed:** 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Ice, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 60ft

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

**Rock Head:** This Pokémon takes no recoil damage.

### HIDDEN ABILITY

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Evolution:** Rhydon can evolve into Rhyperior at level 16 and above while holding a Protector. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Fury Attack, Hammer Arm, Horn Attack, Scary Face, Tail Whip, Smack Down, Stomp, Bulldoze, Chip Away  
**Level 14:** Rock Blast, Drill Run, Take Down, Chip Away, Head Smash  
**Level 18:** Stone Edge, Earthquake, Megahorn, Horn Drill, Double-Edge

**TM:** 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 52, 56, 59, 65, 66, 67, 68, 69, 71, 75, 78, 80, 82, 84, 87, 88, 90, 94, 100



## CHANSEY #113

**Type:** Normal  
**Classification:** Medium | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Fairy  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Egg Pokémon. A gentle and kindhearted Pokémon that shares its nutritious eggs if it sees an injured Pokémon.*

**Armor Class:** 13  
**Hit Points:** 75 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	18 (+4)

**Proficient Skills:** Arcana, Medicine  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokéball.

**Serene Grace:** The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

### HIDDEN ABILITY

**Healer:** As an action, this Pokemon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

**Evolution:** Chansey can evolve into Blissey at level 14 and above if it has a Loyalty level of +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Defense Curl, Growl, Pound, Tail Whip, Refresh

**Level 6:** Double Slap, Soft-Boiled

**Level 10:** Bestow, Minimize, Take Down

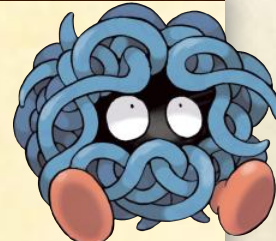
**Level 14:** Sing, Fling

**Level 18:** Heal Pulse, Egg Bomb, Light Screen, Healing Wish, Double-Edge

**TM:** 01, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 49, 56, 57, 68, 73, 77, 78, 80, 85, 86, 87, 88, 90, 93, 99, 100

## TANGELA #114

**Type:** Grass  
**Classification:** Small | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Vine Pokémon. Its identity is obscured by masses of thick blue vines. The vines are said to never stop growing.*

**Armor Class:** 15  
**Hit Points:** 35 | **Hit Dice:** d8  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Nature  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

### HIDDEN ABILITY

**Regenerator:** Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

**Evolution:** Tangela can evolve into Tangrowth at the time it learns 'Ancient Power'. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

**Starting Moves:** Constrict, Ingrain, Sleep Powder, Vine Whip, Absorb

**Level 6:** Poison Powder, Bind

**Level 10:** Growth, Mega Drain

**Level 14:** Knock Off, Stun Spore, Natural Gift, Ancient Power,

**Level 18:** Giga Drain, Slam, Tickle, Wring Out, Power Whip, Grassy Terrain

**TM:** 06, 10, 11, 15, 17, 21, 22, 27, 32, 33, 36, 42, 44, 45, 46, 48, 53, 68, 75, 83, 86, 87, 88, 90, 96, 100

**Egg Moves:** Amnesia, Confusion, Endeavor, Flail, Giga Drain, Leaf Storm, Leech Seed, Mega Drain, Natural Gift, Nature Power, Power Swap, Rage, Powder, Reflect



## KANGASKHAN #115

**Type:** Normal  
**Classification:** Large | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Monster  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Parent Pokémon. Raises its young in its belly pouch. Won't run from any fight to keep its young protected.*

**Armor Class:** 18  
**Hit Points:** 60 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Athletics, Intimidation, Perception  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

**Scrappy:** This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Comet Punch, Leer, Fake Out, Tail Whip, Bite, Double Hit

**Level 10:** Rage, Mega Punch

**Level 14:** Chip Away, Dizzy Punch, Crunch

**Level 18:** Endure, Outrage, Sucker Punch, Reversal

**TM:** 01, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 20, 21, 22, 24, 25, 26, 27, 30, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 46, 48, 52, 56, 65, 68, 78, 80, 87, 88, 90, 94, 100

**Egg Moves:** Circle Throw, Counter, Crush Claw, Disable, Double-Edge, Endeavor, Focus Energy, Focus Punch, Foresight, Hammer Arm, Safeguard, Stomp, Substitute, Trump Card, Up roar

## HORSEA #116

**Type:** Water  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Dragon Pokémon. If it senses any danger, it will vigorously spray water or a special type of ink from its mouth.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

### HIDDEN ABILITY

**Damp:** This Pokémon is unaffected by Self Destruct and Explosion moves.

**Evolution:** Horsea can evolve into Seadra at level 9 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Bubble

**Level 2:** Smokescreen, Leer

**Level 6:** Water Gun, Twister

**Level 10:** Bubble Beam, Focus Energy

**Level 14:** Brine, Agility

**Level 18:** Dragon Pulse, Dragon Dance, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 91, 94, 98, 100

**Egg Moves:** Aurora Beam, Clear Smog, Disable, Rage, Dragon Breath, Flail, Muddy Water, Octazooka, Outrage, Razor Wind, Signal Beam, Splash, Water Pulse



## SEADRA #117

Type: Water

Classification: Small | SR 8

Minimum Level Found: 8

Egg Group: Water 1, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



*The Dragon Pokémon. Touching the back fin causes numbness. It hooks its tail to coral to stay in place while sleeping.*

Armor Class: 15

Hit Points: 64 | Hit Dice: d10

Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

**Poison Point:** When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

### HIDDEN ABILITY

**Damp:** This Pokémon is unaffected by Self Destruct and Explosion moves.

**Evolution:** Seadra can evolve into Kingdra at level 14 and above while holding a Dragon Scale. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Bubble, Hydro Pump, Leer, Smokescreen, Water Gun, Twister

**Level 10:** Bubble Beam, Focus Energy

**Level 14:** Brine

**Level 18:** Agility, Dragon Pulse, Dragon Dance

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 68, 87, 88, 90, 91, 94, 98, 100

## GOLDEEN #118

Type: Water

Classification: Small | SR 1/4

Minimum Level Found: 1

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



*The Goldfish Pokémon. When it is time for them to lay eggs, they can be seen swimming up rivers and falls in large groups.*

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Water Veil:** This Pokémon is immune to burning.

### HIDDEN ABILITY

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

**Evolution:** Goldeen can evolve into Seaking at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Peck, Tail Whip, Water Sport

**Level 2:** Supersonic, Horn Attack

**Level 6:** Flail, Water Pulse

**Level 10:** Aqua Ring, Fury Attack

**Level 14:** Agility, Waterfall

**Level 18:** Horn Drill, Soak, Megahorn

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 67, 84, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aqua Tail, Body Slam, Haze, Hydro Pump, Mud Shot, Mud Sport, Mud-Slap, Psybeam, Signal Beam, Skull Bash, Sleep Talk



## SEAKING #119

Type: Water

Classification: Medium | SR 9

Minimum Level Found: 8

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



*The Goldfish Pokémon. It is the male's job to make a nest by carving out boulders in a stream using the horn on its head.*

Armor Class: 15

Hit Points: 72 | Hit Dice: d12

Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Water Veil:** This Pokémon is immune to burning.

### HIDDEN ABILITY

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

**Starting Moves:** Peck, Poison Jab, Tail Whip, Water Sport, Supersonic, Horn Attack, Flail, Water Pulse

**Level 10:** Aqua Ring, Fury Attack

**Level 14:** Agility, Waterfall

**Level 18:** Horn Drill, Soak, Megahorn

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 67, 68, 84, 87, 88, 90, 94, 98, 100

## STARYU #120

Type: Water

Classification: Small | SR 1/2

Minimum Level Found: 1

Egg Group: Gender Unknown

Gender Rate: Genderless

Evolution Stage: 1/2 | 3 ASI



*The Star Shape Pokémon. As long as the center section is unharmed, this Pokémon can grow back fully even if it is chopped to bits.*

Armor Class: 14

Hit Points: 16 | Hit Dice: d6

Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Blindsight 100ft

**Illuminate:** This Pokémon knows the Light cantrip and can cast it at will.

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

### HIDDEN ABILITY

**Analytic:** After this Pokémon misses an attack, its next attack is done at advantage.

**Evolution:** Staryu can evolve into Starmie at level 9 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Harden, Tackle

**Level 2:** Water Gun, Rapid Spin, Recover

**Level 6:** Psywave, Swift

**Level 10:** Bubble Beam, Camouflage, Gyro Ball

**Level 14:** Brine, Minimize, Reflect Type, Confuse Ray

**Level 18:** Power Gem, Psychic, Light Screen, Cosmic Power, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 44, 48, 55, 73, 74, 77, 87, 88, 90, 91, 94, 98, 99, 100



## STARMIE #121

**Type:** Water/Psychic  
**Classification:** Small | SR 9  
**Minimum Level Found:** 8  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/2 | 3 ASI



*The Mysterious Pokémon. The center section is named the core. People think it is communicating when it glows in seven colors.*

**Armor Class:** 17  
**Hit Points:** 64 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Dark, Electric, Ghost, Grass  
**Resistances:** Fighting, Fire, Ice, Psychic, Steel  
**Senses:** Blindsight 120ft

**Illuminate:** This Pokémon knows the Light cantrip and can cast it at will.

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

### HIDDEN ABILITY

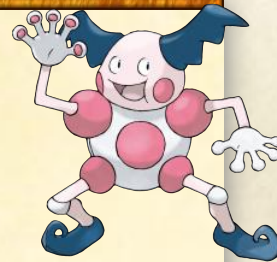
**Analytic:** After this Pokémon misses an attack, its next attack is done at advantage.

**Starting Moves:** Hydro Pump, Rapid Spin, Recover, Spotlight, Swift, Water Gun  
**Level 18:** Confuse Ray

**TM:** 03, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 24, 25, 27, 29, 32, 33, 42, 44, 48, 55, 68, 73, 74, 77, 85, 86, 87, 88, 90, 91, 92, 94, 98, 99, 100.

## MR. MIME #122

**Type:** Psychic/Fairy  
**Classification:** Medium | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Barrier Pokémon. Always practicing its pantomime act. It makes enemies believe something exists that really doesn't.*

**Armor Class:** 17  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	8 (-1)	12 (+1)	14 (+2)	12 (+1)

**Proficient Skills:** Performance  
**Saving Throws:** Charisma  
**Vulnerabilities:** Ghost, Poison, Steel  
**Resistances:** Fighting, Psychic  
**Immunities:** Dragon  
**Senses:** Truesight 10ft

**Soundproof:** This Pokémon is immune to sound-based moves.

**Filter:** When hit by a move type this Pokémon is vulnerable to, it may roll a d4. In a result of 4, it does not take the additional damage.

### HIDDEN ABILITY

**Technician:** For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

**Starting Moves:** Barrier, Confusion, Guard Swap, Magical Leaf, Misty Terrain, Power Swap, Quick Guard, Wide Guard, Copycat, Meditate, Double Slap  
**Level 6:** Mimic, Psywave, Encore  
**Level 10:** Light Screen, Reflect, Psybeam  
**Level 14:** Substitute, Recycle, Trick  
**Level 18:** Psychic, Role Play, Baton Pass, Safeguard

**TM:** 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 40, 41, 42, 44, 45, 46, 48, 52, 53, 56, 57, 66, 68, 73, 77, 83, 85, 86, 87, 88, 90, 92, 99, 100



## SCYTHER #123

**Type:** Bug/Flying  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Mantis Pokémon. Leaps out of tall grass and slices prey with its scythes. The movement looks like that of a ninja.*

**Armor Class:** 16  
**Hit Points:** 58 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Technician:** For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Steadfast:** Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

**Evolution:** Scyther can evolve into Scizor at level 14 and above while holding a Metal Coat. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Quick Attack, Vacuum Wave, Focus Energy, Pursuit

**Level 6:** False Swipe, Agility, Wing Attack,

**Level 10:** Fury Cutter, Slash,

**Level 14:** Razor Wind, Double Team

**Level 18:** X-Scissor, Night Slash, Double Hit, Air Slash, Swords Dance, Feint

**TM:** 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 27, 31, 32, 40, 42, 44, 45, 46, 48, 51, 54, 59, 68, 75, 81, 87, 88, 89, 90, 100

**Egg Moves:** Baton Pass, Bug Buzz, Counter, Defog, Endure, Light Screen, Night Slash, Quick Guard, Razor Wind, Reversal, Safeguard, Silver Wind, Steel Wing

## JYNX #124

**Type:** Ice/Psychic  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Human Shape Pokémon. Appears to move to a rhythm of its own, as if it were dancing. It wiggles its hips as it walks.*

**Armor Class:** 15  
**Hit Points:** 67 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	16 (+3)	16 (+3)

**Proficient Skills:** Deception, Insight  
**Saving Throws:** Charisma  
**Vulnerabilities:** Bug, Dark, Fire, Ghost, Rock, Steel  
**Resistances:** Ice, Psychic

**Oblivious:** This Pokémon is immune to moves that attempt to charm or taunt it.

**Forewarn:** When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

### HIDDEN ABILITY

**Dry Skin:** At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

**Starting Moves:** Draining Kiss, Pound, Lick, Lovely Kiss, Powder Snow

**Level 6:** Double Slap, Ice Punch

**Level 10:** Heart Stamp, Mean Look

**Level 14:** Fake Tears, Wake-Up Slap

**Level 18:** Avalanche, Body Slam, Wring Out, Perish Song, Blizzard

**TM:** 03, 04, 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 21, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 48, 49, 52, 53, 56, 66, 68, 70, 77, 79, 85, 86, 87, 88, 90, 92, 100



## ELECTABUZZ #125

**Type:** Electric  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 75% M / 25% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Electric Pokémon. If a major power outage occurs, it is certain that this Pokémon has eaten electricity at a power plant.*

**Armor Class:** 15  
**Hit Points:** 68 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Evolution:** Electabuzz can evolve into Electivire at level 15 and above while holding an Electrizer. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Quick Attack, Thunder Shock, Low Kick

**Level 6:** Swift, Shock Wave

**Level 10:** Thunder Wave, Electro Ball, Light Screen

**Level 14:** Thunder Punch, Discharge

**Level 18:** Screech, Thunderbolt, Thunder

**TM:** 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 29, 31, 32, 42, 44, 45, 46, 47, 48, 52, 56, 57, 68, 72, 73, 87, 88, 90, 93, 100

## MAGMAR #126

**Type:** Fire  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 75% M / 25% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Spitfire Pokémon. Born in an active volcano. Its body is always cloaked in flames, so it looks like a big ball of fire.*

**Armor Class:** 15  
**Hit Points:** 68 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground, Rock, Water  
**Resistances:** Bug, Fairy, Fire, Grass, Ice, Steel

**Flame Body:** The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

### HIDDEN ABILITY

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Evolution:** Magmar can evolve into Magmortar at level 15 and above while holding a Magmarizer. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

**Starting Moves:** Ember, Leer, Smog, Smokescreen

**Level 6:** Feint Attack, Fire Spin, Clear Smog

**Level 10:** Flame Burst, Confuse Ray

**Level 14:** Fire Punch, Sunny Day

**Level 18:** Lava Plume, Flamethrower, Fire Blast

**TM:** 06, 10, 11, 15, 17, 21, 27, 29, 31, 32, 35, 38, 42, 43, 44, 45, 46, 47, 48, 50, 52, 56, 61, 68, 87, 88, 90, 100



## PINSIR #127

**Type:** Bug  
**Classification:** Small | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Stag Beetle Pokémon. Grips its prey in its pincers and squeezes hard! It can't move if it's cold out, so it lives in warm places.*

**Armor Class:** 16  
**Hit Points:** 60 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (+-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Rock  
**Resistances:** Grass, Ground, Fighting

**Hyper Cutter:** This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

**Mold Breaker:** This Pokémon's moves ignore any abilities that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, Sturdy, etc.)

### HIDDEN ABILITY

**Moxie:** Upon causing an opponent to faint, this Pokémon may immediately take another action.

**Starting Moves:** Focus Energy, Vice Grip, Bind, Seismic Toss, Harden

**Level 6:** Revenge, Vital Throw

**Level 10:** Double Hit, Brick Break

**Level 14:** X-Scissor, Submission, Swords Dance

**Level 18:** Storm Throw, Thrash, Superpower, Guillotine

**TM:** 06, 08, 10, 11, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 42, 44, 45, 46, 48, 52, 54, 56, 59, 68, 71, 75, 78, 80, 81, 87, 88, 90, 100

**Egg Moves:** Bug Bite, Close Combat, Feint Attack, False Swipe, Feint, Flail, Fury Attack, Me First, Quick Attack, Superpower

## TAUROS #128

**Type:** Normal  
**Classification:** Medium | SR 10  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Wild Bull Pokémon. A rowdy Pokémon with a lot of stamina. Once running, it won't stop until it hits something.*

**Armor Class:** 16  
**Hit Points:** 70 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

**Proficient Skills:** Athletics, Intimidation  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Anger Point:** After suffering a critical hit, this Pokémon doubles the damage dice for a single move it activates on the following turn.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Starting Moves:** Tackle, Tail Whip, Rage, Horn Attack, Scary Face

**Level 6:** Pursuit, Rest

**Level 10:** Payback

**Level 14:** Work Up, Zen Headbutt, Take Down

**Level 18:** Swagger, Thrash, Giga Impact

**TM:** 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 32, 35, 37, 38, 39, 42, 44, 45, 48, 66, 67, 68, 71, 78, 80, 87, 88, 90, 93, 94, 100



## MAGIKARP #129

**Type:** Water

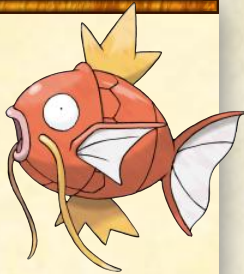
**Classification:** Small | SR 1/4

**Minimum Level Found:** 1

**Egg Group:** Water 2, Dragon

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/2 | 3 ASI



*The Fish Pokémon. Famous for being very unreliable. It can be found swimming in seas, lakes, rivers, and shallow puddles.*

**Armor Class:** 12

**Hit Points:** 17 | **Hit Dice:** d6

**Speed:** 5ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	6 (-2)	8 (-1)	10 (+0)

**Proficient Skills:** None

**Saving Throws:** None

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Evolution:** Magikarp can evolve into Gyarados at level 8 and above. When it evolves, its health increases by double its level, and it gains 16 points to add to its ability scores (max 20).

**Starting Moves:** Splash

**Level 2:** Tackle

**Level 6:** Flail

## GYARADOS #130

**Type:** Water/Flying

**Classification:** Huge | SR 10

**Minimum Level Found:** 8

**Egg Group:** Water 2, Dragon

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Atrocious Pokémon. Brutally vicious and enormously destructive. Known for totally destroying cities in ancient times.*

**Armor Class:** 16

**Hit Points:** 80 | **Hit Dice:** d12

**Speed:** 30ft. walking, 40ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Intimidation

**Saving Throws:** Strength, Constitution

**Vulnerabilities:** Electric, Rock

**Resistances:** Bug, Fighting, Fire, Steel, Water

**Immunities:** Ground

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

### HIDDEN ABILITY

**Moxie:** Upon causing an opponent to faint, this Pokémon may immediately take another action.

**Starting Moves:** Bite, Thrash

**Level 10:** Leer, Twister, Ice Fang

**Level 14:** Aqua Tail, Scary Face, Dragon Rage, Crunch

**Level 18:** Hydro Pump, Dragon Dance, Hurricane, Rain Dance, Hyper Beam

**TM:** 05, 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 24, 25, 26, 27, 32, 35, 37, 38, 41, 42, 44, 45, 48, 55, 59, 66, 68, 71, 73, 78, 82, 87, 88, 90, 94, 97, 98, 100



## LAPRAS #131

**Type:** Water/Ice  
**Classification:** Large | SR 10  
**Minimum Level Found:** 5  
**Egg Group:** Monster, Water 1  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Transport Pokémon. A gentle soul that can understand human speech. It can ferry people across the sea on its back.*

**Armor Class:** 16  
**Hit Points:** 70 | **Hit Dice:** d10  
**Speed:** 10ft. walking, 50ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

**Proficient Skills:** Survival, Persuasion  
**Saving Throws:** Strength, Charisma  
**Vulnerabilities:** Electric, Fighting, Grass, Rock  
**Resistances:** Ice, Water

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Growl, Sing, Water Gun, Mist, Confuse Ray, Ice Shard

**Level 6:** Water Pulse, Body Slam

**Level 10:** Rain Dance, Perish Song

**Level 14:** Ice Beam

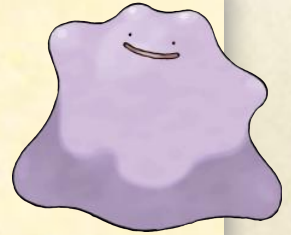
**Level 18:** Brine, Safeguard, Hydro Pump, Sheer Cold

**TM:** 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 27, 29, 32, 42, 44, 45, 48, 49, 67, 68, 78, 79, 85, 87, 88, 90, 94, 98, 100

**Egg Moves:** Ancient Power, Avalanche, Curse, Dragon Dance, Dragon Pulse, Fissure, Foresight, Freeze-Dry, Future Sight, Horn Drill, Refresh, Sleep Talk, Substitute, Tickle, Whirlpool

## DITTO #132

**Type:** Normal  
**Classification:** Tiny | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Ditto  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Transform Pokémon. When it spots an enemy, its body transfigures into an almost-perfect copy of its opponent.*

**Armor Class:** 13  
**Hit Points:** 19 | **Hit Dice:** d8  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	12 (+1)

**Proficient Skills:** Deception, Insight  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Truesight 20ft

**Limber:** This Pokémon is immune to being paralyzed.

### HIDDEN ABILITY

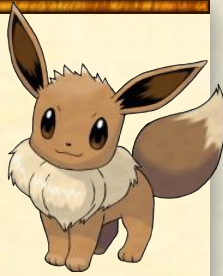
**Imposter:** This Pokémon can use Transform as a bonus action.

**Starting Moves:** Transform



## EEVEE #133

Type: Normal  
Classification: Tiny | SR 1/2  
Minimum Level Found: 1  
Egg Group: Field  
Gender Rate: 87% M / 13% F  
Evolution Stage: 1/2 | 3 ASI



*The Evolution Pokémon. Eevee's genes are the key to solving the mysteries of Pokémon evolution.*

Armor Class: 13  
Hit Points: 16 | Hit Dice: d6  
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception, Investigation  
Saving Throws: Dexterity, Charisma  
Vulnerabilities: Fighting  
Resistances: None  
Immunities: Ghost

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Anticipation:** When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to.

**Evolution:** Starting at level 8, Eevee can evolve into Vaporeon with a Water Stone, Jolteon with a Thunder Stone, Flareon with a Fire Stone, Leafeon with a Leaf Stone, Glaceon with an Ice Stone, Espeon during the day with a Loyalty level of +2 or higher, Umbreon at night with a Loyalty level of +2 or higher, or Sylveon at any time with a Loyalty level of +2 or higher if it knows a fairy-type move. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

**Starting Moves:** Covet, Growl, Helping Hand, Tackle, Tail Whip  
**Level 2:** Sand Attack, Baby-Doll Eyes, Quick Attack  
**Level 6:** Bite, Swift  
**Level 10:** Refresh, Take Down  
**Level 14:** Charm, Baton Pass  
**Level 18:** Double-Edge, Last Resort, Trump Card

**TM:** 01, 06, 10, 11, 17, 18, 21, 27, 30, 32, 42, 44, 45, 48, 49, 87, 88, 90, 100

**Egg Moves:** Captivate, Charm, Covet, Curse, Detect, Endure, Fake Tears, Flail, Natural Gift, Stored Power, Synchronoise, Tickle, Wish, Yawn

## VAPOREON #134

Type: Water  
Classification: Small | SR 8  
Minimum Level Found: 5  
Egg Group: Field  
Gender Rate: 87% M / 13% F  
Evolution Stage: 2/2 | 3 ASI



*The Bubble Jet Pokémon. Its cell structure is similar to water molecules. It melts into the water and becomes invisible.*

Armor Class: 15  
Hit Points: 55 | Hit Dice: d10  
Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation  
Saving Throws: Dexterity, Charisma  
Vulnerabilities: Electric, Grass  
Resistances: Fire, Ice, Steel, Water

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Starting Moves:** Helping Hand, Tackle, Tail Whip, Water Gun, Sand Attack, Baby-Doll Eyes  
**Level 6:** Quick Attack, Water Pulse  
**Level 10:** Aurora Beam, Aqua Ring  
**Level 14:** Acid Armor, Haze  
**Level 18:** Muddy Water, Last Resort, Hydro Pump

**TM:** 01, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 30, 32, 42, 44, 45, 48, 49, 55, 68, 87, 88, 90, 94, 98, 100



## JOLTEON #135

Type: Electric  
Classification: Small | SR 8  
Minimum Level Found: 5  
Egg Group: Field  
Gender Rate: 87% M / 13% F  
Evolution Stage: 2/2 | 3 ASI



*The Lightning Pokémon. A sensitive Pokémon that easily becomes sad or angry. Every time its mood changes, it charges power.*

Armor Class: 16  
Hit Points: 45 | Hit Dice: d10  
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation  
Saving Throws: Dexterity, Charisma  
Vulnerabilities: Ground  
Resistances: Electric, Flying, Steel

**Volt Absorb:** This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

### HIDDEN ABILITY

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

**Starting Moves:** Helping Hand, Tackle, Tail Whip, Thunder Shock, Sand Attack, Baby-Doll Eyes  
**Level 6:** Quick Attack, Double Kick  
**Level 10:** Thunder Fang, Pin Missile  
**Level 14:** Agility, Thunder Wave  
**Level 18:** Discharge, Last Resort, Thunder

**TM:** 01, 05, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 48, 49, 57, 68, 72, 73, 87, 88, 90, 93, 100

## FLAREON #136

Type: Fire  
Classification: Small | SR 8  
Minimum Level Found: 5  
Egg Group: Field  
Gender Rate: 87% M / 13% F  
Evolution Stage: 2/2 | 3 ASI



*The Flame Pokémon. It has a flame chamber inside its body. It inhales, then breathes out fire that is over 3,000 degrees Fahrenheit.*

Armor Class: 16  
Hit Points: 45 | Hit Dice: d10  
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception, Investigation  
Saving Throws: Dexterity, Charisma  
Vulnerabilities: Ground, Rock, Water  
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

### HIDDEN ABILITY

**Guts:** When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

**Starting Moves:** Ember, Helping Hand, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes  
**Level 6:** Quick Attack, Bite  
**Level 10:** Fire Fang, Fire Spin  
**Level 14:** Scary Face  
**Level 18:** Smog, Lava Plume, Last Resort, Flare Blitz

**TM:** 01, 05, 06, 10, 11, 15, 17, 18, 21, 27, 30, 32, 35, 38, 42, 43, 44, 45, 48, 49, 50, 61, 68, 87, 88, 90, 100



## PORYGON #137

**Type:** Normal  
**Classification:** Small | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/3 | 2 ASI



*The Virtual Pokémon. The only Pokémon that people anticipate can fly into space. None has managed the feat yet, however.*

**Armor Class:** 14  
**Hit Points:** 35 | **Hit Dice:** d8  
**Speed:** 20ft. walking, 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** History  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Trace:** This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

**Download:** Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

### HIDDEN ABILITY

**Analytic:** After this Pokémon misses an attack, its next attack is done at advantage.

**Evolution:** Porygon can evolve into Porygon2 at level 9 and above while holding an Upgrade. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Conversion, Conversion 2, Sharpen, Tackle, Psybeam  
**Level 6:** Agility, Recover  
**Level 10:** Magnet Rise  
**Level 14:** Signal Beam, Recycle, Discharge, Lock-On  
**Level 18:** Tri Attack, Magic Coat, Zap Cannon

**TM:** 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 29, 30, 32, 40, 42, 44, 46, 48, 57, 68, 73, 77, 85, 87, 88, 90, 92, 100

## OMANYTE #138

**Type:** Rock/Water  
**Classification:** Tiny | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Spiral Pokémon. An ancient Pokémon that was recovered from a fossil. It swam by cleverly twisting its 10 tentacles about.*

**Armor Class:** 15  
**Hit Points:** 28 | **Hit Dice:** d8  
**Speed:** 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Ground  
**Resistances:** Fire, Flying, Ice, Normal, Poison  
**Senses:** Darkvision 20ft

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Evolution:** Omanyte can evolve into Omastar at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Constrict, Withdraw  
**Level 2:** Bite, Water Gun  
**Level 6:** Rollout, Leer  
**Level 10:** Mud Shot  
**Level 14:** Brine, Protect, Ancient Power  
**Level 18:** Tickle, Rock Blast, Shell Smash, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 32, 37, 39, 42, 44, 45, 46, 48, 55, 69, 74, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aurora Beam, Bide, Bubble Beam, Haze, Knock Off, Muddy Water, Reflect Type, Rock Slide, Slam, Spikes, Supersonic, Toxic Spikes, Water Pulse, Whirlpool, Wring Out



## OMASTAR #139

**Type:** Rock/Water  
**Classification:** Small | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Water 1, Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Spiral Pokémon. Its sharp beak rings its mouth. Its shell was too big for it to move freely, so it became extinct.*

**Armor Class:** 16  
**Hit Points:** 105 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Intimidation  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Ground  
**Resistances:** Fire, Flying, Ice, Normal, Poison  
**Senses:** Darkvision 50ft

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Starting Moves:** Constrict, Spike Cannon, Withdraw, Bite, Water Gun, Rollout, Leer

**Level 10:** Mud Shot

**Level 14:** Brine, Protect, Ancient Power

**Level 18:** Tickle, Rock Blast, Shell Smash, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 32, 37, 39, 42, 44, 45, 46, 48, 55, 68, 69, 71, 74, 80, 87, 88, 90, 94, 98, 100

## KABUTO #140

**Type:** Rock/Water  
**Classification:** Tiny | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Shellfish Pokémon. A Pokémon that was recovered from a fossil. It used the eyes on its back while hiding on the seafloor.*

**Armor Class:** 14  
**Hit Points:** 28 | **Hit Dice:** d8  
**Speed:** 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Ground  
**Resistances:** Fire, Flying, Ice, Normal, Poison  
**Senses:** Darkvision 20ft

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Evolution:** Kabuto can evolve into Kabutops at level 10 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Harden, Scratch

**Level 2:** Absorb, Leer

**Level 6:** Mud Shot

**Level 10:** Sand Attack, Endure

**Level 14:** Aqua Jet, Mega Drain

**Level 18:** Metal Sound, Ancient Power, Wring Out

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 23, 27, 32, 37, 39, 40, 42, 44, 45, 46, 48, 55, 69, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aurora Beam, Bubble Beam, Confuse Ray, Dig, Flail, Foresight, Giga Drain, Icy Wind, Knock Off, Mud Shot, Rapid Spin, Screech, Take Down



## KABUTOPS #141

**Type:** Rock/Water  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Water 1, Water 3  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Shellfish Pokémon. A slim and fast swimmer. It sliced its prey with its sharp sickles and drank the body fluids.*

**Armor Class:** 16  
**Hit Points:** 89 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival, Intimidation  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Ground  
**Resistances:** Fire, Flying, Ice, Normal, Poison  
**Senses:** Darkvision 50ft

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Battle Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Starting Moves:** Feint, Harden, Leer, Scratch, Slash, Absorb, Mud Shot  
**Level 10:** Sand Attack, Endure  
**Level 14:** Aqua Jet, Mega Drain  
**Level 18:** Metal Sound, Ancient Power, Wring Out, Night Slash

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 23, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 55, 68, 69, 71, 75, 80, 81, 87, 88, 90, 94, 96, 98, 100

## AERODACTYL #142

**Type:** Rock/Flying  
**Classification:** Large | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Flying  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Fossil Pokémon. A savage Pokémon that died out in ancient times. It was resurrected using DNA taken from amber.*

**Armor Class:** 16  
**Hit Points:** 102 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Perception, Investigation  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Electric, Ice, Rock, Steel, Water  
**Resistances:** Bug, Fire, Flying, Normal, Poison  
**Immunities:** Ground  
**Senses:** Darkvision 50ft

**Rock Head:** This Pokémon takes no recoil damage.

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

**Starting Moves:** Bite, Fire Fang, Ice Fang, Iron Head, Scary Face, Supersonic, Thunder Fang, Wing Attack, Roar, Agility, Ancient Power  
**Level 14:** Crunch  
**Level 18:** Take Down, Sky Drop, Hyper Beam, Rock Slide, Giga Impact

**TM:** 02, 05, 06, 10, 11, 12, 15, 17, 18, 19, 21, 23, 26, 27, 32, 35, 37, 38, 39, 40, 41, 42, 44, 45, 46, 48, 51, 58, 59, 66, 68, 69, 71, 76, 78, 80, 87, 88, 90, 100

**Egg Moves:** Assurance, Curse, Dragon Breath, Foresight, Pursuit, Roost, Steel Wing, Tailwind, Whirlwind, Wide Guard



## SNORLAX #143

**Type:** Normal  
**Classification:** Large | SR 14  
**Minimum Level Found:** 10  
**Egg Group:** Monster  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Sleeping Pokémon. Will eat anything, even if the food happens to be a little moldy. It never gets an upset stomach.*

**Armor Class:** 15  
**Hit Points:** 132 | **Hit Dice:** d12  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Immunity:** This Pokémon is immune to becoming poisoned.

**Thick Fat:** This Pokemon takes half the damage it otherwise would from Ice and Fire damage.

### HIDDEN ABILITY

**Gluttony:** This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

**Starting Moves:** Tackle, Defense Curl, Amnesia, Lick, Chip Away, Yawn, Body Slam

**Level 14:** Rest, Snore, Sleep Talk, Giga Impact, High Horsepower

**Level 18:** Rollout, Block, Belly Drum, Crunch, Heavy Slam

**TM:** 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 68, 78, 80, 87, 88, 90, 93, 94, 100

## ARTICUNO #144

**Type:** Ice/Flying  
**Classification:** Large | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Freeze Pokémon. A legendary bird Pokémon. It freezes water that is contained in winter air and makes it snow.*

**Armor Class:** 18  
**Hit Points:** 246 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

**Proficient Skills:** Arcana, Insight, Intimidation  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Electric, Fire, Rock, Steel  
**Resistances:** Bug, Grass  
**Immunities:** Ground  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Snow Cloak:** This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

**Starting Moves:** Gust, Powder Snow, Mist, Ice Shard, Mind Reader, Ancient Power, Agility, Reflect

**Level 18:** Hail, Tailwind, Ice Beam, Blizzard, Roost, Hurricane, Sheer Cold, Freeze-Dry

**TM:** 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 19, 21, 27, 32, 33, 37, 40, 42, 44, 48, 51, 58, 68, 70, 76, 79, 97, 88, 89, 90, 100



## ZAPDOS #145

**Type:** Electric/Flying  
**Classification:** Large | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Electric Pokémon. This legendary bird Pokémon is said to appear when the sky turns dark and lightning showers down.*

**Armor Class:** 17  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

**Proficient Skills:** Arcana, Insight, Intimidation  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Ice, Rock  
**Resistances:** Bug, Fighting, Flying, Grass, Steel  
**Immunities:** Ground  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

**Starting Moves:** Peck, Thunder Shock, Thunder Wave, Detect, Pluck, Ancient Power, Charge, Agility  
**Level 18:** Discharge, Rain Dance, Light Screen, Drill Peck, Thunder, Roost, Zap Cannon, Magnetic Flux

**TM:** 05, 06, 10, 11, 15, 16, 17, 18, 19, 21, 24, 25, 27, 32, 37, 40, 42, 44, 48, 51, 57, 58, 68, 72, 73, 76, 87, 88, 89, 90, 93, 100

## MOLTRES #146

**Type:** Fire/Flying  
**Classification:** Large | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Flame Pokémon. A legendary bird Pokémon. As it flaps its flaming wings, even the night sky will turn red.*

**Armor Class:** 16  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 20ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

**Proficient Skills:** Arcana, Insight, Intimidation  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Electric, Rock, Water  
**Resistances:** Bug, Fairy, Fighting, Fire, Grass, Steel  
**Immunities:** Ground  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Flame Body:** The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

**Starting Moves:** Ember, Wing Attack, Fire Spin, Agility, Endure, Ancient Power, Flamethrower  
**Level 18:** Burn Up, Safeguard, Air Slash, Sunny Day, Heat Wave, Solar Beam, Sky Attack, Roost, Hurricane

**TM:** 05, 06, 10, 11, 15, 17, 18, 19, 20, 21, 22, 27, 32, 35, 38, 40, 42, 43, 44, 48, 50, 51, 58, 61, 68, 76, 87, 88, 89, 90, 100



## DRATINI #147

**Type:** Dragon  
**Classification:** Small | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Dragon Pokémon. Long thought to be a myth, this Pokémon's existence was only recently confirmed by a fisherman who caught one.*

**Armor Class:** 13  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Arcana  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Electric, Fire, Grass, Water

**Shed Skin:** If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

### HIDDEN ABILITY

**Marvel Scale:** This Pokémon's AC increase by 2 when suffering from a negative status condition.

**Evolution:** Dratini can evolve into Dragonair at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Wrap  
**Level 2:** Thunder Wave, Twister  
**Level 6:** Dragon Rage, Slam  
**Level 10:** Agility  
**Level 14:** Dragon Tail, Aqua Tail, Safeguard  
**Level 18:** Dragon Rush, Dragon Dance, Outrage, Hyper Beam

**TM:** 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 32, 35, 38, 42, 44, 45, 48, 59, 73, 82, 87, 88, 90, 94, 98, 100

**Egg Moves:** Aqua Jet, Dragon Dance, Dragon Pulse, Dragon Rush, Dragon Breath, Extreme Speed, Haze, Iron Tail, Light Screen, Mist, Supersonic, Water Pulse

## DRAGONAIR #148

**Type:** Dragon  
**Classification:** Large | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Dragon Pokémon. According to a witness, its body was surrounded by a strange aura that gave it a mystical look.*

**Armor Class:** 14  
**Hit Points:** 53 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Arcana  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dragon, Fairy, Ice  
**Resistances:** Electric, Fire, Grass, Water

**Shed Skin:** If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

### HIDDEN ABILITY

**Marvel Scale:** This Pokémon's AC increase by 2 when suffering from a negative status condition.

**Evolution:** Dragonair can evolve into Dragonite at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Thunder Wave, Twister, Wrap  
**Level 6:** Dragon Rage, Slam  
**Level 10:** Agility  
**Level 14:** Dragon Tail, Safeguard  
**Level 18:** Aqua Tail, Dragon Rush, Dragon Dance, Outrage, Hyper Beam

**TM:** 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 27, 32, 35, 38, 42, 44, 45, 48, 59, 73, 82, 87, 88, 90, 94, 98, 100



## DRAGONITE #149

**Type:** Dragon/Flying  
**Classification:** Large | SR 14  
**Minimum Level Found:** 15  
**Egg Group:** Water 1, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Dragon Pokémon. It is said that this Pokémon lives somewhere in the sea and that it flies. However, these are only rumors.*

**Armor Class:** 17  
**Hit Points:** 173 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	8 (-1)	14 (+2)	14 (+2)

**Proficient Skills:** Arcana, Insight  
**Saving Throws:** Wisdom, Strength  
**Vulnerabilities:** Dragon, Fairy, Ice, Rock  
**Resistances:** Bug, Fire, Fighting, Grass, Water  
**Immunities:** Ground

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

**Multiscale:** If this Pokémon is at full health, the first damage dealt to it is halved.

**Starting Moves:** Fire Punch, Leer, Roost, Thunder Punch, Wing Attack, Wrap, Thunder Wave, Twister, Dragon Rage, Slam, Agility, Dragon Tail  
**Level 18:** Aqua Tail, Dragon Rush, Safeguard, Dragon Dance, Outrage, Hyper Beam, Hurricane

**TM:** 02, 05, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 51, 52, 56, 58, 59, 68, 71, 73, 76, 78, 80, 82, 87, 88, 90, 94, 98, 100

## MEWTWO #150

**Type:** Psychic  
**Classification:** Medium | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Genetic Pokémon. Its DNA is almost the same as Mew's. However, its size and disposition are vastly different.*

**Armor Class:** 18  
**Hit Points:** 486 | **Hit Dice:** d20  
**Speed:** 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

**Proficient Skills:** Arcana, Insight, History, Religion  
**Saving Throws:** Intelligence, Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 60ft, Truesight 30ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

**Starting Moves:** Confusion, Disable, Psywave, Safeguard, Swift, Future Sight, Psych Up, Miracle Eye, Psycho Cut, Guard Swap, Power Swap, Recover, Psychic, Barrier, Aura Sphere, Amnesia, Mist, Me First, Psystrike, Laser Focus

**TM:** 03, 04, 06, 07, 08, 10, 11, 12, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 33, 35, 37, 38, 39, 40, 41, 42, 44, 47, 48, 52, 53, 56, 57, 59, 61, 63, 69, 71, 73, 77, 78, 80, 84, 85, 86, 87, 88, 90, 92, 100



## MEW #151

**Type:** Psychic  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The New Species Pokémon. When viewed through a microscope, this Pokémon's short, fine, delicate hair can be seen.*

**Armor Class:** 18  
**Hit Points:** 486 | **Hit Dice:** d20  
**Speed:** 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

**Proficient Skills:** Arcana, Insight, History, Religion  
**Saving Throws:** Intelligence, Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 60ft, Truesight 50ft

**Synchronize:** If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

**Starting Moves:** Pound, Reflect Type, Transform, Mega Punch, Metronome, Psychic, Barrier, Ancient Power, Amnesia, Me First, Baton Pass, Nasty Plot, Aura Sphere

**TM:** EVERY TM

## CHIKORITA #152

**Type:** Grass  
**Classification:** Small | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Monster, Grass  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Leaf Pokémon. In battle, Chikorita waves its leaf around to keep the foe at bay. However, a sweet fragrance also wafts from the leaf, becalming the battling Pokémon and creating a cozy, friendly atmosphere all around.*

**Armor Class:** 14  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** Constitution  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water

**Overgrow:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

**Evolution:** Chikorita can evolve into Bayleef at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Tackle  
**Level 2:** Razor Leaf, Poison Powder  
**Level 6:** Synthesis, Reflect, Magical Leaf  
**Level 10:** Natural Gift, Sweet Scent, Light Screen  
**Level 14:** Body Slam, Safeguard  
**Level 18:** Aromatherapy, Solar Beam

**TM:** 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

**Egg Moves:** Ancient Power, Aromatherapy, Body Slam, Counter, Flail, Grass Whistle, Grassy Terrain, Heal Pulse, Ingrain, Leaf Storm, Leech Seed, Nature Power, Refresh, Vine Whip, Wring Out



## BAYLEEF #153

Type: Grass

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Grass

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



*The Leaf Pokémon. Bayleef's neck is ringed by curled-up leaves. Inside each tubular leaf is a small shoot of a tree. The fragrance of this shoot makes people peppy.*

Armor Class: 15

Hit Points: 40 | Hit Dice: d8

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

**Overgrow:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

**Evolution:** Bayleef can evolve into Meganium at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Poison Powder, Razor Leaf, Tackle, Synthesis

**Level 6:** Reflect, Magical Leaf

**Level 10:** Natural Gift, Sweet Scent

**Level 14:** Light Screen, Body Slam

**Level 18:** Safeguard, Aromatherapy, Solar Beam

**TM:** 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 49, 53, 75, 86, 87, 88, 90, 96, 100

## MEGANIUM #154

Type: Grass

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Monster, Grass

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



*The Herb Pokémon. The fragrance of Meganium's flower soothes and calms emotions. In battle, this Pokémon gives off more of its becalming scent to blunt the foe's fighting spirit.*

Armor Class: 17

Hit Points: 112 | Hit Dice: d12

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution, Strength

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

**Overgrow:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

**Starting Moves:** Growl, Petal Dance, Poison Powder, Razor Leaf, Tackle, Synthesis, Reflect, Magical Leaf, Natural Gift

**Level 14:** Sweet Scent, Light Screen, Body Slam, Petal Blizzard

**Level 18:** Safeguard, Aromatherapy, Solar Beam

**TM:** 01, 06, 10, 11, 15, 16, 17, 20, 21, 22, 26, 27, 32, 33, 42, 44, 45, 48, 49, 53, 68, 75, 78, 82, 86, 87, 88, 90, 96, 100



## CYDAQUIL #155

Type: Fire

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



*The Fire Mouse Pokémon. Cyndaquil protects itself by flaring up the flames on its back. The flames are vigorous if the Pokémon is angry. However, if it is tired, the flames splutter fitfully with incomplete combustion.*

Armor Class: 13

Hit Points: 16 | Hit Dice: d6

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

**Blaze:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

**Evolution:** Cyndaquil can evolve into Quilava at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Tackle

**Level 2:** Smokescreen, Ember, Quick Attack

**Level 6:** Flame Wheel, Defense Curl

**Level 10:** Flame Charge, Swift

**Level 14:** Lava Plume, Flamethrower, Inferno

**Level 18:** Rollout, Double-Edge, Eruption, Burn Up

**TM:** 01, 06, 10, 11, 17, 21, 27, 32, 35, 38, 40, 42, 43, 44, 45, 48, 50, 61, 87, 88, 90, 93, 96, 100

**Egg Moves:** Covet, Crush Claw, Double Kick, Double-Edge, Extrasensory, Flame Burst, Flare Blitz, Foresight, Fury Swipes, Howl, Nature Power, Quick Attack, Reversal, Thrash

## QUILAVA #156

Type: Fire

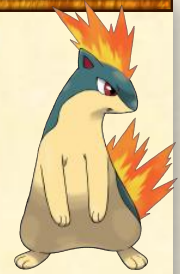
Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



*The Volcano Pokémon. Quilava keeps its foes at bay with the intensity of its flames and gusts of superheated air. This Pokémon applies its outstanding nimbleness to dodge attacks even while scorching the foe with flames.*

Armor Class: 14

Hit Points: 45 | Hit Dice: d8

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

**Blaze:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

**Evolution:** Quilava can evolve into Typhlosion at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Smokescreen, Tackle, Ember, Quick Attack

**Level 6:** Flame Wheel, Defense Curl

**Level 10:** Swift, Flame Charge

**Level 14:** Lava Plume, Flamethrower

**Level 18:** Inferno, Rollout, Double-Edge, Eruption, Burn Up

**TM:** 01, 05, 06, 10, 11, 17, 21, 27, 31, 32, 35, 38, 40, 42, 43, 44, 45, 48, 50, 61, 87, 88, 90, 93, 96, 100



## TYPHLOSION #157

**Type:** Fire  
**Classification:** Medium | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Volcano Pokémon. Typhlosion obscures itself behind a shimmering heat haze that it creates using its intensely hot flames. This Pokémon creates blazing explosive blasts that burn everything to cinders.*

**Armor Class:** 16  
**Hit Points:** 87 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Dexterity, Strength  
**Vulnerabilities:** Ground, Rock, Water  
**Resistances:** Bug, Fairy, Fire, Grass, Ice, Steel

**Blaze:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

**Starting Moves:** Ember, Gyro Ball, Leer, Smokescreen, Tackle, Quick Attack, Flame Wheel, Defense Curl, Swift  
**Level 14:** Flame Charge, Lava Plume, Flamethrower  
**Level 18:** Inferno, Rollout, Double-Edge, Eruption, Burn Up

**TM:** 01, 05, 06, 10, 11, 15, 17, 21, 22, 26, 27, 31, 32, 35, 38, 39, 40, 42, 43, 44, 45, 48, 50, 52, 56, 61, 65, 68, 74, 78, 80, 87, 88, 90, 93, 96, 100

## TOTODILE #158

**Type:** Water  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Monster, Water 1  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Big Jaw Pokémon. Despite the smallness of its body, Totodile's jaws are very powerful. While the Pokémon may think it is just playfully nipping, its bite has enough power to cause serious injury.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 30ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Torrent:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Evolution:** Totodile can evolve into Croconaw at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Scratch  
**Level 2:** Water Gun, Rage, Bite  
**Level 6:** Scary Face, Ice Fang, Flail  
**Level 10:** Crunch, Chip Away  
**Level 14:** Slash, Screech, Thrash  
**Level 18:** Aqua Tail, Superpower, Hydro Pump

**TM:** 01, 02, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 55, 56, 65, 75, 80, 87, 88, 90, 94, 98, 100

**Egg Moves:** Ancient Power, Crunch, Dragon Claw, Dragon Dance, Flatter, Hydro Pump, Ice Punch, Metal Claw, Mud Sport, Rock Slide, Thrash, Water Sport



## CROCONAW #159

Type: Water

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



*The Big Jaw Pokémon. Once Croconaw has clamped its jaws on its foe, it will absolutely not let go. Because the tips of its fangs are forked back like barbed fishhooks, they become impossible to remove when they have sunk in.*

Armor Class: 15

Hit Points: 50 | Hit Dice: d8

Speed: 30ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Strength

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

**Torrent:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Evolution:** Croconaw can evolve into Feraligatr at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Scratch, Water Gun, Rage, Bite

**Level 6:** Scary Face, Ice Fang

**Level 10:** Flail, Crunch

**Level 14:** Chip Away, Slash, Screech

**Level 18:** Thrash, Aqua Tail, Superpower, Hydro Pump

**TM:** 01, 02, 05, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 55, 56, 65, 75, 80, 87, 88, 90, 94, 98, 100

## FERALIGATR #160

Type: Water

Classification: Large | SR 13

Minimum Level Found: 10

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



*The Big Jaw Pokémon. Feraligatr intimidates its foes by opening its huge mouth. In battle, it will kick the ground hard with its thick and powerful hind legs to charge at the foe at an incredible speed.*

Armor Class: 16

Hit Points: 107 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

**Torrent:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Starting Moves:** Agility, Leer, Rage, Scratch, Water Gun, Bite, Scary Face, Ice Fang, Flail, Crunch

**Level 14:** Chip Away, Slash, Screech

**Level 18:** Thrash, Aqua Tail, Superpower, Hydro Pump

**TM:** 01, 02, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 48, 52, 55, 56, 65, 68, 75, 78, 80, 82, 87, 88, 90, 94, 98, 100



## SENTRET #161

**Type:** Normal  
**Classification:** Small | SR 1/8  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Scout Pokémon. When Sentret sleeps, it does so while another stands guard. The sentry wakes the others at the first sign of danger. When this Pokémon becomes separated from its pack, it becomes incapable of sleep due to fear.*

**Armor Class:** 11  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Acrobatics, Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

### HIDDEN ABILITY

**Frisk:** Upon entering a battle, a single opponent's held item is revealed, if it has one.

**Evolution:** Sentret can evolve into Furret at level 5 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Foresight, Scratch, Defense Curl  
**Level 2:** Quick Attack, Fury Swipes  
**Level 6:** Helping Hand, Follow Me  
**Level 10:** Slam, Rest, Sucker Punch  
**Level 14:** Amnesia, Baton Pass  
**Level 18:** Me First, Hyper Voice

**TM:** 01, 06, 10, 11, 13, 17, 18, 21, 22, 24, 27, 30, 31, 32, 35, 42, 44, 45, 46, 48, 49, 56, 57, 59, 65, 86, 87, 88, 89, 90, 94, 100

**Egg Moves:** Assist, Captivate, Charm, Covet, Double-Edge, Focus Energy, Iron Tail, Last Resort, Natural Gift, Pursuit, Reversal, Slash, Substitute, Trick

## FURRET #162

**Type:** Normal  
**Classification:** Medium | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Long Body Pokémon. Furret has a very slim build. When under attack, it can slickly squirm through narrow spaces and get away. In spite of its short limbs, this Pokémon is very nimble and fleet.*

**Armor Class:** 14  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics, Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

### HIDDEN ABILITY

**Frisk:** Upon entering a battle, a single opponent's held item is revealed, if it has one.

**Starting Moves:** Agility, Coil, Defense Curl, Foresight, Quick Attack, Scratch, Fury Swipes  
**Level 6:** Helping Hand, Follow Me  
**Level 10:** Slam, Rest  
**Level 14:** Sucker Punch, Amnesia  
**Level 18:** Baton Pass, Me First, Hyper Voice

**TM:** 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 42, 44, 45, 46, 48, 49, 52, 56, 57, 59, 65, 68, 86, 87, 88, 89, 90, 94, 100



## HOOTHOOT #163

**Type:** Normal/Flying  
**Classification:** Small | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Owl Pokémon. It cries out at the same time every day. A long time ago, people cherished it and considered it a divine messenger sent to tell the time.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 15ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Perception, Stealth  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Electric, Ice, Rock  
**Resistances:** Bug, Grass  
**Immunities:** Ghost, Ground  
**Senses:** Darkvision 60ft

**Insomnia:** This Pokémon is immune to sleep.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

### HIDDEN ABILITY

**Tinted Lens:** This Pokémon's moves ignore resistances.

**Evolution:** Hoothoot can evolve into Noctowl at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

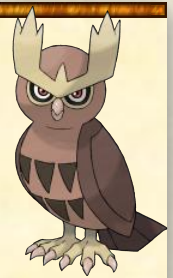
**Starting Moves:** Foresight, Growl, Tackle, Hypnosis  
**Level 2:** Peck, Confusion, Echoed Voice  
**Level 6:** Zen Headbutt, Psycho Shift, Extrasensory  
**Level 10:** Take Down, Reflect, Air Slash  
**Level 14:** Uproar, Roost, Moonblast  
**Level 18:** Synchronoise, Dream Eater

**TM:** 01, 06, 10, 11, 17, 18, 19, 21, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 49, 51, 76, 77, 85, 87, 88, 90, 100

**Egg Moves:** Agility, Defog, Feint Attack, Feather Dance, Mirror Move, Night Shade, Sky Attack, Supersonic, Whirlwind, Wing Attack

## NOCTOWL #164

**Type:** Normal/Flying  
**Classification:** Medium | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Owl Pokémon. When it turns its head entirely upside down, you know it's troubled by something. If you don't leave it be, it will peck you.*

**Armor Class:** 15  
**Hit Points:** 40 | **Hit Dice:** d10  
**Speed:** 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	6 (-2)	16 (+3)	10 (+0)

**Proficient Skills:** Perception, Stealth  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Electric, Ice, Rock  
**Resistances:** Bug, Grass  
**Immunities:** Ghost, Ground  
**Senses:** Darkvision 100ft

**Insomnia:** This Pokémon is immune to sleep.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

### HIDDEN ABILITY

**Tinted Lens:** This Pokémon's moves ignore resistances.

**Starting Moves:** Foresight, Growl, Hypnosis, Sky Attack, Tackle, Peck, Confusion, Echoed Voice  
**Level 6:** Zen Headbutt, Psycho Shift  
**Level 10:** Extrasensory, Take Down  
**Level 14:** Reflect, Air Slash, Uproar  
**Level 18:** Roost, Moonblast, Synchronoise, Dream Eater

**TM:** 01, 06, 10, 11, 15, 17, 18, 19, 21, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 77, 85, 87, 88, 90, 100



## Ledyba #165

**Type:** Bug/Flying  
**Classification:** Small | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Five Star Pokémon. These very cowardly Pokémon join together and use Reflect to protect their nest.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking, 25ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Evolution:** Ledyba can evolve into Ledian at level 6 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Tackle  
**Level 2:** Supersonic, Swift, Light Screen, Reflect  
**Level 6:** Safeguard, Mach Punch, Silver Wind, Comet Punch  
**Level 10:** Baton Pass, Agility  
**Level 14:** Bug Buzz, Air Slash, Double-Edge

**TM:** 06, 10, 11, 16, 17, 19, 20, 21, 22, 27, 31, 32, 33, 40, 42, 44, 45, 46, 48, 56, 62, 75, 83, 87, 88, 89, 90, 100

**Egg Moves:** Bide, Bug Bite, Bug Buzz, Dizzy Punch, Drain Punch, Encore, Focus Punch, Knock Off, Psybeam, Screech, Silver Wind, Tailwind

## Ledian #166

**Type:** Bug/Flying  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Five Star Pokémon. It flies through the night sky, sprinkling sparkly dust. According to some, if that dust sticks to you, good things will happen to you.*

**Armor Class:** 16  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Iron Fist:** When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

**Starting Moves:** Supersonic, Swift, Tackle, Light Screen, Reflect, Safeguard  
**Level 6:** Mach Punch, Silver Wind  
**Level 10:** Comet Punch, Baton Pass  
**Level 14:** Agility, Bug Buzz  
**Level 18:** Air Slash, Double-Edge

**TM:** 06, 10, 11, 15, 16, 17, 19, 20, 21, 22, 27, 31, 32, 33, 40, 42, 44, 45, 46, 48, 52, 56, 62, 68, 75, 83, 87, 88, 89, 90, 100



## SPINARAK #167

**Type:** Bug/Poison  
**Classification:** Small | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The String Spit Pokémon. Although the poison from its fangs isn't that strong, it's potent enough to weaken prey that gets caught in its web.*

**Armor Class:** 12  
**Hit Points:** 18 | **Hit Dice:** d6  
**Speed:** 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fire, Flying, Psychic, Rock  
**Resistances:** Bug, Fairy, Fighting, Grass, Poison  
**Senses:** Darkvision 30ft

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Insomnia:** This Pokémon is immune to sleep.

### HIDDEN ABILITY

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

**Evolution:** Spinarak can evolve into Ariados at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Constrict, Poison Sting, String Shot  
**Level 2:** Absorb, Infestation, Scary Face  
**Level 6:** Night Shade, Shadow Sneak, Fury Swipes  
**Level 10:** Sucker Punch, Spider Web  
**Level 14:** Agility, Pin Missile, Psychic  
**Level 18:** Toxic Thread, Poison Jab, Cross Poison, Sticky Web

**TM:** 06, 09, 10, 11, 17, 21, 22, 27, 28, 29, 32, 36, 42, 44, 45, 46, 48, 81, 83, 84, 87, 88, 90, 100

**Egg Moves:** Baton Pass, Disable, Electroweb, Night Slash, Poison Jab, Psybeam, Pursuit, Rage Powder, Signal Beam, Sonic Boom, Toxic Spikes, Twineedle

## ARIADOS #168

**Type:** Bug/Poison  
**Classification:** Small | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Long Leg Pokémon. Every night, it wanders around in search of prey, whose movements it restrains by spewing threads before it bites into them with its fangs.*

**Armor Class:** 14  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fire, Flying, Psychic, Rock  
**Resistances:** Bug, Fairy, Fighting, Grass, Poison  
**Senses:** Darkvision 60ft

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Insomnia:** This Pokémon is immune to sleep.

### HIDDEN ABILITY

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

**Starting Moves:** Bug Bite, Constrict, Focus Energy, Poison Sting, String Shot, Swords Dance, Absorb, Infestation, Scary Face, Fell Stinger, Venom Drench  
**Level 6:** Night Shade, Shadow Sneak  
**Level 10:** Fury Swipes, Sucker Punch, Spider Web  
**Level 14:** Agility, Pin Missile  
**Level 18:** Toxic Thread, Psychic, Poison Jab, Cross Poison, Sticky Web

**TM:** 06, 09, 10, 11, 15, 17, 21, 22, 27, 28, 29, 32, 36, 42, 44, 45, 46, 48, 67, 68, 75, 81, 83, 84, 87, 88, 90, 100



## CROBAT #169

**Type:** Poison/Flying  
**Classification:** Medium | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Bat Pokémon. It feeds on the blood of living people and Pokémon. If it can't drink any blood for even a short while, it becomes weak and unable to fly.*

**Armor Class:** 17  
**Hit Points:** 112 | **Hit Dice:** d12  
**Speed:** 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Electric, Ice, Psychic, Rock  
**Resistances:** Bug, Fairy, Fighting, Grass, Poison  
**Immunities:** Ground  
**Senses:** Blindsight 120ft

**Inner Focus:** This Pokémon is immune to flinching.

### HIDDEN ABILITY

**Infiltrator:** This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

**Starting Moves:** Absorb, Astonish, Bite, Cross Poison, Screech, Supersonic, Wing Attack, Confuse Ray, Air Cutter, Swift, Poison Fang, Mean Look

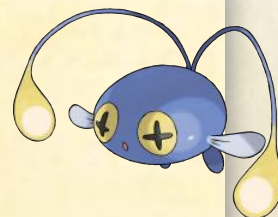
**Level 14:** Leech Life

**Level 18:** Haze, Venoshock, Air Slash, Quick Guard

**TM:** 06, 09, 10, 11, 12, 15, 17, 18, 19, 21, 27, 28, 30, 32, 36, 40, 41, 42, 44, 45, 46, 48, 51, 62, 66, 68, 76, 81, 87, 88, 89, 90, 97, 100

## CHINCHOU #170

**Type:** Water/Electric  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Water 2  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Angler Pokémon. Its two antennae glow softly to lure in prey, making it a useful Pokémon for night fishing.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 5ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Grass, Ground  
**Resistances:** Fire, Flying, Ice, Steel, Water

**Volt Absorb:** This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

**Illuminate:** This Pokémon knows the Light cantrip and can cast it at will.

### HIDDEN ABILITY

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

**Evolution:** Chinchou can evolve into Lanturn at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Bubble, Supersonic  
**Level 2:** Thunder Wave, Electro Ball, Water Gun  
**Level 6:** Confuse Ray, Bubble Beam  
**Level 10:** Spark, Signal Beam, Flail  
**Level 14:** Discharge, Take Down  
**Level 18:** Aqua Ring, Hydro Pump, Charge, Ion Deluge

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 55, 57, 72, 73, 87, 88, 90, 93, 94, 98, 99, 100

**Egg Moves:** Agility, Amnesia, Brine, Flail, Mist, Psybeam, Screech, Shock Wave, Soak, Water Pulse, Whirlpool



## LANTURN #171

**Type:** Water/Electric  
**Classification:** Small | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Water 2  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Light Pokémon. It lives far down in the depths of the ocean. It blinds its prey with light, using the moment they're dazzled to swallow them whole.*

**Armor Class:** 14  
**Hit Points:** 50 | **Hit Dice:** d12  
**Speed:** 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Grass, Ground  
**Resistances:** Fire, Flying, Ice, Steel, Water

**Volt Absorb:** This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

**Illuminate:** This Pokémon knows the Light cantrip and can cast it at will.

### HIDDEN ABILITY

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

**Starting Moves:** Bubble, Spit Up, Stockpile, Thunder Wave, Electro Ball, Water Gun, Eerie Impulse

**Level 6:** Confuse Ray, Bubble Beam

**Level 10:** Spark, Signal Beam

**Level 14:** Flail, Discharge

**Level 18:** Take Down, Aqua Ring, Hydro Pump, Charge, Ion Deluge

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 55, 57, 68, 72, 73, 87, 88, 90, 93, 94, 98, 99, 100

## PICHU #172

**Type:** Electric  
**Classification:** Tiny | SR 1/8  
**Minimum Level Found:** 1  
**Egg Group:** Undiscovered  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Tiny Mouse Pokémon. It still can't use electricity well. When it's surprised or excited, it discharges electricity unintentionally.*

**Armor Class:** 11  
**Hit Points:** 12 | **Hit Dice:** d6  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Acrobatics, Persuasion  
**Saving Throws:** Dexterity, Charisma  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Lightning Rod:** If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

**Evolution:** Pichu can evolve into Pikachu at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Charm, Thunder Shock

**Level 2:** Tail Whip, Sweet Kiss, Nasty Plot

**Level 6:** Thunder Wave, Volt Tackle

**TM:** 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 86, 87, 88, 90, 93, 100

**Egg Moves:** Bestow, Bide, Charge, Disarming Voice, Double Slap, Encore, Endure, Fake Out, Flail, Lucky Chant, Present, Reversal, Thunder Punch, Tickle, Volt Tackle, Wish



## CLEFFA #173

**Type:** Fairy

**Classification:** Tiny | SR 1/8

**Minimum Level Found:** 1

**Egg Group:** Undiscovered

**Gender Rate:** 25% M / 75% F

**Evolution Stage:** 1/3 | 2 ASI



*The Star Shape Pokémon. On nights with many shooting stars, they gather in packs and dance in circles. If you should see them, something good will happen!*

**Armor Class:** 11

**Hit Points:** 12 | **Hit Dice:** d6

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

**Proficient Skills:** Insight, Persuasion

**Saving Throws:** Wisdom, Charisma

**Vulnerabilities:** Poison, Steel

**Resistances:** Bug, Dark, Fighting

**Immunities:** Dragon

**Cute Charm:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Magic Guard:** If this Pokémon is subjected to a move that forces it to make a saving throw to take only half damage, it instead takes no damage on a success.

### HIDDEN ABILITY

**Friend Guard:** Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

**Evolution:** Cleffa can evolve into Clefairy at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Charm, Pound, Encore

**Level 2:** Sing, Sweet Kiss, Copycat

**Level 6:** Magical Leaf

**TM:** 01, 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 100

**Egg Moves:** Amnesia, Aromatherapy, Belly Drum, Covet, Fake Tears, Heal Pulse, Metronome, Mimic, Misty Terrain, Present, Splash, Stored Power, Substitute, Tickle, Wish

## IGGLYBUFF #174

**Type:** Normal/Fairy

**Classification:** Tiny | SR 1/8

**Minimum Level Found:** 1

**Egg Group:** Undiscovered

**Gender Rate:** 25% M / 75% F

**Evolution Stage:** 1/3 | 2 ASI



*The Balloon Pokémon. Left to its own devices, it will constantly practice singing. You should make it take a break so it doesn't hurt its throat.*

**Armor Class:** 10

**Hit Points:** 12 | **Hit Dice:** d6

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

**Proficient Skills:** Insight, Persuasion

**Saving Throws:** Wisdom, Charisma

**Vulnerabilities:** Poison, Steel

**Resistances:** Bug, Dark

**Immunities:** Dragon, Ghost

**Cute Charm:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Competitive:** This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

### HIDDEN ABILITY

**Friend Guard:** Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

**Evolution:** Iggybuff can evolve into Jigglypuff at level 3 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Charm, Sing, Defense Curl

**Level 2:** Pound, Sweet Kiss, Copycat

**TM:** 01, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 93, 100

**Egg Moves:** Captivate, Covet, Feint Attack, Fake Tears, Gravity, Heal Pulse, Last Resort, Misty Terrain, Perish Song, Present, Punishment, Sleep Talk, Wish



## TOGEPI #175

**Type:** Fairy

**Classification:** Tiny | SR 1

**Minimum Level Found:** 1

**Egg Group:** Undiscovered

**Gender Rate:** 87% M / 13% F

**Evolution Stage:** 1/3 | 2 ASI



*The Spike Ball Pokémon. As its energy, Togepi uses the positive emotions of compassion and pleasure exuded by people and Pokémon. This Pokémon stores up feelings of happiness inside its shell, then shares them with others.*

**Armor Class:** 13

**Hit Points:** 17 | **Hit Dice:** d8

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

**Proficient Skills:** Arcana, Persuasion

**Saving Throws:** Wisdom, Charisma

**Vulnerabilities:** Poison, Steel

**Resistances:** Bug, Dark, Fighting

**Immunities:** Dragon

**Hustle:** When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

**Serene Grace:** The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

### HIDDEN ABILITY

**Super Luck:** This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

**Evolution:** Togepi can evolve into Togetic at level 7 and above when its loyalty is +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Charm, Growl

**Level 2:** Metronome, Sweet Kiss, Yawn

**Level 6:** Encore, Follow Me

**Level 10:** Bestow, Wish, Ancient Power

**Level 14:** Safeguard, Baton Pass

**Level 18:** Double-Edge, Last Resort, After You

**TM:** 01, 03, 06, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 99, 100

**Egg Moves:** Extrasensory, Foresight, Future Sight, Lucky Chant, Mirror Move, Morning Sun, Nasty Plot, Peck, Present, Psych Up, Psycho Shift, Secret Power, Stored Power, Substitute

## TOGETIC #176

**Type:** Fairy/Flying

**Classification:** Small | SR 8

**Minimum Level Found:** 5

**Egg Group:** Flying, Fairy

**Gender Rate:** 87% M / 13% F

**Evolution Stage:** 2/3 | 2 ASI



*The Happiness Pokémon. Togetic is said to be a Pokémon that brings good fortune. When the Pokémon spots someone who is pure of heart, it is said to appear and share its happiness with that person.*

**Armor Class:** 16

**Hit Points:** 45 | **Hit Dice:** d8

**Speed:** 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	6 (-2)	14 (+2)	14 (+2)

**Proficient Skills:** Arcana, Persuasion

**Saving Throws:** Wisdom, Charisma

**Vulnerabilities:** Electric, Ice, Poison, Rock, Steel

**Resistances:** Bug, Dark, Fighting, Grass

**Immunities:** Dragon, Ground

**Senses:** Truesight 10ft

**Hustle:** When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

**Serene Grace:** The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

### HIDDEN ABILITY

**Super Luck:** This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

**Evolution:** Togetic can evolve into Togekiss at level 15 and above with the help of a Shiny Stone. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

**Starting Moves:** Charm, Growl, Magical Leaf, Metronome, Sweet Kiss, Yawn

**Level 6:** Fairy Wind, Encore, Follow Me

**Level 10:** Bestow, Wish, Ancient Power

**Level 14:** Safeguard, Baton Pass

**Level 18:** Double-Edge, Last Resort, After You

**TM:** 01, 03, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 27, 29, 30, 31, 32, 33, 35, 38, 40, 42, 44, 45, 48, 49, 51, 56, 67, 68, 73, 76, 77, 85, 86, 87, 88, 90, 99, 100



## NATU #177

**Type:** Psychic/Flying  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Tiny Bird Pokémon. The look in its eyes gives the impression that it's carefully observing you. If you approach it, Natu will hop away.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Insight, Perception  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Electric, Ghost, Ice, Rock  
**Resistances:** Fighting, Grass, Psychic  
**Immunities:** Ground

**Synchronize:** If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Magic Bounce:** Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

**Evolution:** Natu can evolve into Xatu at level 7 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Peck, Stored Power  
**Level 2:** Night Shade, Teleport, Lucky Chant  
**Level 6:** Ominous Wind, Confuse Ray  
**Level 10:** Wish  
**Level 14:** Psychic, Miracle Eye, Psycho Shift  
**Level 18:** Future Sight, Guard Swap, Power Swap, Me First

**TM:** 03, 04, 06, 10, 11, 16, 17, 18, 19, 21, 22, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 51, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

**Egg Moves:** Ally Switch, Drill Peck, Feint Attack, Feather Dance, Haze, Psych Up, Quick Attack, Refresh, Roost, Simple Beam, Skill Swap, Steel Wing, Sucker Punch, Synchronoise, Zen Headbutt

## XATU #178

**Type:** Psychic/Flying  
**Classification:** Medium | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Mystic Pokémon. It's said that while this Pokémon has the power to predict the future, it's not powerful enough to change the future it sees.*

**Armor Class:** 15  
**Hit Points:** 45 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (-1)	15 (+2)	10 (+0)

**Proficient Skills:** Insight, Perception  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Dark, Electric, Ghost, Ice, Rock  
**Resistances:** Fighting, Grass, Psychic  
**Immunities:** Ground  
**Senses:** Truesight 10ft

**Synchronize:** If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Magic Bounce:** Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

**Starting Moves:** Air Slash, Leer, Night Shade, Peck, Tailwind, Teleport, Lucky Chant  
**Level 6:** Stored Power, Ominous Wind, Confuse Ray  
**Level 10:** Wish  
**Level 14:** Psychic, Miracle Eye  
**Level 18:** Psycho Shift, Future Sight, Guard Swap, Power Swap, Me First

**TM:** 03, 04, 06, 10, 11, 15, 16, 17, 18, 19, 21, 22, 27, 29, 30, 32, 33, 40, 42, 44, 45, 46, 48, 51, 68, 73, 76, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100



## MAREEP #179

**Type:** Electric  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Wool Pokémon. Rubbing its fleece generates electricity. You'll want to pet it because it's cute, but if you use your bare hand, you'll get a painful shock.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokemon's proficiency bonus.

### HIDDEN ABILITY

**Plus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

**Evolution:** Mareep can evolve into Flaaffy at level 5 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Tackle, Thunder Wave  
**Level 2:** Thunder Shock, Cotton Spore  
**Level 6:** Charge, Take Down, Electro Ball  
**Level 10:** Confuse Ray, Power Gem, Discharge  
**Level 14:** Cotton Guard, Signal Beam  
**Level 18:** Light Screen, Thunder

**TM:** 06, 10, 16, 17, 18, 20, 21, 24, 25, 27, 32, 42, 44, 45, 48, 49, 57, 73, 87, 88, 90, 93, 100

**Egg Moves:** After You, Agility, Body Slam, Charge, Eerie Impulse, Electric Terrain, Flatter, Iron Tail, Odor Sleuth, Reflect, Safeguard, Sand Attack, Screech, Take Down

## FLAAFFY #180

**Type:** Electric  
**Classification:** Small | SR 4  
**Minimum Level Found:** 5  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Wool Pokémon. In the places on its body where fleece doesn't grow, its skin is rubbery and doesn't conduct electricity. Those spots are safe to touch.*

**Armor Class:** 13  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokemon's proficiency bonus.

### HIDDEN ABILITY

**Plus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

**Evolution:** Flaaffy can evolve into Ampharos at level 11 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Tackle, Thunder Shock, Thunder Wave, Cotton Spore  
**Level 6:** Charge, Take Down  
**Level 10:** Electro Ball, Confuse Ray  
**Level 14:** Power Gem, Discharge  
**Level 18:** Cotton Guard, Signal Beam, Light Screen, Thunder

**TM:** 06, 10, 16, 17, 18, 20, 21, 24, 25, 27, 31, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 87, 88, 90, 93, 100



## AMPHAROS #181

**Type:** Electric  
**Classification:** Medium | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Monster, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Light Pokémon. The light from its tail can be seen from space. This is why you can always tell exactly where it is, which is why it usually keeps the light off.*

**Armor Class:** 16  
**Hit Points:** 107 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Plus:** This Pokémon boosts its attack and damage rolls by 2 if an ally also has a Plus or Minus ability

**Starting Moves:** Fire Punch, Growl, Tackle, Thunder Punch, Thunder Shock, Thunder Wave, Zap Cannon, Cotton Spore, Charge, Take Down, Electro Ball, Confuse Ray  
**Level 14:** Power Gem, Discharge, Signal Beam  
**Level 18:** Cotton Guard, Light Screen, Thunder, Dragon Pulse, Ion Deluge, Magnetic Flux

**TM:** 06, 10, 15, 16, 17, 18, 20, 21, 24, 25, 27, 31, 32, 42, 44, 45, 48, 49, 52, 56, 57, 59, 68, 72, 73, 78, 87, 88, 90, 93, 100

## BELLOSSOM #182

**Type:** Grass  
**Classification:** Tiny | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Flower Pokémon. A Bellossom grows flowers more beautifully if it has evolved from a smelly Gloom-the more stinky the better. At night, this Pokémon closes its petals and goes to sleep.*

**Armor Class:** 16  
**Hit Points:** 107 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	15 (+2)

**Proficient Skills:** Nature, Performance  
**Saving Throws:** Constitution, Charisma  
**Vulnerabilities:** Bug, Fire, Flying, Ice, Poison  
**Resistances:** Electric, Grass, Ground, Water

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

### HIDDEN ABILITY

**Healer:** As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

**Starting Moves:** Leaf Blade, Magical Leaf, Mega Drain, Stun Spore, Sunny Day, Sweet Scent  
**Level 14:** Quiver Dance  
**Level 18:** Petal Dance, Leaf Storm, Petal Blizzard

**TM:** 06, 09, 10, 11, 15, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 56, 68, 75, 83, 86, 87, 88, 90, 96, 99, 100



## MARILL #183

**Type:** Water/Fairy  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Fairy  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Aqua Mouse Pokémon. When fishing for food at the edge of a fast-running stream, Marill wraps its tail around the trunk of a tree. This Pokémon's tail is flexible and configured to stretch.*

**Armor Class:** 13  
**Hit Points:** 19 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Grass, Poison  
**Resistances:** Bug, Dark, Fighting, Fire, Ice, Water  
**Immunities:** Dragon

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Huge Power:** Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

### HIDDEN ABILITY

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

**Evolution:** Marill can evolve into Azumarill at level 6 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Tackle, Water Gun, Tail Whip  
**Level 2:** Water Sport, Bubble, Defense Curl, Rollout  
**Level 6:** Bubble Beam, Helping Hand, Aqua Tail  
**Level 10:** Play Rough, Aqua Ring, Rain Dance  
**Level 14:** Double-Edge, Superpower  
**Level 18:** Hydro Pump

**TM:** 01, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 31, 32, 42, 44, 45, 48, 55, 56, 86, 87, 88, 90, 94, 98, 100

## AZUMARILL #184

**Type:** Water/Fairy  
**Classification:** Small | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Water 1, Fairy  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Aqua Rabbit Pokémon. Azumarill's long ears are indispensable sensors. By focusing its hearing, this Pokémon can identify what kinds of prey are around, even in rough and fast-running rivers.*

**Armor Class:** 15  
**Hit Points:** 51 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	13 (+1)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Grass, Poison  
**Resistances:** Bug, Dark, Fighting, Fire, Ice, Water  
**Immunities:** Dragon

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Huge Power:** Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

### HIDDEN ABILITY

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

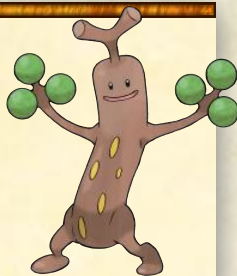
**Starting Moves:** Tackle, Tail Whip, Water Gun, Water Sport, Bubble, Defense Curl, Rollout, Bubble Beam  
**Level 6:** Helping Hand, Aqua Tail  
**Level 10:** Play Rough, Aqua Ring  
**Level 14:** Rain Dance, Double-Edge  
**Level 18:** Superpower, Hydro Pump

**TM:** 01, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 27, 31, 32, 42, 44, 45, 48, 52, 55, 56, 68, 78, 86, 87, 88, 90, 94, 98, 100



## SUDOWOODO #185

**Type:** Rock  
**Classification:** Small | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Mineral  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Imitation Pokémon. It's so popular with the elderly that there's a magazine devoted to this Pokémon. Fans obsess over the particular length and angle of its arms.*

**Armor Class:** 15  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Nature, Survival  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Fighting, Grass, Ground, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison  
**Senses:** Tremorsense 60ft

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

**Rock Head:** This Pokémon takes no recoil damage.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Starting Moves:** Copycat, Flail, Low Kick, Rock Throw, Slam, Wood Hammer

**Level 6:** Mimic, Feint Attack, Tearful Look

**Level 10:** Rock Tomb, Block

**Level 14:** Rock Slide, Counter, Sucker Punch

**Level 18:** Double-Edge, Stone Edge, Hammer Arm, Head Smash

**TM:** 04, 06, 10, 11, 12, 17, 21, 23, 26, 27, 31, 32, 37, 39, 41, 42, 44, 45, 46, 48, 56, 64, 69, 71, 77, 78, 80, 87, 88, 90, 96, 100

## POLITOED #186

**Type:** Water  
**Classification:** Small | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Water 1  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Frog Pokémon. The longer and more luxurious the curled hair on its head, the greater the number of Poliwhar and Poliwhirl that will obey it.*

**Armor Class:** 16  
**Hit Points:** 97 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

**Damp:** This Pokémon is unaffected by Self Destruct and Explosion moves.

### HIDDEN ABILITY

**Drizzle:** When this Pokémon enters an outside battle, the weather immediately changes to light rain for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

**Starting Moves:** Bubble Beam, Double Slap, Hypnosis, Perish Song, Swagger

**Level 14:** Bounce

**Level 18:** Hyper Voice

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 29, 31, 32, 42, 44, 45, 46, 48, 49, 52, 55, 56, 66, 68, 78, 87, 88, 90, 94, 98, 100



## HOPPIP #187

**Type:** Grass/Flying  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Fairy, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Cottonweed Pokémon. This Pokémon drifts and floats with the wind. If it senses the approach of strong winds, Hoppip links its leaves with other Hoppip to prepare against being blown away.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 20ft. walking, 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Ice, Poison, Rock  
**Resistances:** Fighting, Grass, Water  
**Immunities:** Ground

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

### HIDDEN ABILITY

**Infiltrator:** This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

**Evolution:** Hoppip can evolve into Skiploom at level 6 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Splash, Synthesis  
**Level 2:** Tail Whip, Tackle, Fairy Wind, Poison Powder  
**Level 6:** Stun Spore, Sleep Powder  
**Level 10:** Bullet Seed, Leech Seed, Acrobatics, Rage Powder  
**Level 14:** Mega Drain, Cotton Spore, U-Turn, Worry Seed  
**Level 18:** Giga Drain, Bounce, Memento

**TM:** 06, 10, 11, 17, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 53, 62, 75, 77, 83, 86, 87, 88, 89, 90, 99, 100

**Egg Moves:** Amnesia, Aromatherapy, Confusion, Cotton Guard, Double-Edge, Encore, Endure, Grassy Terrain, Helping Hand, Psych Up, Reflect, Seed Bomb, Worry Seed

## SKIPLOOM #188

**Type:** Grass/Flying  
**Classification:** Small | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Fairy, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Cottonweed Pokémon. Skiploom's flower blossoms when the temperature rises above 64 degrees Fahrenheit. How much the flower opens depends on the temperature. For that reason, this Pokémon is sometimes used as a thermometer.*

**Armor Class:** 14  
**Hit Points:** 50 | **Hit Dice:** d8  
**Speed:** 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Ice, Poison, Rock  
**Resistances:** Fighting, Grass, Water  
**Immunities:** Ground

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

### HIDDEN ABILITY

**Infiltrator:** This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

**Evolution:** Skiploom can evolve into Jumpluff at level 12 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Tackle, Tail Whip, Synthesis, Splash, Fairy Wind, Poison Powder  
**Level 6:** Stun Spore, Sleep Powder, Bullet Seed  
**Level 10:** Leech Seed, Mega Drain, Acrobatics  
**Level 14:** Rage Powder, Cotton Spore  
**Level 18:** U-Turn, Worry Seed, Giga Drain, Bounce, Memento

**TM:** 06, 10, 11, 17, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 53, 62, 75, 77, 83, 86, 87, 88, 89, 90, 99, 100



## JUMPLUFF #189

**Type:** Grass/Flying  
**Classification:** Small | SR 13  
**Minimum Level Found:** 10  
**Egg Group:** Fairy, Grass  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Cottonweed Pokémon. Jumpluff rides warm southern winds to cross the sea and fly to foreign lands. The Pokémon descends to the ground when it encounters cold air while it is floating.*

**Armor Class:** 16  
**Hit Points:** 107 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

**Proficient Skills:** Nature  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Ice, Poison, Rock  
**Resistances:** Fighting, Grass, Water  
**Immunities:** Ground

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

### HIDDEN ABILITY

**Infiltrator:** This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

**Starting Moves:** Splash, Synthesis, Tackle, Tail Whip, Fairy Wind, Poison Powder, Stun Spore, Sleep Powder, Bullet Seed, Leech Seed, Mega Drain  
**Level 14:** Acrobatics, Rage Powder  
**Level 18:** Cotton Spore, U-Turn, Worry Seed, Giga Drain, Bounce, Memento

**TM:** 06, 10, 11, 15, 17, 21, 22, 27, 32, 33, 40, 42, 44, 45, 48, 53, 62, 68, 75, 77, 83, 86, 87, 88, 89, 90, 99, 100

## AIPOM #190

**Type:** Normal  
**Classification:** Small | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Long Tail Pokémon. It searches for prey from the tops of trees. When it spots its favorite food, Bounsweet, Aipom gets excited and pounces.*

**Armor Class:** 14  
**Hit Points:** 25 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Acrobatics, Sleight of Hand  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

**Pickup:** If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

### HIDDEN ABILITY

**Skill Link:** Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

**Evolution:** Aipom can evolve into Ambipom at the time 'Double Hit' is learned. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Scratch, Tail Whip, Sand Attack  
**Level 2:** Astonish, Baton Pass  
**Level 6:** Tickle, Fury Swipes, Swift  
**Level 10:** Screech, Agility, Double Hit  
**Level 14:** Fling, Nasty Plot  
**Level 18:** Last Resort

**TM:** 01, 06, 10, 11, 12, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 40, 42, 44, 45, 46, 47, 48, 56, 62, 65, 66, 73, 85, 86, 87, 88, 89, 90, 100

**Egg Moves:** Agility, Beat Up, Bounce, Counter, Covet, Double Slap, Fake Out, Pursuit, Quick Guard, Revenge, Screech, Slam, Spite, Switcheroo



## SUNKERN #191

Type: Grass

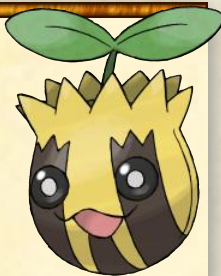
Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



*The Seed Pokémon. Sunkern tries to move as little as it possibly can. It does so because it tries to conserve all the nutrients it has stored in its body for its evolution. It will not eat a thing, subsisting only on morning dew.*

Armor Class: 11

Hit Points: 18 | Hit Dice: d8

Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Senses: Tremorsense 20ft

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Solar Power:** Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

### HIDDEN ABILITY

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

**Evolution:** Sunkern can evolve into Sunflora at level 7 and above with the help of a Sun Stone. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

**Starting Moves:** Absorb, Growth, Ingrain

**Level 2:** Grass Whistle, Mega Drain, Leech Seed

**Level 6:** Razor Leaf, Worry Seed, Giga Drain

**Level 10:** Endeavor, Synthesis, Natural Gift

**Level 14:** Solar Beam, Double-Edge, Sunny Day

**Level 18:** Seed Bomb

**TM:** 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

**Egg Moves:** Bide, Curse, Encore, Endure, Grass Whistle, Grassy Terrain, Helping Hand, Ingrain, Leech Seed, Morning Sun, Nature Power, Sweet Scent

## SUNFLORA #192

Type: Grass

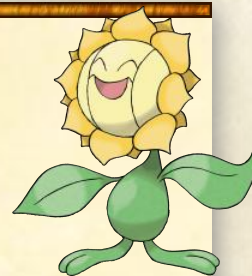
Classification: Small | SR 7

Minimum Level Found: 5

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



*The Sun Pokémon. Sunflora converts solar energy into nutrition. It moves around actively in the daytime when it is warm. It stops moving as soon as the sun goes down for the night.*

Armor Class: 14

Hit Points: 55 | Hit Dice: d10

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Senses: Tremorsense 60ft

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Solar Power:** Damage rolls for this Pokémon get an additional +2 during harsh sunlight.

### HIDDEN ABILITY

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

**Starting Moves:** Absorb, Flower Shield, Growth, Pound, Ingrain, Grass Whistle, Mega Drain, Leech Seed

**Level 6:** Razor Leaf, Worry Seed, Giga Drain

**Level 10:** Bullet Seed, Petal Dance, Natural Gift

**Level 14:** Solar Beam, Double-Edge, Sunny Day

**Level 18:** Leaf Storm, Petal Blizzard

**TM:** 06, 10, 11, 15, 16, 17, 20, 21, 22, 27, 32, 36, 42, 44, 45, 48, 53, 68, 75, 86, 87, 88, 90, 96, 100



## YANMA #193

**Type:** Bug/Flying  
**Classification:** Small | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Clear Wing Pokémon. Yanma is capable of seeing 360 degrees without having to move its eyes. It is a great flier that is adept at making sudden stops and turning midair. This Pokémon uses its flying ability to quickly chase down targeted prey.*

**Armor Class:** 13  
**Hit Points:** 58 | **Hit Dice:** d10  
**Speed:** 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Flying, Ice, Rock  
**Resistances:** Bug, Fighting, Grass  
**Immunities:** Ground  
**Senses:** Darkvision 50ft

**Speed Boost:** This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

**Compound Eyes:** This Pokémon gets an additional +1 to attack rolls.

### HIDDEN ABILITY

**Frisk:** Upon entering a battle, a single opponent's held item is revealed, if it has one.

**Evolution:** Yanma can evolve into Yanmega at the time 'Ancient Power' is learned. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Foresight, Tackle, Quick Attack, Double Team

**Level 6:** Sonic Boom, Detect, Supersonic

**Level 10:** Uproar, Pursuit

**Level 14:** Ancient Power, Hypnosis

**Level 18:** Wing Attack, Screech, U-Turn, Air Slash, Bug Buzz

**TM:** 06, 10, 11, 17, 19, 21, 22, 27, 29, 30, 32, 40, 42, 44, 45, 46, 51, 85, 87, 88, 89, 90, 100

**Egg Moves:** Double-Edge, Feint Attack, Feint, Leech Life, Pursuit, Reversal, Secret Power, Signal Beam, Silver Wind, Whirlwind

## WOOPER #194

**Type:** Water/Ground  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Water Fish Pokémon. Wooper usually lives in water. However, it occasionally comes out onto land in search of food. On land, it coats its body with a gooey, toxic film.*

**Armor Class:** 11  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 20ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Grass  
**Resistances:** Fire, Poison, Rock, Steel  
**Immunities:** Electric

**Damp:** This Pokémon is unaffected by Self Destruct and Explosion moves.

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

### HIDDEN ABILITY

**Unaware:** When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

**Evolution:** Wooper can evolve into Quagsire at level 6 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Tail Whip, Water Gun

**Level 2:** Mud Sport, Mud Shot

**Level 6:** Slam, Mud Bomb

**Level 10:** Amnesia, Yawn

**Level 14:** Earthquake, Rain Dance

**Level 18:** Haze, Mist, Muddy Water

**TM:** 06, 07, 10, 13, 14, 17, 18, 20, 21, 26, 27, 32, 34, 36, 37, 42, 44, 45, 48, 55, 78, 83, 87, 88, 90, 94, 98, 100

**Egg Moves:** Acid Spray, After You, Ancient Power, Slam, Counter, Curse, Double Kick, Eerie Impulse, Encore, Guard Swap, Mud Sport, Recover, Safeguard, Sleep Talk, Spit Up, Spit Up, Stockpile, Swallow



## QUAGSIRE #195

Type: Water/Ground

Classification: Medium | SR 6

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



*The Water Fish Pokémon. Quagsire hunts for food by leaving its mouth wide open in water and waiting for its prey to blunder in unaware. Because the Pokémon does not move, it does not get very hungry.*

Armor Class: 14

Hit Points: 45 | Hit Dice: d12

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Survival, Athletics

Saving Throws: Constitution, Strength

Vulnerabilities: Grass

Resistances: Fire, Poison, Rock, Steel

Immunities: Electric

**Damp:** This Pokémon is unaffected by Self Destruct and Explosion moves.

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

### HIDDEN ABILITY

**Unaware:** When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

**Starting Moves:** Mud Sport, Tail Whip, Water Gun, Mud Shot

**Level 6:** Slam, Mud Bomb

**Level 10:** Amnesia, Yawn

**Level 14:** Earthquake, Rain Dance

**Level 18:** Haze, Mist, Muddy Water

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 26, 27, 31, 32, 34, 36, 37, 39, 42, 44, 45, 46, 48, 52, 55, 56, 68, 71, 78, 80, 83, 87, 88, 90, 94, 98, 100

## ESPEON #196

Type: Psychic

Classification: Small | SR 8

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/2 | 3 ASI



*The Sun Pokémon. Espeon is extremely loyal to any Trainer it considers to be worthy. It is said that this Pokémon developed its precognitive powers to protect its Trainer from harm.*

Armor Class: 16

Hit Points: 45 | Hit Dice: d10

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	8 (-1)	16 (+3)	13 (+1)

Proficient Skills: Insight, Persuasion

Saving Throws: Wisdom, Charisma

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

**Synchronize:** If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

### HIDDEN ABILITY

**Magic Bounce:** Once per long rest, when succumbing to a negative status effect, this Pokémon can instead reflect the effect back on the attacker.

**Starting Moves:** Confusion, Helping Hand, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack

**Level 6:** Swift, Psybeam

**Level 10:** Future Sight, Psych Up

**Level 14:** Morning Sun, Last Resort

**Level 18:** Psychic, Power Swap

**TM:** 01, 03, 04, 06, 10, 11, 15, 16, 17, 18, 21, 27, 29, 30, 32, 33, 42, 44, 45, 48, 49, 68, 77, 85, 86, 87, 88, 90, 92, 99, 100



## UMBREON #197

**Type:** Dark  
**Classification:** Small | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 87% M / 13% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Moonlight Pokémon. Umbreon evolved as a result of exposure to the moon's waves. It hides silently in darkness and waits for its foes to make a move. The rings on its body glow when it leaps to attack.*

**Armor Class:** 16  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	6 (-2)	15 (+2)	14 (+2)

**Proficient Skills:** Stealth, Deception  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Bug, Fairy, Fighting  
**Resistances:** Dark, Ghost  
**Immunities:** Psychic  
**Senses:** Darkvision 30ft

**Synchronize:** If this Pokémon becomes burned, paralyzed, or poisoned, its attacker receives the negative status condition as well (if not immune).

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Helping Hand, Pursuit, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack  
**Level 6:** Confuse Ray, Feint Attack  
**Level 10:** Assurance, Screech  
**Level 14:** Moonlight, Last Resort  
**Level 18:** Mean Look, Guard Swap

**TM:** 01, 06, 10, 11, 12, 15, 17, 18, 21, 27, 29, 30, 32, 41, 42, 44, 45, 48, 49, 66, 68, 77, 85, 87, 88, 90, 95, 97, 100

## MURKROW #198

**Type:** Dark/Flying  
**Classification:** Tiny | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Darkness Pokémon. Murkrow was feared and loathed as the alleged bearer of ill fortune. This Pokémon shows strong interest in anything that sparkles or glitters. It will even try to steal rings from women.*

**Armor Class:** 13  
**Hit Points:** 20 | **Hit Dice:** d10  
**Speed:** 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	8 (-1)

**Proficient Skills:** Insight, Deception  
**Saving Throws:** Wisdom, Dexterity  
**Vulnerabilities:** Electric, Fairy, Ice, Rock  
**Resistances:** Dark, Ghost, Grass  
**Immunities:** Ground, Psychic  
**Senses:** Darkvision 30ft

**Insomnia:** This Pokémon is immune to sleep.

**Super Luck:** This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

### HIDDEN ABILITY

**Prankster:** Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

**Evolution:** Murkrow can evolve into Honchkrow at level 10 and above with the help of a Dusk Stone. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Astonish, Peck  
**Level 2:** Pursuit, Haze  
**Level 6:** Wing Attack, Night Shade  
**Level 10:** Assurance, Taunt  
**Level 14:** Feint Attack, Mean Look  
**Level 18:** Foul Play, Tailwind, Sucker Punch, Torment, Quash

**TM:** 04, 06, 10, 11, 12, 17, 18, 19, 21, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 51, 60, 63, 66, 73, 76, 77, 85, 87, 88, 90, 95, 97, 100

**Egg Moves:** Confuse Ray, Drill Peck, Feint Attack, Feather Dance, Flatter, Mirror Move, Perish Song, Psycho Shift, Screech, Sky Attack, Whirlwind, Wing Attack



## SLOWKING #199

Type: Water/Psychic

Classification: Medium | SR 11

Minimum Level Found: 8

Egg Group: Monster, Water 1

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



*The Royal Pokémon. Slowking undertakes research every day in an effort to solve the mysteries of the world. However, this Pokémon apparently forgets everything it has learned if the Shellder on its head comes off.*

Armor Class: 16

Hit Points: 97 | Hit Dice: d10

Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	14 (+2)	14 (+2)	10 (+0)

Proficient Skills: Insight, History

Saving Throws: Constitution, Wisdom

Vulnerabilities: Bug, Dark, Electric, Ghost, Grass

Resistances: Fighting, Fire, Ice, Psychic, Steel

**Oblivious:** This Pokémon is immune to moves that attempt to charm or taunt it.

**Own Tempo:** This Pokémon is immune to becoming confused.

### HIDDEN ABILITY

**Regenerator:** Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

**Starting Moves:** Curse, Heal Pulse, Hidden Power, Power Gem, Tackle, Yawn, Growl, Water Gun, Confusion, Disable

**Level 10:** Headbutt, Water Pulse, Zen Headbutt

**Level 14:** Nasty Plot, Swagger

**Level 18:** Psychic, Trump Card, Psych Up

**TM:** 03, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 26, 27, 29, 30, 31, 32, 35, 38, 42, 44, 45, 48, 49, 52, 55, 56, 60, 68, 73, 77, 78, 82, 85, 86, 87, 88, 90, 92, 94, 100

## MISDREAVUS #200

Type: Ghost

Classification: Small | SR 7

Minimum Level Found: 5

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



*The Screech Pokémon. Misdreavus frightens people with a creepy, sobbing cry. The Pokémon apparently uses its red spheres to absorb the fearful feelings of foes and turn them into nutrition.*

Armor Class: 15

Hit Points: 40 | Hit Dice: d8

Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

Proficient Skills: Stealth, Deception

Saving Throws: Wisdom, Charisma

Vulnerabilities: Dark, Ghost

Resistances: Bug, Poison

Immunities: Fighting, Normal

Senses: Darkvision 30ft

**Levitate:** This Pokémon is immune to ground moves.

**Evolution:** Misdreavus can evolve into Mismagius at level 10 and above with the help of a Dusk Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Growl, Psywave, Spite, Astonish

**Level 6:** Confuse Ray, Mean Look

**Level 10:** Hex, Psybeam, Pain Split

**Level 14:** Payback, Shadow Ball

**Level 18:** Perish Song, Grudge, Power Gem

**TM:** 04, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 57, 61, 63, 66, 73, 77, 85, 87, 88, 90, 92, 97, 99, 100

**Egg Moves:** Curse, Destiny Bond, Imprison, Me First, Memento, Nasty Plot, Ominous Wind, Psych Up, Screech, Shadow Sneak, Skill Swap, Spite, Sucker Punch, Wonder Room



## UNOWN #201

**Type:** Psychic  
**Classification:** Tiny | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Symbol Pokémon. This Pokémon is shaped like ancient writing. It is a mystery as to which came first, the ancient writings or the various Unown. Research into this topic is ongoing but nothing is known.*

**Armor Class:** 13  
**Hit Points:** 20 | **Hit Dice:** d10  
**Speed:** 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Arcana, History  
**Saving Throws:** Wisdom  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Truesight 20ft

**Levitate:** This Pokémon is immune to ground moves.

**Starting Moves:** Hidden Power

**TM:** 10

## WOBBUFFET #202

**Type:** Psychic  
**Classification:** Medium | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Patient Pokémon. Wobbuffet does nothing but endure attacks-it won't attack on its own. However, it won't endure an attack on its tail. When that happens, the Pokémon will try to take the foe with it using Destiny Bond.*

**Armor Class:** 13  
**Hit Points:** 56 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Wisdom, Constitution  
**Vulnerabilities:** Bug, Dark, Ghost  
**Resistances:** Fighting, Psychic  
**Senses:** Darkvision 40ft

**Shadow Tag:** Creatures within 50 feet of this Pokémon may not flee or switch out, except by item, Move, or ability.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

**Starting Moves:** Counter, Destiny Bond, Mirror Coat, Safeguard

**TM:** 20



## GIRAFARIG #203

**Type:** Normal/Psychic  
**Classification:** Medium | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Long Neck Pokémon. Girafarig's rear head contains a tiny brain that is too small for thinking. However, the rear head doesn't need to sleep, so it can keep watch over its surroundings 24 hours a day.*

**Armor Class:** 15  
**Hit Points:** 48 | **Hit Dice:** d8  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Dark  
**Resistances:** Psychic  
**Immunities:** Ghost

**Inner Focus:** This Pokémon is immune to flinching.

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

### HIDDEN ABILITY

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

**Starting Moves:** Astonish, Confusion, Growl, Guard Swap, Power Swap, Tackle, Odor Sleuth, Assurance  
**Level 6:** Stomp, Psybeam  
**Level 10:** Agility, Double Hit, Zen Headbutt  
**Level 14:** Crunch, Baton Pass  
**Level 18:** Nasty Plot, Psychic

**TM:** 01, 03, 04, 06, 10, 11, 16, 17, 18, 21, 24, 25, 26, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 49, 53, 57, 73, 77, 78, 85, 86, 87, 88, 90, 92, 99, 100

**Egg Moves:** Amnesia, Beat Up, Double Kick, Foresight, Future Sight, Magic Coat, Mean Look, Mirror Coat, Psych Up, Razor Wind, Secret Power, Skill Swap, Take Down, Wish

## PINECO #204

**Type:** Bug  
**Classification:** Tiny | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Bagworm Pokémon. Pineco hangs from a tree branch and patiently waits for prey to come along. If the Pokémon is disturbed while eating by someone shaking its tree, it drops down to the ground and explodes with no warning.*

**Armor Class:** 13  
**Hit Points:** 25 | **Hit Dice:** d8  
**Speed:** 10ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Nature, Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Flying, Rock  
**Resistances:** Grass, Ground, Fighting

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Evolution:** Pineco can evolve into Forretress at level 9 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

**Starting Moves:** Protect, Tackle  
**Level 2:** Self-Destruct, Bug Bite, Take Down  
**Level 6:** Rapid Spin, Bide  
**Level 10:** Natural Gift, Spikes, Payback  
**Level 14:** Explosion, Iron Defense  
**Level 18:** Gyro Ball, Double-Edge

**TM:** 06, 09, 10, 11, 16, 17, 21, 22, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 64, 66, 74, 78, 80, 87, 88, 90, 100

**Egg Moves:** Counter, Double-Edge, Endure, Flail, Pin Missile, Power Trick, Reflect, Revenge, Sand Tomb, Stealth Rock, Swift, Toxic Spikes



## FORRETRESS #205

**Type:** Bug/Steel  
**Classification:** Small | SR 12  
**Minimum Level Found:** 8  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Bagworm Pokémon. Forretress conceals itself inside its hardened steel shell. The shell is opened when the Pokémon is catching prey, but it does so at such a quick pace that the shell's inside cannot be seen.*

**Armor Class:** 18  
**Hit Points:** 109 | **Hit Dice:** d12  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Nature, Survival  
**Saving Throws:** Constitution, Strength  
**Vulnerabilities:** Fire  
**Resistances:** Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel  
**Immunities:** Poison

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

### HIDDEN ABILITY

**Overcoat:** This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

**Starting Moves:** Autotomize, Mirror Shot, Protect, Tackle, Toxic Spikes, Self-Destruct, Bug Bite, Take Down, Rapid Spin, Bide  
**Level 10:** Natural Gift, Spikes, Payback  
**Level 14:** Explosion, Iron Defense  
**Level 18:** Gyro Ball, Double-Edge, Magnet Rise, Zap Cannon, Heavy Slam

**TM:** 06, 09, 10, 11, 15, 16, 17, 21, 22, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 64, 66, 68, 69, 72, 74, 78, 80, 87, 88, 90, 91, 100

## DUNSPARCE #206

**Type:** Normal  
**Classification:** Medium | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Land Snake Pokémon. Dunsparce has a drill for its tail. It uses this tail to burrow into the ground backward. This Pokémon is known to make its nest in complex shapes deep under the ground.*

**Armor Class:** 14  
**Hit Points:** 20 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 20ft. burrowing, 10ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Acrobatics, Perception  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost  
**Senses:** Blindsight 80ft, Tremorsense 80ft

**Serene Grace:** The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Starting Moves:** Defense Curl, Rage, Rollout  
**Level 2:** Spite, Pursuit, Screech, Yawn  
**Level 6:** Ancient Power, Body Slam, Drill Run  
**Level 10:** Roost, Take Down, Coil, Dig  
**Level 14:** Glare, Double-Edge, Endeavor, Air Slash  
**Level 18:** Dragon Rush, Endure, Flail

**TM:** 04, 06, 10, 11, 13, 14, 17, 18, 19, 21, 22, 24, 25, 26, 27, 30, 32, 35, 38, 39, 42, 44, 45, 46, 48, 57, 73, 74, 77, 78, 80, 84, 85, 87, 88, 90, 93, 100

**Egg Moves:** Agility, Ancient Power, Astonish, Bide, Bite, Curse, Headbutt, Hex, Magic Coat, Rock Slide, Secret Power, Sleep Talk, Snore, Trump Card



## GLIGAR #207

**Type:** Ground/Flying  
**Classification:** Small | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Fly Scorpion Pokémon. Gligar glides through the air without a sound as if it were sliding. This Pokémon hangs on to the face of its foe using its clawed hind legs and the large pincers on its forelegs, then injects the prey with its poison barb.*

**Armor Class:** 16  
**Hit Points:** 18 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 25ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Acrobatics, Stealth  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Ice, Water  
**Resistances:** Bug, Fighting, Poison  
**Immunities:** Electric, Ground  
**Senses:** Darkvision 30ft

**Hyper Cutter:** This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

**Sand Veil:** This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

### HIDDEN ABILITY

**Immunity:** This Pokémon is immune to becoming poisoned.

**Evolution:** Gligar can evolve into Gliscor at level 10 and above while holding a Razor Fang at night. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Poison Sting, Sand Attack

**Level 2:** Harden, Knock Off, Quick Attack

**Level 6:** Fury Cutter, Feint Attack, Acrobatics

**Level 10:** Slash, U-Turn

**Level 14:** Screech, X-Scissor, Sky Uppercut

**Level 18:** Swords Dance, Guillotine

**TM:** 06, 09, 10, 11, 12, 17, 18, 19, 21, 26, 27, 31, 32, 36, 37, 39, 40, 41, 42, 44, 45, 46, 48, 51, 54, 56, 62, 66, 69, 71, 75, 78, 80, 81, 84, 87, 88, 89, 90, 97, 100

**Egg Moves:** Agility, Baton Pass, Counter, Cross Poison, Double-Edge, Feint, Metal Claw, Night Slash, Poison Tail, Power Trick, Razor Wind, Rock Climb, Sand Tomb, Wing Attack

## STEELIX #208

**Type:** Steel/Ground  
**Classification:** Huge | SR 14  
**Minimum Level Found:** 10  
**Egg Group:** Mineral  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Iron Snake Pokémon. Steelix lives even further underground than Onix. This Pokémon is known to dig toward the earth's core. There are records of this Pokémon reaching a depth of over six-tenths of a mile underground.*

**Armor Class:** 21  
**Hit Points:** 147 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. burrowing

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Fire, Ground, Water  
**Resistances:** Bug, Dragon, Fighting, Flying, Normal, Psychic, Rock, Steel  
**Immunities:** Electric, Poison  
**Senses:** Tremorsense 120ft

**Rock Head:** This Pokémon takes no recoil damage.

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

### HIDDEN ABILITY

**Sheer Force:** When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

**Starting Moves:** Bind, Fire Fang, Harden, Ice Fang, Mud Sport, Tackle, Thunder Fang, Curse, Rock Throw, Rock Tomb, Rage, Stealth Rock, Autotomize, Gyro Ball, Smack Down, Dragon Breath, Slam, Screech

**Level 14:** Rock Slide, Crunch, Iron Tail

**Level 18:** Dig, Stone Edge, Double-Edge, Sandstorm

**TM:** 05, 06, 10, 11, 12, 15, 17, 21, 23, 26, 27, 32, 37, 39, 41, 42, 44, 45, 48, 59, 64, 66, 68, 69, 71, 74, 77, 78, 80, 82, 87, 88, 90, 91, 96, 97, 100



## SNUBBULL #209

**Type:** Fairy  
**Classification:** Tiny | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Field, Fairy  
**Gender Rate:** 25% M / 75% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Fairy Pokémon. By baring its fangs and making a scary face, Snubbull sends smaller Pokémon scurrying away in terror. However, this Pokémon seems a little sad at making its foes flee.*

**Armor Class:** 12  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

**Proficient Skills:** Intimidation  
**Saving Throws:** Charisma  
**Vulnerabilities:** Poison, Steel  
**Resistances:** Bug, Dark, Fighting  
**Immunities:** Dragon

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Run Away:** This Pokémon cannot be the target of an attack of opportunity.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Evolution:** Snubbull can evolve into Granbull at level 7 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

**Starting Moves:** Charm, Fire Fang, Ice Fang, Scary Face, Tackle, Tail Whip, Thunder Fang

**Level 2:** Bite, Lick  
**Level 6:** Headbutt  
**Level 10:** Roar, Rage  
**Level 14:** Play Rough  
**Level 18:** Payback, Crunch

**TM:** 01, 05, 06, 08, 10, 11, 12, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 33, 35, 36, 38, 41, 42, 44, 45, 46, 48, 50, 56, 66, 73, 78, 87, 88, 90, 93, 95, 99, 100

**Egg Moves:** Close Combat, Crunch, Double-Edge, Fake Tears, Feint Attack, Fire Fang, Focus Punch, Heal Bell, Ice Fang, Metronome, Mimic, Present, Reflect, Smelling Salts, Snore, Thunder Fang

## GRANBULL #210

**Type:** Fairy  
**Classification:** Medium | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Field, Fairy  
**Gender Rate:** 25% M / 75% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Fairy Pokémon. Granbull has a particularly well-developed lower jaw. The enormous fangs are heavy, causing the Pokémon to tip its head back for balance. Unless it is startled, it will not try to bite indiscriminately.*

**Armor Class:** 14  
**Hit Points:** 45 | **Hit Dice:** d12  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Intimidation  
**Saving Throws:** Charisma, Dexterity  
**Vulnerabilities:** Poison, Steel  
**Resistances:** Bug, Dark, Fighting  
**Immunities:** Dragon

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

### HIDDEN ABILITY

**Rattled:** When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

**Starting Moves:** Charm, Fire Fang, Ice Fang, Scary Face, Tackle, Tail Whip, Thunder Fang, Bite, Lick

**Level 6:** Headbutt  
**Level 10:** Roar  
**Level 14:** Rage  
**Level 18:** Play Rough, Payback, Crunch, Outrage

**TM:** 01, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 33, 35, 36, 38, 39, 41, 42, 44, 45, 46, 48, 50, 52, 56, 66, 68, 71, 73, 78, 80, 87, 88, 90, 93, 95, 99, 100



## QWILFISH #211

**Type:** Water/Poison

**Classification:** Tiny | SR 5

**Minimum Level Found:** 5

**Egg Group:** Water 2

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/1 | 4 ASI



*The Balloon Pokémon. Qwilfish sucks in water, inflating itself. This Pokémon uses the pressure of the water it swallowed to shoot toxic quills all at once from all over its body. It finds swimming somewhat challenging.*

**Armor Class:** 15

**Hit Points:** 20 | **Hit Dice:** d6

**Speed:** 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Intimidation

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Ground, Psychic

**Resistances:** Bug, Fairy, Fighting, Fire, Ice, Poison, Steel, Water

**Poison Point:** When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

### HIDDEN ABILITY

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Starting Moves:** Poison Sting, Spikes, Tackle, Water Gun, Harden, Minimize, Bubble

**Level 6:** Rollout, Toxic Spikes

**Level 10:** Spit Up, Stockpile, Revenge

**Level 14:** Brine, Pin Missile, Take Down

**Level 18:** Aqua Tail, Poison Jab, Destiny Bond, Hydro Pump, Fell Stinger

**TM:** 06, 07, 09, 10, 12, 13, 14, 17, 18, 21, 27, 30, 32, 34, 36, 42, 44, 45, 48, 55, 64, 66, 73, 74, 84, 87, 88, 90, 94, 98, 100

**Egg Moves:** Acid Spray, Aqua Jet, Astonish, Brine, Bubble Beam, Flail, Haze, Poison Jab, Signal Beam, Supersonic, Water Pulse

## SCIZOR #212

**Type:** Bug/Steel

**Classification:** Medium | SR 14

**Minimum Level Found:** 10

**Egg Group:** Bug

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Pincer Pokémon. Scizor has a body with the hardness of steel. It is not easily fazed by ordinary sorts of attacks. This Pokémon flaps its wings to regulate its body temperature.*

**Armor Class:** 19

**Hit Points:** 120 | **Hit Dice:** d12

**Speed:** 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Acrobatics, Intimidation

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Fire

**Resistances:** Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel

**Immunities:** Poison

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Technician:** For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Light Metal:** This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

**Starting Moves:** Bullet Punch, Leer, Quick Attack, Focus Energy, Pursuit, False Swipe, Agility, Metal Claw, Fury Cutter, Slash

**Level 14:** Razor Wind, Iron Defense, X-Scissor

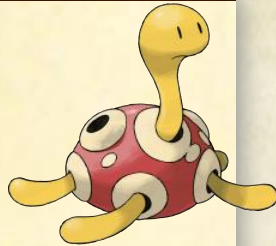
**Level 18:** Night Slash, Double Hit, Iron Head, Swords Dance, Feint

**TM:** 06, 09, 10, 11, 15, 16, 17, 18, 19, 20, 21, 27, 31, 32, 37, 40, 42, 44, 45, 46, 48, 51, 54, 56, 59, 62, 68, 75, 81, 87, 88, 89, 90, 91, 100



## SHUCKLE #213

**Type:** Bug/Rock  
**Classification:** Tiny | SR 4  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Mold Pokémon. Shuckle quietly hides itself under rocks, keeping its body concealed inside its hard shell while eating berries it has stored away. The berries mix with its body fluids to become a juice.*

**Armor Class:** 22  
**Hit Points:** 25 | **Hit Dice:** d8  
**Speed:** 10ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	6 (-2)	16 (+3)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Rock, Steel, Water  
**Resistances:** Normal, Poison

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

**Gluttony:** This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

### HIDDEN ABILITY

**Contrary:** Moves that affect this Pokémon's stats have the opposite effect. (For example, Defense Curl would lower AC by 4. Growl would increase its attack by +1)

**Starting Moves:** Bide, Constrict, Rollout, Withdraw, Encore, Wrap, Struggle Bug

**Level 6:** Safeguard, Rest

**Level 10:** Rock Throw, Gastro Acid, Power Trick

**Level 14:** Shell Smash, Rock Slide

**Level 18:** Bug Bite, Guard Split, Power Split, Stone Edge, Sticky Web

**TM:** 06, 09, 10, 11, 17, 20, 21, 23, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 69, 71, 74, 78, 80, 83, 87, 88, 90, 100

**Egg Moves:** Acid, Acupressure, Final Gambit, Helping Hand, Knock Off, Mud-Slap, Rock Blast, Sand Tomb, Sweet Scent

## HERACROSS #214

**Type:** Bug/Fighting  
**Classification:** Medium | SR 9  
**Minimum Level Found:** 5  
**Egg Group:** Bug  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Single Horn Pokémon. Heracross charges in a straight line at its foe, slips beneath the foe's grasp, and then scoops up and hurls the opponent with its mighty horn. This Pokémon even has enough power to topple a massive tree.*

**Armor Class:** 18  
**Hit Points:** 50 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. climbing, 20ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength  
**Vulnerabilities:** Fairy, Fire, Flying, Psychic  
**Resistances:** Bug, Dark, Grass, Ground

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Guts:** When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

### HIDDEN ABILITY

**Moxie:** Upon causing an opponent to faint, this Pokémon may immediately take another action.

**Starting Moves:** Arm Thrust, Bullet Seed, Endure, Horn Attack, Leer, Night Slash, Tackle, Feint, Aerial Ace

**Level 6:** Chip Away, Counter, Fury Attack

**Level 10:** Brick Break, Pin Missile

**Level 14:** Take Down, Megahorn

**Level 18:** Close Combat, Reversal

**TM:** 01, 06, 08, 09, 10, 11, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 40, 42, 44, 45, 46, 48, 52, 54, 56, 65, 68, 71, 75, 78, 80, 87, 88, 90, 100

**Egg Moves:** Bide, Double-Edge, False Swipe, Flail, Focus Punch, Harden, Megahorn, Pursuit, Revenge, Rock Blast, Seismic Toss



## SNEASEL #215

**Type:** Dark/Ice  
**Classification:** Small | SR 4  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Sharp Claw Pokémon. Sneasel scales trees by punching its hooked claws into the bark. This Pokémon seeks out unguarded nests and steals eggs for food while the parents are away.*

**Armor Class:** 15  
**Hit Points:** 30 | **Hit Dice:** d8  
**Speed:** 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Stealth, Deception, Sleight of Hand  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Bug, Fairy, Fighting, Fire, Rock, Steel  
**Resistances:** Dark, Ghost, Ice  
**Immunities:** Psychic  
**Senses:** Darkvision 40ft

**Inner Focus:** This Pokémon is immune to flinching.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

### HIDDEN ABILITY

**Pickpocket:** When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

**Evolution:** Sneasel can evolve into Weavile at level 10 and above while holding a Razor Claw at night. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Scratch, Taunt, Quick Attack, Feint Attack

**Level 6:** Icy Wind, Fury Swipes, Agility, Metal Claw

**Level 10:** Hone Claws, Beat Up, Screech

**Level 14:** Slash, Snatch

**Level 18:** Punishment, Ice Shard

**TM:** 04, 06, 07, 10, 11, 12, 13, 14, 17, 18, 21, 27, 30, 31, 32, 33, 40, 41, 42, 44, 45, 46, 47, 48, 54, 56, 63, 65, 66, 75, 77, 81, 84, 85, 87, 88, 90, 94, 95, 97, 100

**Egg Moves:** Assist, Avalanche, Bite, Counter, Crush Claw, Double Hit, Fake Out, Feint, Foresight, Ice Punch, Ice Shard, Icicle Crash, Punishment, Pursuit, Reflect, Spite

## TEDDIURSA #216

**Type:** Normal  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Little Bear Pokémon. This Pokémon likes to lick its palms that are sweetened by being soaked in honey. Teddiursa concocts its own honey by blending fruits and pollen collected by Beedrill.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Persuasion, Medicine  
**Saving Throws:** Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Pickup:** If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

### HIDDEN ABILITY

**Honey Gather:** At the end of each battle, this Pokémon may roll a d20 + its proficiency bonus. On a result of 20 or higher, its trainer adds a Honey to their inventory.

**Evolution:** Teddiursa can evolve into Ursaring at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Baby-Doll Eyes, Covet, Fake Tears, Lick, Scratch

**Level 2:** Fury Swipes, Play Nice

**Level 6:** Feint Attack, Sweet Scent

**Level 10:** Slash

**Level 14:** Charm

**Level 18:** Rest, Snore, Thrash, Fling

**TM:** 01, 05, 06, 08, 10, 11, 12, 17, 18, 21, 26, 27, 31, 32, 39, 40, 41, 42, 44, 45, 46, 48, 56, 65, 75, 78, 80, 87, 88, 90, 100

**Egg Moves:** Belly Drum, Chip Away, Close Combat, Counter, Cross Chop, Crunch, Double-Edge, Fake Tears, Metal Claw, Night Slash, Play Rough, Seismic Toss, Sleep Talk, Take Down, Yawn



## URSARING #217

Type: Normal

Classification: Medium | SR 6

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



*The Hibernator Pokémon. In the forests inhabited by Ursaring, it is said that there are many streams and towering trees where they gather food. This Pokémon walks through its forest gathering food every day.*

Armor Class: 15

Hit Points: 50 | Hit Dice: d12

Speed: 30ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Strength

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

**Guts:** When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

### HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

**Starting Moves:** Covet, Fake Tears, Leer, Lick, Scratch, Fury Swipes, Play Nice

**Level 6:** Feint Attack, Sweet Scent

**Level 10:** Slash

**Level 14:** Scary Face, Rest

**Level 18:** Snore, Thrash, Hammer Arm

**TM:** 01, 05, 06, 08, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 39, 40, 41, 42, 44, 45, 46, 48, 52, 56, 65, 66, 68, 71, 75, 78, 80, 87, 88, 90, 100

## SLUGMA #218

Type: Fire

Classification: Small | SR 1/8

Minimum Level Found: 1

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



*The Lava Pokémon. Molten magma courses throughout Slugma's circulatory system. If this Pokémon is chilled, the magma cools and hardens. Its body turns brittle and chunks fall off, reducing its size.*

Armor Class: 11

Hit Points: 18 | Hit Dice: d6

Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Ground, Rock, Water

Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

**Magma Armor:** This Pokémon is immune to freezing.

**Flame Body:** The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Evolution:** Slugma can evolve into Magcargo at level 10 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

**Starting Moves:** Smog, Yawn

**Level 2:** Ember, Rock Throw, Harden

**Level 6:** Incinerate, Clear Smog, Ancient Power

**Level 10:** Flame Burst, Rock Slide

**Level 14:** Lava Plume, Amnesia, Body Slam

**Level 18:** Recover, Flamethrower, Earth Power

**TM:** 06, 10, 11, 16, 17, 21, 27, 32, 33, 35, 38, 39, 42, 43, 44, 45, 48, 50, 61, 80, 83, 87, 88, 90, 96, 100

**Egg Moves:** Acid Armor, Curse, Earth Power, Guard Swap, Heat Wave, Inferno, Memento, Rollout, Smokescreen, Spit Up, Stockpile, Swallow



## MAGCARGO #219

**Type:** Fire/Rock  
**Classification:** Small | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Amorphous  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Lava Pokémon. Magcargo's body temperature is approximately 18,000 degrees Fahrenheit. Water is vaporized on contact. If this Pokémon is caught in the rain, the raindrops instantly turn into steam, cloaking the area in a thick fog.*

**Armor Class:** 16  
**Hit Points:** 88 | **Hit Dice:** d10  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting, Ground, Rock, Water  
**Resistances:** Bug, Fairy, Fire, Flying, Ice, Normal, Poison

**Magma Armor:** This Pokémon is immune to freezing.

**Flame Body:** The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Starting Moves:** Shell Smash, Smog, Yawn, Ember, Rock Throw, Harden, Incinerate, Clear Smog, Ancient Power

**Level 10:** Flame Burst, Rock Slide

**Level 14:** Lava Plume, Amnesia, Body Slam

**Level 18:** Recover, Flamethrower, Earth Power

**TM:** 06, 10, 11, 15, 16, 17, 21, 22, 23, 26, 27, 32, 33, 35, 37, 38, 39, 42, 43, 44, 45, 48, 50, 61, 64, 68, 69, 71, 74, 78, 80, 83, 87, 88, 90, 96, 100

## SWINUB #220

**Type:** Ice/Ground  
**Classification:** Tiny | SR 1/4  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Pig Pokémon. Swinub roots for food by rubbing its snout against the ground. Its favorite food is a mushroom that grows under the cover of dead grass. This Pokémon occasionally roots out hot springs.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Fighting, Grass, Steel, Water  
**Resistances:** Poison  
**Immunities:** Electric

**Oblivious:** This Pokémon is immune to moves that attempt to charm or taunt it.

**Snow Cloak:** This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

### HIDDEN ABILITY

**Thick Fat:** This Pokemon takes half the damage it otherwise would from Ice and Fire damage.

**Evolution:** Swinub can evolve into Piloswine at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Odor Sleuth, Tackle

**Level 2:** Mud Sport, Powder Snow, Mud-Slap

**Level 6:** Endure, Mud Bomb, Icy Wind

**Level 10:** Ice Shard, Take Down, Mist

**Level 14:** Earthquake, Flail

**Level 18:** Blizzard, Amnesia

**TM:** 05, 06, 07, 10, 13, 14, 16, 17, 18, 21, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 78, 80, 87, 88, 90, 100

**Egg Moves:** Ancient Power, Avalanche, Bite, Body Slam, Curse, Double-Edge, Fissure, Freeze-Dry, Icicle Crash, Icicle Spear, Mud Shot, Rock Slide, Stealth Rock, Take Down



## PILOSWINE #221

**Type:** Ice/Ground  
**Classification:** Small | SR 8  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Swine Pokémon. Piloswine is covered by a thick coat of long hair that enables it to endure the freezing cold. This Pokémon uses its tusks to dig up food that has been buried under ice.*

**Armor Class:** 14  
**Hit Points:** 80 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Survival  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fire, Fighting, Grass, Steel, Water  
**Resistances:** Poison  
**Immunities:** Electric

**Oblivious:** This Pokémon is immune to moves that attempt to charm or taunt it.

**Snow Cloak:** This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

### HIDDEN ABILITY

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Evolution:** Piloswine can evolve into Mamoswine at the time 'Ancient Power' is learned. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Fury Attack, Mud Sport, Odor Sleuth, Peck, Powder Snow, Mud-Slap, Endure, Mud Bomb, Icy Wind  
**Level 10:** Ice Fang, Take Down  
**Level 14:** Ancient Power, Mist, Thrash  
**Level 18:** Earthquake, Blizzard, Amnesia

**TM:** 05, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 68, 71, 78, 80, 87, 88, 90, 100

## CORSOLA #222

**Type:** Water/Rock  
**Classification:** Tiny | SR 3  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Water 3  
**Gender Rate:** 25% M / 75% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Coral Pokémon. Corsola's branches glitter very beautifully in seven colors when they catch sunlight. If any branch breaks off, this Pokémon grows it back in just one night.*

**Armor Class:** 16  
**Hit Points:** 21 | **Hit Dice:** d8  
**Speed:** 15ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival, Stealth  
**Saving Throws:** Constitution  
**Vulnerabilities:** Electric, Fighting, Grass, Ground  
**Resistances:** Fire, Flying, Ice, Normal, Poison

**Hustle:** When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokéball.

### HIDDEN ABILITY

**Regenerator:** Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

**Starting Moves:** Harden, Tackle, Bubble  
**Level 2:** Recover, Bubble Beam, Refresh  
**Level 6:** Ancient Power, Spike Cannon  
**Level 10:** Lucky Chant, Brine, Iron Defense, Rock Blast  
**Level 14:** Endure, Aqua Ring, Power Gem  
**Level 18:** Mirror Coat, Earth Power, Flail

**TM:** 04, 06, 07, 10, 11, 13, 14, 16, 17, 18, 20, 21, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 45, 48, 55, 64, 69, 71, 78, 80, 87, 88, 90, 94, 96, 100

**Egg Moves:** Amnesia, Aqua Ring, Barrier, Camouflage, Confuse Ray, Curse, Head Smash, Icicle Spear, Ingrain, Mist, Nature Power, Rock Slide, Screech, Water Pulse



## REMORAID #223

**Type:** Water

**Classification:** Small | SR 1/4

**Minimum Level Found:** 1

**Egg Group:** Water 1, Water 2

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/2 | 3 ASI



*The Jet Pokémon. This Pokémon clings to Mantine and shares in its prosperity. When its Mantine is attacked, Remoraid will fight alongside it!*

**Armor Class:** 12

**Hit Points:** 17 | **Hit Dice:** d6

**Speed:** 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Acrobatics

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Hustle:** When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

### HIDDEN ABILITY

**Moody:** At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

**Evolution:** Remoraid can evolve into Octillery at level 7 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Water Gun

**Level 2:** Lock-On, Psybeam

**Level 6:** Aurora Beam, Bubble Beam, Focus Energy

**Level 10:** Water Pulse, Signal Beam

**Level 14:** Ice Beam, Bullet Seed

**Level 18:** Hydro Pump, Hyper Beam, Soak

**TM:** 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 27, 29, 32, 35, 38, 42, 44, 45, 46, 48, 55, 57, 73, 87, 88, 90, 94, 98, 100

**Egg Moves:** Acid Spray, Aurora Beam, Entrainment, Flail, Haze, Mud Shot, Octazooka, Rock Blast, Screech, Snore, Supersonic, Swift, Water Pulse, Water Spout, Thunder Wave

## OCTILLERY #224

**Type:** Water

**Classification:** Small | SR 6

**Minimum Level Found:** 5

**Egg Group:** Water 1, Water 2

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 2/2 | 3 ASI



*The Jet Pokémon. The ink it spits when escaping is special. It contains a substance that dulls the sense of smell, so Pokémon with keen noses get lost.*

**Armor Class:** 15

**Hit Points:** 45 | **Hit Dice:** d10

**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Suction Cups:** This Pokémon cannot be forced out of battle by an opponent's moves.

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

### HIDDEN ABILITY

**Moody:** At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

**Starting Moves:** Gunk Shot, Octazooka, Rock Blast, Water Gun, Constrict, Psybeam

**Level 6:** Aurora Beam, Bubble Beam

**Level 10:** Focus Energy, Wring Out, Signal Beam

**Level 14:** Ice Beam, Bullet Seed

**Level 18:** Hydro Pump, Hyper Beam, Soak

**TM:** 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 27, 29, 32, 34, 35, 36, 38, 42, 44, 45, 46, 48, 53, 55, 57, 66, 68, 73, 87, 88, 90, 91, 94, 98, 100



## DELIBIRD #225

**Type:** Ice/Flying  
**Classification:** Small | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Water 1, Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Delivery Pokémon. It shares its food with people who are stranded. Because Delibird is omnivorous, sometimes it gives those people bug Pokémon.*

**Armor Class:** 13  
**Hit Points:** 16 | **Hit Dice:** d6  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Acrobatics, Survival  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Fire, Rock, Steel  
**Resistances:** Bug, Grass  
**Immunities:** Ground

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Hustle:** When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

### HIDDEN ABILITY

**Insomnia:** This Pokémon is immune to sleep.

**Starting Moves:** Present  
**Level 6:** Drill Peck

**TM:** 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 40, 42, 44, 45, 46, 48, 56, 59, 70, 76, 79, 87, 88, 90, 100

**Egg Moves:** Aurora Beam, Bestow, Destiny Bond, Fake Out, Freeze-Dry, Future Sight, Ice Ball, Ice Punch, Ice Shard, Icy Wind, Quick Attack, Rapid Spin, Spikes, Splash

## MANTINE #226

**Type:** Water/Flying  
**Classification:** Medium | SR 11  
**Minimum Level Found:** 8  
**Egg Group:** Water 1  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Kite Pokémon. Many people have taken up surfing because they admire how magnificently Mantine swims.*

**Armor Class:** 17  
**Hit Points:** 72 | **Hit Dice:** d10  
**Speed:** 5ft. walking, 30ft. swimming, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Electric, Rock  
**Resistances:** Bug, Fighting, Fire, Steel, Water  
**Immunities:** Ground

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Water Absorb:** This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

### HIDDEN ABILITY

**Water Veil:** This Pokémon is immune to burning.

**Starting Moves:** Bubble, Bullet Seed, Psybeam, Roost, Signal Beam, Tackle, Supersonic, Bubble Beam, Confuse Ray, Wing Attack, Headbutt, Water Pulse  
**Level 10:** Wide Guard, Take Down, Agility  
**Level 14:** Air Slash, Aqua Ring  
**Level 18:** Bounce, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 19, 21, 26, 27, 32, 39, 40, 42, 44, 45, 48, 55, 62, 68, 78, 80, 87, 88, 90, 94, 98, 100



## SKARMORY #227

**Type:** Steel/Flying  
**Classification:** Large | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Flying  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Armor Bird Pokémon. Its wing feathers it sheds can be processed and made into knives whose sharpness is recognized by the finest chefs.*

**Armor Class:** 17  
**Hit Points:** 68 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Perception  
**Saving Throws:** Strength, Dexterity  
**Vulnerabilities:** Electric, Fire  
**Resistances:** Bug, Dragon, Fairy, Flying, Grass, Normal, Psychic, Steel  
**Immunities:** Ground, Poison

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

### HIDDEN ABILITY

**Weak Armor:** When an attack hits this Pokémon, its speed increases by 5 feet, but its AC is temporarily reduced by 1 until the end of battle (for a maximum reduction of -5).

**Starting Moves:** Leer, Peck, Sand Attack, Metal Claw, Air Cutter, Fury Attack, Feint

**Level 10:** Swift, Spikes, Agility

**Level 14:** Steel Wing, Slash

**Level 18:** Metal Sound, Air Slash, Autotomize, Night Slash

**TM:** 05, 06, 10, 11, 12, 17, 19, 21, 27, 32, 37, 39, 40, 41, 42, 44, 45, 46, 48, 51, 58, 66, 75, 76, 80, 81, 87, 88, 90, 91, 97, 100

**Egg Moves:** Assurance, Brave Bird, Curse, Drill Peck, Endure, Guard Swap, Pursuit, Sky Attack, Stealth Rock, Whirlwind

## HOUNDOUR #228

**Type:** Dark/Fire  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Dark Pokémon. It cooperates with others skillfully. When it becomes your partner, it's very loyal to you as its Trainer and will obey your orders.*

**Armor Class:** 12  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Stealth, Athletics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting, Ground, Rock, Water  
**Resistances:** Dark, Fire, Ghost, Grass, Ice, Steel  
**Immunities:** Psychic  
**Senses:** Darkvision 30ft

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

### HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

**Evolution:** Houndour can evolve into Houndoom at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Ember, Leer, Howl

**Level 2:** Smog, Roar

**Level 6:** Bite, Odor Sleuth

**Level 10:** Beat Up, Fire Fang, Feint Attack

**Level 14:** Embargo, Foul Play

**Level 18:** Flamethrower, Crunch, Nasty Plot, Inferno

**TM:** 05, 06, 10, 11, 12, 17, 21, 22, 27, 30, 32, 35, 36, 38, 41, 42, 43, 44, 45, 46, 48, 50, 61, 63, 66, 85, 87, 88, 90, 95, 97, 100

**Egg Moves:** Beat Up, Counter, Destiny Bond, Feint, Fire Fang, Fire Spin, Nasty Plot, Punishment, Pursuit, Rage, Reversal, Spite, Thunder Fang, Will-O-Wisp



## HOUNDOOM #229

**Type:** Dark/Fire  
**Classification:** Medium | SR 8  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Dark Pokémon. They spew flames mixed with poison to finish off their opponents. They divvy up their prey evenly among the members of their pack.*

**Armor Class:** 17  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Stealth, Athletics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting, Ground, Rock, Water  
**Resistances:** Dark, Fire, Ghost, Grass, Ice, Steel  
**Immunities:** Psychic  
**Senses:** Darkvision 60ft

**Early Bird:** This Pokémon has advantage on rolls to wake from sleep.

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

### HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

**Starting Moves:** Ember, Howl, Leer, Smog, Thunder Fang, Roar

**Level 6:** Bite, Odor Sleuth

**Level 10:** Beat Up, Fire Fang

**Level 14:** Feint Attack, Embargo

**Level 18:** Foul Play, Flamethrower, Crunch, Nasty Plot, Inferno

**TM:** 05, 06, 10, 11, 12, 15, 17, 21, 22, 27, 30, 32, 35, 36, 38, 41, 42, 43, 44, 45, 46, 48, 50, 61, 63, 66, 68, 85, 87, 88, 90, 95, 97, 100

## KINGDRA #230

**Type:** Water/Dragon  
**Classification:** Medium | SR 12  
**Minimum Level Found:** 10  
**Egg Group:** Water 1, Dragon  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Dragon Pokémon. Kingdra lives at extreme ocean depths that are otherwise uninhabited. It has long been believed that the yawning of this Pokémon creates spiraling ocean currents.*

**Armor Class:** 17  
**Hit Points:** 99 | **Hit Dice:** d12  
**Speed:** 10ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Acrobatics  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Dragon, Fairy  
**Resistances:** Fire, Steel, Water

**Swift Swim:** This Pokémon's speed is doubled in rainy conditions.

**Sniper:** On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

### HIDDEN ABILITY

**Damp:** This Pokémon is unaffected by Self Destruct and Explosion moves.

**Starting Moves:** Bubble, Leer, Yawn, Smokescreen, Water Gun, Twister, Bubble Beam, Focus Energy, Brine

**Level 14:** Agility

**Level 18:** Dragon Pulse, Dragon Dance, Hydro Pump

**TM:** 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 60, 68, 87, 88, 90, 91, 94, 98, 100



## PHANPY #231

**Type:** Ground  
**Classification:** Tiny | SR 1/2  
**Minimum Level Found:** 1  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Long Nose Pokémon. For its nest, Phanpy digs a vertical pit in the ground at the edge of a river. It marks the area around its nest with its trunk to let the others know that the area has been claimed.*

**Armor Class:** 13  
**Hit Points:** 17 | **Hit Dice:** d6  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric

**Pickup:** If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

### HIDDEN ABILITY

**Sand Veil:** This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

**Evolution:** Phanpy can evolve into Donphan at level 7 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

**Starting Moves:** Defense Curl, Growl, Odor Sleuth, Tackle

**Level 2:** Flail, Rollout  
**Level 6:** Natural Gift, Endure  
**Level 10:** Slam, Take Down  
**Level 14:** Charm, Last Resort  
**Level 18:** Double-Edge

**TM:** 05, 06, 10, 11, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 49, 78, 80, 87, 88, 90, 100

**Egg Moves:** Ancient Power, Body Slam, Counter, Endeavor, Fissure, Focus Energy, Head Smash, Slam, Ice Shard, Mud-Slap, Play Rough, Snore

## DONPHAN #232

**Type:** Ground  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Armor Pokémon. Donphan's favorite attack is curling its body into a ball, then charging at its foe while rolling at high speed. Once it starts rolling, this Pokémon can't stop very easily.*

**Armor Class:** 16  
**Hit Points:** 55 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength  
**Vulnerabilities:** Grass, Ice, Water  
**Resistances:** Poison, Rock  
**Immunities:** Electric

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

### HIDDEN ABILITY

**Sand Veil:** This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

**Starting Moves:** Bulldoze, Defense Curl, Fire Fang, Fury Attack, Growl, Horn Attack, Thunder Fang, Rapid Spin, Rollout

**Level 6:** Assurance, Knock Off  
**Level 10:** Slam, Magnitude  
**Level 14:** Scary Face  
**Level 18:** Earthquake, Giga Impact

**TM:** 05, 06, 10, 11, 15, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 49, 59, 68, 69, 71, 74, 78, 80, 84, 87, 88, 90, 100



## PORYGON2 #233

**Type:** Normal  
**Classification:** Small | SR 12  
**Minimum Level Found:** 8  
**Egg Group:** Gender Unknown  
**Gender Rate:** Genderless  
**Evolution Stage:** 2/3 | 2 ASI



*The Virtual Pokémon. Porygon2 was created by humans using the power of science. The man-made Pokémon has been endowed with artificial intelligence that enables it to learn new gestures and emotions on its own.*

**Armor Class:** 16  
**Hit Points:** 81 | **Hit Dice:** d10  
**Speed:** 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	12 (+1)

**Proficient Skills:** History  
**Saving Throws:** Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Trace:** This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

**Download:** Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

### HIDDEN ABILITY

**Analytic:** After this Pokémon misses an attack, its next attack is done at advantage.

**Evolution:** Porygon2 can evolve into Porygon-Z at level 14 and above while holding a Dubious Disc. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

**Starting Moves:** Conversion, Conversion 2, Defense Curl, Tackle, Psybeam, Agility, Recover  
**Level 10:** Signal Beam, Recycle  
**Level 14:** Discharge, Lock-On, Tri Attack  
**Level 18:** Magic Coat, Zap Cannon, Hyper Beam

**TM:** 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 29, 30, 32, 40, 42, 44, 46, 48, 57, 68, 73, 77, 85, 87, 88, 90, 92, 100

## STANTLER #234

**Type:** Normal  
**Classification:** Medium | SR 5  
**Minimum Level Found:** 5  
**Egg Group:** Field  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Big Horn Pokémon. Stantler's magnificent antlers were traded at high prices as works of art. As a result, this Pokémon was hunted close to extinction by those who were after the priceless antlers.*

**Armor Class:** 14  
**Hit Points:** 30 | **Hit Dice:** d8  
**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Intimidation  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Frisk:** Upon entering a battle, a single opponent's held item is revealed, if it has one.

### HIDDEN ABILITY

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

**Starting Moves:** Tackle, Leer, Astonish, Hypnosis, Stomp

**Level 6:** Sand Attack, Take Down

**Level 10:** Confuse Ray, Calm Mind

**Level 14:** Role Play, Zen Headbutt

**Level 18:** Jump Kick, Imprison, Captivate, Me First

**TM:** 01, 03, 04, 05, 06, 10, 11, 16, 17, 18, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 53, 57, 68, 73, 77, 78, 85, 87, 88, 90, 92, 93, 100

**Egg Moves:** Bite, Disable, Double Kick, Extrasensory, Me First, Megahorn, Mud Sport, Psych Up, Rage, Spite, Swagger, Thrash, Zen Headbutt



## SMEARGLE #235

**Type:** Normal

**Classification:** Small | SR 1

**Minimum Level Found:** 1

**Egg Group:** Field

**Gender Rate:** 50% M / 50% F

**Evolution Stage:** 1/1 | 4 ASI



*The Painter Pokémon. Smeargle marks the boundaries of its territory using a body fluid that leaks out from the tip of its tail. Over 5,000 different marks left by this Pokémon have been found.*

**Armor Class:** 12

**Hit Points:** 18 | **Hit Dice:** d8

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

**Proficient Skills:** Performance, Sleight of Hand

**Saving Throws:** Charisma

**Vulnerabilities:** Fighting

**Resistances:** None

**Immunities:** Ghost

**Own Tempo:** This Pokémon is immune to becoming confused.

**Technician:** For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Moody:** At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

**Starting Moves:** Sketch, Sketch

**Level 2:** Sketch, Sketch

**Level 6:** Sketch, Sketch

**Level 10:** Sketch, Sketch

**Level 14:** Sketch, Sketch

**Level 18:** Sketch, Sketch

**TM:** None

## TYROGUE #236

**Type:** Fighting

**Classification:** Small | SR 1/4

**Minimum Level Found:** 1

**Egg Group:** Undiscovered

**Gender Rate:** 100% M / 0% F

**Evolution Stage:** 1/2 | 3 ASI



*The Scuffle Pokémon. Tyrogue becomes stressed out if it does not get to train every day. When raising this Pokémon, the Trainer must establish and uphold various training methods.*

**Armor Class:** 11

**Hit Points:** 17 | **Hit Dice:** d6

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Acrobatics

**Saving Throws:** Dexterity

**Vulnerabilities:** Fairy, Flying, Psychic

**Resistances:** Bug, Dark, Rock

**Guts:** When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

**Steadfast:** Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

### HIDDEN ABILITY

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Evolution:** Starting at level 6, Tyrogue can evolve into Hitmonchan if its STR is higher than its DEX, Hitmonlee if its DEX is higher than its STR, or Hitmontop if its STR is equal to its DEX. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Fake Out, Foresight, Helping Hand, Tackle

**TM:** 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 42, 44, 45, 46, 47, 48, 78, 80, 87, 88, 90, 100

**Egg Moves:** Bullet Punch, Counter, Endure, Feint, Helping Hand, Mach Punch, Mind Reader, Pursuit, Rapid Spin, Vacuum Wave



## HITMONTOP #237

**Type:** Fighting  
**Classification:** Medium | SR 6  
**Minimum Level Found:** 5  
**Egg Group:** Human-Like  
**Gender Rate:** 100% M / 0% F  
**Evolution Stage:** 2/2 | 3 ASI



*The Handstand Pokémon. Hitmontop spins on its head at high speed, all the while delivering kicks. This technique is a remarkable mix of both offense and defense at the same time. The Pokémon travels faster spinning than it does walking.*

**Armor Class:** 16  
**Hit Points:** 45 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Acrobatics, Intimidation  
**Saving Throws:** Dexterity  
**Vulnerabilities:** Fairy, Flying, Psychic  
**Resistances:** Bug, Dark, Rock

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Technician:** For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Steadfast:** Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

**Starting Moves:** Revenge, Rolling Kick, Focus Energy, Pursuit

**Level 6:** Quick Attack, Rapid Spin

**Level 10:** Feint, Counter, Quick Guard, Wide Guard

**Level 14:** Triple Kick, Agility

**Level 18:** Gyro Ball, Detect, Close Combat, Endeavor

**TM:** 01, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 37, 40, 42, 44, 45, 46, 47, 48, 71, 74, 78, 80, 87, 88, 90, 100

## SMOOCHUM #238

**Type:** Ice/Psychic  
**Classification:** Tiny | SR 2  
**Minimum Level Found:** 1  
**Egg Group:** Undiscovered  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 1/2 | 3 ASI



*The Kiss Pokémon. Smoochum actively runs about, but also falls quite often. Whenever the chance arrives, it will look for its reflection to make sure its face hasn't become dirty.*

**Armor Class:** 12  
**Hit Points:** 24 | **Hit Dice:** d8  
**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	8 (-1)	12 (+1)	14 (+2)

**Proficient Skills:** Deception, Insight

**Saving Throws:** Charisma

**Vulnerabilities:** Bug, Dark, Fire, Ghost, Rock, Steel

**Resistances:** Ice, Psychic

**Oblivious:** This Pokémon is immune to moves that attempt to charm or taunt it.

**Forewarn:** When this Pokémon enters battle, it selects a target to reveal the move it knows with the most damage output. In the case of a tie, the target can choose which move it reveals.

### HIDDEN ABILITY

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

**Evolution:** Smoochum can evolve into Jynx at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

**Starting Moves:** Pound

**Level 2:** Lick, Sweet Kiss, Powder Snow

**Level 6:** Confusion, Sing, Heart Stamp

**Level 10:** Mean Look, Fake Tears, Lucky Chant

**Level 14:** Avalanche, Psychic, Copycat

**Level 18:** Perish Song, Blizzard

**TM:** 03, 04, 06, 07, 10, 13, 14, 16, 17, 18, 21, 27, 29, 30, 32, 33, 42, 44, 45, 46, 48, 49, 56, 66, 70, 77, 79, 85, 86, 87, 88, 90, 92, 100

**Egg Moves:** Captivate, Fake Out, Ice Punch, Meditate, Miracle Eye, Nasty Plot, Psych Up, Wake-Up Slap, Wish



## ELEKID #239

**Type:** Electric

**Classification:** Tiny | SR 2

**Minimum Level Found:** 1

**Egg Group:** Undiscovered

**Gender Rate:** 75% M / 25% F

**Evolution Stage:** 1/3 | 2 ASI



*The Electric Pokémon. Elekid stores electricity in its body. If it touches metal and accidentally discharges all its built-up electricity, this Pokémon begins swinging its arms in circles to recharge itself.*

**Armor Class:** 13

**Hit Points:** 26 | **Hit Dice:** d8

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics

**Saving Throws:** Constitution

**Vulnerabilities:** Ground

**Resistances:** Electric, Flying, Steel

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Evolution:** Elekid can evolve into Electabuzz at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Quick Attack

**Level 2:** Thunder Shock, Low Kick, Swift

**Level 6:** Shock Wave, Thunder Wave, Electro Ball

**Level 10:** Light Screen, Thunder Punch

**Level 14:** Discharge, Screech, Thunderbolt

**Level 18:** Thunder

**TM:** 06, 10, 16, 17, 18, 21, 24, 25, 27, 29, 31, 32, 42, 44, 45, 46, 48, 56, 57, 72, 73, 87, 88, 90, 93, 100

**Egg Moves:** Barrier, Cross Chop, Dynamic Punch, Feint, Fire Punch, Focus Punch, Hammer Arm, Ice Punch, Karate Chop, Meditate, Rolling Kick

## MAGBY #240

**Type:** Fire

**Classification:** Tiny | SR 2

**Minimum Level Found:** 1

**Egg Group:** Undiscovered

**Gender Rate:** 75% M / 25% F

**Evolution Stage:** 1/3 | 2 ASI



*The Live Coal Pokémon. Magby's state of health is determined by observing the fire it breathes. If the Pokémon is spouting yellow flames from its mouth, it is in good health. When it is fatigued, black smoke will be mixed in with the flames.*

**Armor Class:** 13

**Hit Points:** 26 | **Hit Dice:** d8

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics

**Saving Throws:** Constitution

**Vulnerabilities:** Ground, Rock, Water

**Resistances:** Bug, Fairy, Fire, Grass, Ice, Steel

**Flame Body:** The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

### HIDDEN ABILITY

**Vital Spirit:** This Pokémon cannot be put to sleep.

**Evolution:** Magby can evolve into Magmar at level 8 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

**Starting Moves:** Leer, Smog

**Level 2:** Ember, Smokescreen, Feint Attack

**Level 6:** Fire Spin, Clear Smog, Flame Burst

**Level 10:** Confuse Ray, Fire Punch

**Level 14:** Lava Plume, Sunny Day, Flamethrower

**Level 18:** Fire Blast

**TM:** 06, 10, 11, 17, 21, 27, 29, 31, 32, 35, 38, 42, 43, 44, 45, 46, 48, 50, 56, 61, 87, 88, 90, 100

**Egg Moves:** Barrier, Belch, Belly Drum, Cross Chop, Dynamic Punch, Flare Blitz, Focus Energy, Iron Tail, Karate Chop, Mach Punch, Mega Punch, Power Swap, Screech, Thunder Punch



## MILTANK #241

**Type:** Normal  
**Classification:** Medium | SR 10  
**Minimum Level Found:** 8  
**Egg Group:** Field  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 1/1 | 4 ASI



*The Milk Cow Pokémon. Miltank gives over five gallons of milk on a daily basis. Its sweet milk is enjoyed by children and grown-ups alike. People who can't drink milk turn it into yogurt and eat it instead.*

**Armor Class:** 17  
**Hit Points:** 80 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Thick Fat:** This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

**Scrappy:** This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

### HIDDEN ABILITY

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

**Starting Moves:** Tackle, Growl, Defense Curl, Stomp, Milk Drink, Bide, Rollout

**Level 10:** Body Slam, Zen Headbutt

**Level 14:** Captivate, Gyro Ball

**Level 18:** Heal Bell, Wake-Up Slap

**TM:** 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 37, 39, 42, 44, 45, 48, 49, 52, 56, 68, 73, 74, 77, 78, 80, 87, 88, 90, 94, 100

**Egg Moves:** Belch, Curse, Dizzy Punch, Double-Edge, Endure, Hammer Arm, Heart Stamp, Helping Hand, Natural Gift, Present, Psych Up, Punishment, Reversal, Seismic Toss, Sleep Talk

## BLISSEY #242

**Type:** Normal  
**Classification:** Medium | SR 14  
**Minimum Level Found:** 10  
**Egg Group:** Fairy  
**Gender Rate:** 0% M / 100% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Happiness Pokémon. Blissey senses sadness with its fluffy coat of fur. If it does so, this Pokémon will rush over to a sad person, no matter how far away, to share a Lucky Egg that brings a smile to any face.*

**Armor Class:** 15  
**Hit Points:** 150 | **Hit Dice:** d20  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	22 (+6)	6 (-2)	14 (+2)	18 (+4)

**Proficient Skills:** Arcana, Medicine  
**Saving Throws:** Wisdom, Charisma  
**Vulnerabilities:** Fighting  
**Resistances:** None  
**Immunities:** Ghost

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**Serene Grace:** The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

### HIDDEN ABILITY

**Healer:** As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

**Starting Moves:** Defense Curl, Growl, Pound, Tail Whip, Refresh, Double Slap, Soft-Boiled, Bestow, Minimize, Take Down, Sing

**Level 14:** Fling, Heal Pulse

**Level 18:** Egg Bomb, Light Screen, Healing Wish, Double-Edge

**TM:** 01, 04, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 49, 52, 56, 57, 68, 73, 77, 78, 80, 85, 86, 87, 88, 90, 93, 99, 100



## RAIKOU #243

**Type:** Electric  
**Classification:** Large | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Thunder Pokémon. Raikou embodies the speed of lightning. The roars of this Pokémon send shock waves shuddering through the air and shake the ground as if lightning bolts had come crashing down.*

**Armor Class:** 17  
**Hit Points:** 218 | **Hit Dice:** d12  
**Speed:** 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

**Proficient Skills:** Acrobatics, Intimidation  
**Saving Throws:** Strength, Dexterity  
**Vulnerabilities:** Ground  
**Resistances:** Electric, Flying, Steel  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Bite, Leer, Thunder Shock, Roar, Quick Attack, Spark, Reflect, Crunch, Discharge  
**Level 18:** Thunder Fang, Extrasensory, Rain Dance, Calm Mind, Thunder

**TM:** 04, 05, 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 37, 42, 44, 48, 57, 60, 68, 72, 73, 77, 78, 87, 88, 90, 93, 95, 100

## ENTEI #244

**Type:** Fire  
**Classification:** Large | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Volcano Pokémon. Entei embodies the passion of magma. This Pokémon is thought to have been born in the eruption of a volcano. It sends up massive bursts of fire that utterly consume all that they touch.*

**Armor Class:** 16  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

**Proficient Skills:** Athletics, Intimidation  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Ground, Rock, Water  
**Resistances:** Bug, Fairy, Fire, Grass, Ice, Steel  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Ember, Leer, Sacred Fire, Roar, Fire Spin, Stomp, Flamethrower, Swagger  
**Level 18:** Fire Fang, Lava Plume, Extrasensory, Fire Blast, Calm Mind, Eruption

**TM:** 04, 05, 06, 10, 11, 15, 17, 18, 21, 22, 27, 30, 32, 33, 35, 37, 38, 42, 43, 44, 48, 50, 60, 61, 68, 71, 77, 78, 87, 88, 90, 95, 100



## SUICUNE #245

**Type:** Water  
**Classification:** Large | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Aurora Pokémon. Suicune embodies the compassion of a pure spring of water. It runs across the land with gracefulness. This Pokémon has the power to purify dirty water.*

**Armor Class:** 18  
**Hit Points:** 218 | **Hit Dice:** d12  
**Speed:** 50ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	14 (+2)

**Proficient Skills:** Athletics, Intimidation  
**Saving Throws:** Dexterity, Constitution  
**Vulnerabilities:** Electric, Grass  
**Resistances:** Fire, Ice, Steel, Water  
**Senses:** Darkvision 60ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Inner Focus:** This Pokémon is immune to flinching.

**Starting Moves:** Bite, Leer, Sheer Cold, Bubble Beam, Rain Dance, Gust, Aurora Beam, Mist, Mirror Coat  
**Level 18:** Ice Fang, Tailwind, Extrasensory, Hydro Pump, Calm Mind, Blizzard

**TM:** 04, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 30, 32, 33, 37, 42, 44, 48, 55, 60, 68, 77, 78, 87, 88, 90, 94, 95, 98, 100

## LARVITAR #246

**Type:** Rock/Ground  
**Classification:** Tiny | SR 1  
**Minimum Level Found:** 1  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 1/3 | 2 ASI



*The Rock Skin Pokémon. Larvitar is born deep under the ground. To come up to the surface, this Pokémon must eat its way through the soil above. Until it does so, Larvitar cannot see its parents.*

**Armor Class:** 13  
**Hit Points:** 20 | **Hit Dice:** d8  
**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics  
**Saving Throws:** Strength  
**Vulnerabilities:** Fighting, Grass, Ground, Ice, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 30ft

**Guts:** When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

### HIDDEN ABILITY

**Sand Veil:** This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

**Evolution:** Larvitar can evolve into Pupitar at level 8 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

**Starting Moves:** Bite, Leer  
**Level 2:** Sandstorm, Screech  
**Level 6:** Chip Away, Rock Slide  
**Level 10:** Scary Face, Thrash, Dark Pulse  
**Level 14:** Payback, Crunch, Earthquake  
**Level 18:** Stone Edge, Hyper Beam

**TM:** 06, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 37, 39, 41, 42, 44, 45, 48, 66, 69, 71, 78, 80, 87, 88, 90, 95, 97, 100

**Egg Moves:** Ancient Power, Assurance, Curse, Dragon Dance, Focus Energy, Iron Defense, Iron Head, Iron Tail, Outrage, Pursuit, Stealth Rock, Stomp



## PUPITAR #247

**Type:** Rock/Ground  
**Classification:** Small | SR 7  
**Minimum Level Found:** 5  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 2/3 | 2 ASI



*The Hard Shell Pokémon. Pupitar creates a gas inside its body that it compresses and forcefully ejects to propel itself like a jet. The body is very durable-it avoids damage even if it hits solid steel.*

**Armor Class:** 14  
**Hit Points:** 66 | **Hit Dice:** d10  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Fighting, Grass, Ground, Ice, Steel, Water  
**Resistances:** Fire, Flying, Normal, Poison, Rock  
**Immunities:** Electric  
**Senses:** Tremorsense 50ft

**Shed Skin:** If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

**Evolution:** Pupitar can evolve into Tyranitar at level 16 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

**Starting Moves:** Bite, Leer, Sandstorm, Screech  
**Level 6:** Chip Away, Rock Slide  
**Level 10:** Scary Face, Thrash  
**Level 14:** Dark Pulse, Payback, Crunch  
**Level 18:** Earthquake, Stone Edge, Hyper Beam

**TM:** 06, 10, 11, 12, 15, 17, 18, 21, 23, 26, 27, 31, 32, 37, 39, 41, 42, 44, 45, 48, 66, 69, 71, 78, 80, 87, 88, 90, 95, 97, 100

## TYRANITAR #248

**Type:** Rock/Dark  
**Classification:** Large | SR 14  
**Minimum Level Found:** 10  
**Egg Group:** Monster  
**Gender Rate:** 50% M / 50% F  
**Evolution Stage:** 3/3 | 2 ASI



*The Armor Pokémon. Tyranitar is so overwhelmingly powerful, it can bring down a whole mountain to make its nest. This Pokémon wanders about in mountains seeking new opponents to fight.*

**Armor Class:** 17  
**Hit Points:** 133 | **Hit Dice:** d12  
**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Athletics, Survival  
**Saving Throws:** Strength, Constitution  
**Vulnerabilities:** Bug, Fairy, Fighting, Grass, Ground, Steel, Water  
**Resistances:** Dark, Fire, Flying, Ghost, Normal, Poison  
**Immunities:** Psychic  
**Senses:** Tremorsense 80ft

**Sand Stream:** When this Pokémon enters an outside battle, the weather immediately changes to a Sandstorm for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

### HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

**Starting Moves:** Bite, Fire Fang, Ice Fang, Leer, Sandstorm, Screech, Thunder Fang, Chip Away, Rock Slide, Scary Face, Thrash  
**Level 14:** Dark Pulse, Payback, Crunch  
**Level 18:** Earthquake, Stone Edge, Hyper Beam, Giga Impact

**TM:** 02, 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 41, 42, 44, 45, 48, 52, 56, 59, 65, 66, 68, 69, 71, 73, 78, 80, 82, 87, 88, 90, 94, 95, 97, 100



## LUGIA #249

**Type:** Psychic/Flying  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Diving Pokémon. Lugia's wings pack devastating power—a light fluttering of its wings can blow apart regular houses. As a result, this Pokémon chooses to live out of sight deep under the sea.*

**Armor Class:** 21  
**Hit Points:** 524 | **Hit Dice:** d20  
**Speed:** 30ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

**Proficient Skills:** Arcana, Insight, Acrobatics  
**Saving Throws:** Wisdom, Strength  
**Vulnerabilities:** Dark, Electric, Ghost, Ice, Rock  
**Resistances:** Fighting, Grass, Psychic  
**Immunities:** Ground

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Multiscale:** If this Pokémon is at full health, the first damage dealt to it is halved.

**Starting Moves:** Weather Ball, Whirlwind, Gust, Dragon Rush, Extrasensory, Rain Dance, Hydro Pump, Aeroblast, Punishment, Ancient Power, Safeguard, Recover, Future Sight, Natural Gift, Calm Mind, Sky Attack

**TM:** 03, 04, 05, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 24, 25, 26, 27, 29, 30, 32, 33, 37, 40, 42, 44, 48, 49, 51, 57, 58, 68, 73, 76, 77, 78, 82, 85, 87, 88, 90, 94, 98, 100

## HO-OH #250

**Type:** Fire/Flying  
**Classification:** Huge | SR 15  
**Minimum Level Found:** 20  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Rainbow Pokémon. Ho-Oh's feathers glow in seven colors depending on the angle at which they are struck by light. These feathers are said to bring happiness to the bearers. This Pokémon is said to live at the foot of a rainbow.*

**Armor Class:** 19  
**Hit Points:** 486 | **Hit Dice:** d20  
**Speed:** 30ft. walking, 60ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	16 (+3)

**Proficient Skills:** Arcana, Insight, Acrobatics  
**Saving Throws:** Wisdom, Strength  
**Vulnerabilities:** Electric, Rock, Water  
**Resistances:** Bug, Fairy, Fighting, Fire, Grass, Steel  
**Immunities:** Ground

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Regenerator:** Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

**Starting Moves:** Weather Ball, Whirlwind, Gust, Brave Bird, Extrasensory, Sunny Day, Fire Blast, Sacred Fire, Punishment, Ancient Power, Safeguard, Recover, Future Sight, Natural Gift, Calm Mind, Sky Attack

**TM:** 04, 05, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 35, 37, 38, 40, 42, 43, 44, 48, 49, 50, 51, 57, 58, 61, 68, 73, 76, 77, 78, 85, 87, 88, 90, 100



## CELEBI #251

**Type:** Grass/Psychic  
**Classification:** Tiny | SR 15  
**Minimum Level Found:** 15  
**Egg Group:** Undiscovered  
**Gender Rate:** Genderless  
**Evolution Stage:** 1/1 | 4 ASI



*The Time Travel Pokémon. This Pokémon came from the future by crossing over time. It is thought that so long as Celebi appears, a bright and shining future awaits us.*

**Armor Class:** 18  
**Hit Points:** 232 | **Hit Dice:** d12  
**Speed:** 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	20 (+5)	20 (+5)

**Proficient Skills:** Arcana, Nature, Medicine  
**Saving Throws:** Wisdom, Dexterity  
**Vulnerabilities:** Bug, Dark, Fire, Flying, Ghost, Ice, Poison  
**Resistances:** Electric, Fighting, Grass, Ground, Psychic, Water  
**Senses:** Truesight 30ft

**Natural Cure:** This Pokémon is cured of negative status ailments upon returning to its Pokeball.

**Starting Moves:** Confusion, Heal Bell, Leech Seed, Recover, Safeguard, Magical Leaf, Ancient Power, Baton Pass  
**Level 18:** Natural Gift, Heal Block, Future Sight, Healing Wish, Leaf Storm, Perish Song

**TM:** 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 37, 40, 42, 44, 48, 49, 53, 56, 57, 68, 73, 75, 77, 85, 86, 87, 88, 89, 90, 92, 96, 99, 100