

POKÉMON 5E - GEN III & IV MONSTER MANUAL

STAT BLOCKS FOR ALL 242 GENERATION III AND IV POKÉMON

Homebrew created by @JOetheDM

The following pages contain the stat blocks of all 242 Generation III and IV Pokémon to use with the Pokémon 5e ruleset by JOetheDM. The Monster Manuals have been split into multiple PDFs to conserve space and improve functionality within each file. Links to the original manual and other Monster Manuals can be found below.

Pokémon 5e Gen I - VII PHB:

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

Generation I & II Monster Manual:

<https://drive.google.com/file/d/1mQkVm8Tju9IMZmHDMqcYoPxEWHPpdBdL/view?usp=sharing>

Generation V & VI Monster Manual:

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

Generation VII Monster Manual:

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IDEAS/CONCERNS/QUESTIONS?

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TREECKO #252

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Leer, Pound
Level 2: Absorb, Quick Attack
Level 6: Mega Drain, Pursuit
Level 10: Giga Drain, Agility
Level 14: Slam, Detect, Energy Ball, Quick Guard
Level 18: Endeavor, Screech

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

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

GROVYLE #253

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Fury Cutter, Leer, Pound, Absorb, Quick Attack
Level 6: Mega Drain, Pursuit, Leaf Blade
Level 10: Agility, Slam, Detect
Level 14: X-Scissor, False Swipe
Level 18: Quick Guard, Leaf Storm, Screech

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

SCEPTILE #254

Type: Grass

Classification: Medium | SR 13

Minimum Level Found: 10

Egg Group: Monster, Dragon

Gender Rate: 87% M / 13% F

Evolution Stage: 3/3 | 2 ASI



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

Armor Class: 16

Hit Points: 92 | Hit Dice: d12

Speed: 35ft. walking, 35ft. climbing

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

Proficient Skills: Acrobatics, Nature

Saving Throws: Dexterity

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

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

HIDDEN ABILITY

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

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

Level 14: Slam, Detect, X-Scissor

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

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

TORCHIC #255

Type: Fire

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 12

Hit Points: 16 | Hit Dice: d6

Speed: 30ft. walking

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

Proficient Skills: Athletics

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

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

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

HIDDEN ABILITY

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

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

Starting Moves: Growl, Scratch

Level 2: Ember, Sand Attack

Level 6: Peck, Fire Spin

Level 10: Quick Attack, Flame Burst, Focus Energy

Level 14: Slash, Mirror Move

Level 18: Flamethrower

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

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

COMBUSKEN #256

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Double Kick, Ember, Growl, Sand Attack, Scratch

Level 6: Peck, Flame Charge

Level 10: Quick Attack, Bulk Up

Level 14: Focus Energy, Slash

Level 18: Mirror Move, Sky Uppercut, Flare Blitz

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

BLAZIKEN #257

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Level 14: Focus Energy, Slash

Level 18: Brave Bird, Sky Uppercut, Flare Blitz

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

MUDKIP #258

Type: Water

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 13

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

Speed: 30ft. walking, 20ft. swimming

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

Proficient Skills: Perception

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Blindsight 10ft

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

HIDDEN ABILITY

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

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

Starting Moves: Growl, Tackle, Water Gun

Level 2: Mud-Slap, Foresight

Level 6: Bide, Mud Sport

Level 10: Rock Throw, Protect

Level 14: Whirlpool, Take Down, Hydro Pump

Level 18: Endeavor

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

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

MARSHTOMP #259

Type: Water/Ground

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Monster, Water 1

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 14

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

Speed: 30ft. walking, 25ft. swimming

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

Proficient Skills: Survival

Saving Throws: Strength, Constitution

Vulnerabilities: Grass

Resistances: Fire, Poison, Rock, Steel

Immunities: Electric

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

HIDDEN ABILITY

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

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

Starting Moves: Growl, Mud Shot, Mud-Slap, Tackle, Water Gun, Foresight

Level 6: Bide, Mud Bomb

Level 10: Rock Slide, Protect

Level 14: Muddy Water, Take Down

Level 18: Earthquake, Endeavor

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

SWAMPERT #260

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Level 14: Muddy Water, Take Down

Level 18: Earthquake, Endeavor, Hammer Arm

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

POOCHYENA #261

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Tackle, Howl

Level 2: Sand Attack, Bite, Odor Sleuth

Level 6: Roar, Swagger, Assurance

Level 10: Scary Face, Embargo, Taunt

Level 14: Crunch, Yawn, Take Down

Level 18: Sucker Punch, Play Rough

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

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

MIGHTYENA #262

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

Level 6: Roar, Swagger

Level 10: Assurance, Scary Face, Embargo

Level 14: Taunt, Crunch, Yawn

Level 18: Take Down, Sucker Punch, Play Rough

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

ZIGZAGOON #263

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



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

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

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

Proficient Skills: Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

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

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

HIDDEN ABILITY

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

Evolution: Zigzagoon can evolve into Linoone at level 6 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle

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

Level 6: Odor Sleuth, Mud Sport, Pin Missile

Level 10: Covet, Bestow, Flail, Take Down

Level 14: Rest, Belly Drum, Fling

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

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

LINOONE #264

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



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

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

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

Proficient Skills: Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

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

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

HIDDEN ABILITY

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

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

Level 6: Mud Sport, Fury Swipes

Level 10: Covet, Bestow, Slash

Level 14: Double-Edge, Rest

Level 18: Belly Drum, Fling

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

WURMPLE #265

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



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

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

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

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting

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

HIDDEN ABILITY

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

Evolution: Wurmple can evolve into Silcoon when it reaches level 4 and above during the day, or Cascoon when it reaches level 4 and above at night. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: String Shot, Tackle

Level 2: Poison Sting

Level 6: Bug Bite

TM: None

SILCOON #266

Type: Bug

Classification: Small | SR 1

Minimum Level Found: 2

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 11

Hit Points: 29 | Hit Dice: d8

Speed: 10ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

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

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

Starting Moves: Harden

TM: None

BEAUTIFLY #267

Type: Bug/Flying

Classification: Small | SR 6

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



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

Armor Class: 13

Hit Points: 45 | Hit Dice: d10

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

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

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

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

HIDDEN ABILITY

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

Starting Moves: Gust, Absorb, Stun Spore

Level 6: Morning Sun, Air Cutter, Mega Drain

Level 10: Silver Wind, Attract, Whirlwind, Giga Drain

Level 14: Bug Buzz, Rage, Quiver Dance

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

CASCOON #268

Type: Bug

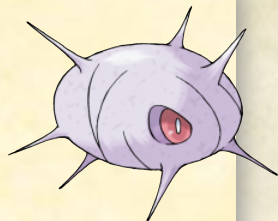
Classification: Small | SR 1

Minimum Level Found: 2

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 11

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

Speed: 10ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Rock

Resistances: Grass, Ground, Fighting

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

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

Starting Moves: Harden

TM: None

DUSTOX #269

Type: Bug/Poison

Classification: Medium | SR 7

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



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

Armor Class: 15

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

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

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

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Fire, Flying, Psychic, Rock

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 40ft

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

HIDDEN ABILITY

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

Starting Moves: Gust, Confusion, Poison Powder

Level 6: Moonlight, Venoshock, Psybeam

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

Level 14: Bug Buzz, Protect, Quiver Dance

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

LOTAD #270

Type: Water/Grass

Classification: Small | SR 1/4

Minimum Level Found: 1

Egg Group: Water 1, Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 12

Hit Points: 17 | Hit Dice: d6

Speed: 15ft. walking, 25ft. swimming

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Bug, Flying, Poison

Resistances: Ground, Steel, Water

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

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

HIDDEN ABILITY

Own Tempo: This Pokémon is immune to becoming confused.

Evolution: Lotad can evolve into Lombre at level 5 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Astonish, Growl

Level 2: Absorb, Bubble, Natural Gift

Level 6: Mist, Mega Drain, Bubble Beam

Level 10: Nature Power, Rain Dance, Giga Drain

Level 14: Zen Headbutt, Energy Ball

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

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

LOMBRE #271

Type: Water/Grass

Classification: Small | SR 4

Minimum Level Found: 5

Egg Group: Water 1, Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 14

Hit Points: 50 | Hit Dice: d8

Speed: 25ft. walking, 30ft. swimming

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Bug, Flying, Poison

Resistances: Ground, Steel, Water

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

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

HIDDEN ABILITY

Own Tempo: This Pokémon is immune to becoming confused.

Evolution: Lombre can evolve into Ludicolo at level 10 and above with the help of a Water Stone. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Astonish, Growl, Absorb, Bubble, Fury Swipes

Level 6: Fake Out, Water Sport

Level 10: Bubble Beam, Nature Power, Up roar

Level 14: Knock Off, Zen Headbutt

Level 18: Hydro Pump

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

LUDICOLO #272

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



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

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

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

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

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

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

HIDDEN ABILITY

Own Tempo: This Pokémon is immune to becoming confused.

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

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

SEEDOT #273

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



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

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

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

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

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

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

HIDDEN ABILITY

Pickpocket: When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

Evolution: Seedot can evolve into Nuzleaf at level 5 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Bide, Harden
Level 2: Growth
Level 6: Nature Power, Synthesis
Level 10: Sunny Day
Level 14: Explosion

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

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

NUZLEAF #274

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



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

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

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

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

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

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

HIDDEN ABILITY

Pickpocket: When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

Evolution: Nuzleaf can evolve into Shiftry at level 10 and above with the help of a Leaf Stone. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Pound, Razor Leaf, Harden, Growth, Torment, Fake Out
Level 6: Nature Power, Razor Wind
Level 10: Feint Attack, Leaf Blade, Swagger
Level 14: Extrasensory

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

SHIFTRY #275

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



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

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

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

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

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

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

HIDDEN ABILITY

Pickpocket: When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

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

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

TAILLOW #276

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



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

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

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

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

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

HIDDEN ABILITY

Scrappy: This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

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

Starting Moves: Growl, Peck
Level 2: Focus Energy, Quick Attack, Wing Attack
Level 6: Double Team, Aerial Ace
Level 10: Quick Guard, Agility
Level 14: Air Slash, Endeavor, Brave Bird
Level 18: Reversal

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

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

SWELLOW #277

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



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

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

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

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

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

HIDDEN ABILITY

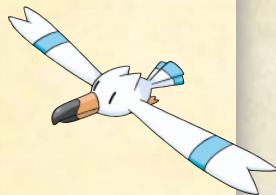
Scrappy: This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

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

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

WINGULL #278

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



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

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

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

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

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

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

HIDDEN ABILITY

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

Evolution: Wingull can evolve into Pelipper at level 7 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Growl, Water Gun
Level 2: Supersonic, Wing Attack, Mist
Level 6: Water Pulse, Quick Attack, Air Cutter
Level 10: Pursuit, Aerial Ace
Level 14: Roost, Agility, Air Slash
Level 18: Hurricane

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

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

PELIPPER #279

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

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

RALTS #280

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



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

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

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

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

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

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

HIDDEN ABILITY

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

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

Starting Moves: Growl, Confusion
Level 2: Double Team, Teleport, Disarming Voice
Level 6: Lucky Chant, Magical Leaf, Heal Pulse, Draining Kiss, Calm Mind
Level 10: Psychic, Imprison, Future Sight
Level 14: Charm, Hypnosis, Dream Eater
Level 18: Stored Power

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

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

KIRLIA #281

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



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

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

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

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

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

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

HIDDEN ABILITY

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

Evolution: A Kirlia can evolve into Gardevoir at level 12 and above. A **male** Kirlia can evolve into Gallade as level 12 and above while holding a Dawn Stone. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Confusion, Double Team, Growl, Teleport, Disarming Voice
Level 6: Lucky Chant, Magical Leaf, Heal Pulse
Level 10: Draining Kiss, Calm Mind, Psychic
Level 14: Imprison, Future Sight, Charm
Level 18: Hypnosis, Dream Eater, Stored Power

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

GARDEVOIR #282

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



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

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

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

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

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

Trace: This Pokémon copies a random ability of an opponent when entering battle. The ability cannot be Flower Gift, Forecast, Illusion, Imposter, Multitype, Trace, Wonder Guard, or Zen Mode.

HIDDEN ABILITY

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

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

Level 14: Imprison, Future Sight

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

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

SURSKIT #283

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Bubble

Level 2: Quick Attack, Sweet Scent

Level 6: Water Sport, Bubble Beam, Agility

Level 10: Haze, Mist, Aqua Jet

Level 14: Baton Pass, Sticky Web

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

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

MASQUERAIN #284

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Level 6: Gust, Air Cutter, Scary Face

Level 10: Stun Spore

Level 14: Silver Wind, Air Slash

Level 18: Bug Buzz, Whirlwind, Quiver Dance

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

SHROOMISH #285

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Absorb, Tackle

Level 2: Stun Spore, Leech Seed, Mega Drain

Level 6: Headbutt, Poison Powder, Worry Seed

Level 10: Giga Drain, Growth

Level 14: Toxic, Seed Bomb, Spore

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

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

BRELOOM #286

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

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

SLAKOTH #287

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



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

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

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

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

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

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

Starting Moves: Scratch, Yawn
Level 2: Encore, Slack Off
Level 6: Feint Attack, Amnesia, Covet
Level 10: Chip Away, Counter
Level 14: Flail, Play Rough

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

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

VIGOROTH #288

Type: Normal

Classification: Medium | SR 6

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



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

Armor Class: 15

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

Speed: 30ft. walking, 30ft. climbing

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

Proficient Skills: Survival

Saving Throws: Constitution, Wisdom

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Vital Spirit: This Pokémon cannot be put to sleep.

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

Starting Moves: Encore, Focus Energy, Scratch, Uproar

Level 6: Fury Swipes, Endure

Level 10: Slash, Chip Away

Level 14: Counter, Focus Punch

Level 18: Reversal

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

SLAKING #289

Type: Normal

Classification: Large | SR 13

Minimum Level Found: 10

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



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

Armor Class: 16

Hit Points: 112 | **Hit Dice:** d12

Speed: 30ft. walking, 30ft. climbing

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

Proficient Skills: Survival, Intimidation

Saving Throws: Strength, Constitution

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

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

Starting Moves: Encore, Scratch, Slack Off, Swagger, Yawn, Feint Attack, Amnesia, Covet

Level 14: Counter, Flail

Level 18: Fling, Punishment, Hammer Arm

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

NINCADA #290

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



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

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

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

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

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

HIDDEN ABILITY

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

Evolution: Nincada can evolve into Ninjask at level 6 and above. If its trainer has an empty Pokeslot and Pokeball (any kind), they also acquire a Shedinja at the same level. The Shedinja has all the base statistics that are in its stat block, plus any health and Ability Score Increases it would obtain from leveling up from its minimum found level. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Harden, Scratch
Level 2: Absorb, Sand Attack, Fury Swipes
Level 6: Mud-Slap, Metal Claw
Level 10: Mind Reader, Bite
Level 14: False Swipe, Dig

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

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

NINJASK #291

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



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

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

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

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

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

HIDDEN ABILITY

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

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

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

SHEDINJA #292

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



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

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

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

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

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

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

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

Starting Moves: Absorb, Harden, Sand Attack, Scratch, Fury Swipes
Level 6: Spite, Shadow Sneak
Level 10: Mind Reader, Confuse Ray
Level 14: Shadow Ball, Grudge, Heal Block
Level 18: Phantom Force

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

WHISMUR #293

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Pound, Echoed Voice
Level 2: Astonish, Howl
Level 6: Screech, Supersonic, Stomp
Level 10: Uproar, Roar, Rest
Level 14: Sleep Talk, Hyper Voice
Level 18: Synchronoise

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

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

LOUDRED #294

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



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

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

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

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

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

HIDDEN ABILITY

Scrappy: This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

Evolution: Loudred can evolve into Exploud at level 14 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Astonish, Bite, Echoed Voice, Howl, Pound

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

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

EXPLOUD #295

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



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

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

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

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

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

HIDDEN ABILITY

Scrappy: This Pokémon's Normal and Fighting type moves ignore immunities granted by a Pokémon's type. If a target's secondary type gives it vulnerability or resistance to the attack, it follows the secondary type for that effect.

Starting Moves: Astonish, Bite, Crunch, Echoed Voice, Fire Fang, Howl, Ice Fang, Pound, Thunder Fang, Screech, Supersonic, Stomp, Uproar, Roar

Level 14: Rest, Sleep Talk

Level 18: Hyper Voice, Synchronoise, Hyper Beam, Boomburst

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

MAKUHITA #296

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

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

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

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

HARIYAMA #297

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

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

AZURILL #298

Type: Normal/Fairy
Classification: Tiny | SR 1/8
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 25% M / 75% F
Evolution Stage: 1/3 | 2 ASI



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

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

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

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

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

Huge Power: Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

HIDDEN ABILITY

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

Evolution: Azurill can evolve into Marill at level 3 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

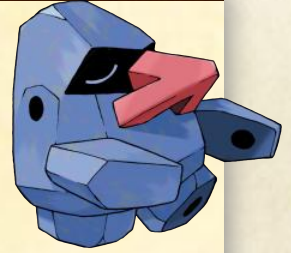
Starting Moves: Splash, Water Gun, Tail Whip
Level 2: Water Sport, Bubble, Charm
Level 6: Bubble Beam, Helping Hand, Slam
Level 10: Bounce

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

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

NOSEPASS #299

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Tackle, Harden
Level 2: Block, Rock Throw, Thunder Wave
Level 6: Rest, Spark, Rock Slide
Level 10: Power Gem, Rock Blast, Discharge
Level 14: Sandstorm, Earth Power, Stone Edge
Level 18: Lock-On, Zap Cannon

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

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

SKITTY #300

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



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

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

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

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

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

Normalize: Every move this Pokémon activates is Normal type.

HIDDEN ABILITY

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

Evolution: Skitty can evolve into Delcatty at level 8 and above with the help of a Moon Stone. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

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

Level 2: Sing, Attract, Disarming Voice

Level 6: Double Slap, Copycat, Feint Attack

Level 10: Charm, Wake-Up Slap, Assist

Level 14: Covet, Heal Bell, Double-Edge

Level 18: Captivate, Play Rough

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

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

DELICATTY #301

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



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

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

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

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

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

Normalize: Every move this Pokémon activates is Normal type.

HIDDEN ABILITY

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

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

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

SABLEYE #302

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



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

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

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

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

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

Stall: This Pokémon is always last in initiative order.

HIDDEN ABILITY

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

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

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

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

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

Level 18: Quash, Mean Look

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

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

MAWILE #303

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



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

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

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

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

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

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

HIDDEN ABILITY

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

Starting Moves: Astonish, Fairy Wind, Growl, Taunt, Fake Tears, Bite, Sweet Scent

Level 6: Vice Grip, Feint Attack

Level 10: Baton Pass, Crunch

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

Level 18: Iron Head, Play Rough

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

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

ARON #304

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



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

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

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

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

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

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

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

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

Starting Moves: Harden, Tackle, Mud-Slap
Level 2: Headbutt, Metal Claw, Rock Tomb
Level 6: Protect, Roar, Iron Head
Level 10: Rock Slide, Take Down, Metal Sound
Level 14: Iron Tail, Iron Defense, Double-Edge
Level 18: Autotomize, Heavy Slam, Metal Burst

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

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

LAIRON #305

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



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

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

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

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

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

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

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

Evolution: Lairon can evolve into Aggron at level 16 and above. When it evolves, its health increases by double its level, and it gains 7 points to add to its ability scores (max 20).

Starting Moves: Harden, Headbutt, Mud-Slap, Tackle, Metal Claw, Rock Tomb
Level 6: Protect, Roar, Iron Head
Level 10: Rock Slide, Take Down, Metal Sound
Level 14: Iron Tail, Iron Defense
Level 18: Double-Edge, Autotomize, Heavy Slam, Metal Burst

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

AGGRON #306

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



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

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

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

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

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

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

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

Starting Moves: Harden, Headbutt, Mud-Slap, Tackle, Metal Claw, Rock Tomb, Protect, Roar, Iron Head, Rock Slide, Take Down, Metal Sound
Level 14: Iron Tail, Iron Defense
Level 18: Double-Edge, Autotomize, Heavy Slam, Metal Burst

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

MEDITITE #307

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



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

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

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

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

Pure Power: Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

HIDDEN ABILITY

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

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

Starting Moves: Bide, Meditate
Level 2: Confusion, Detect, Endure
Level 6: Feint, Force Palm, Hidden Power, Calm Mind
Level 10: Mind Reader, High Jump Kick, Psych Up
Level 14: Acupressure, Power Trick, Reversal, Recover
Level 18: Counter

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

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

MEDICHAM #308

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



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

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

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

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

Pure Power: Once per short rest, this Pokémon may double the damage dice for a single damage roll. The player must announce that they are using this ability before the attack roll.

HIDDEN ABILITY

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

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

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

Level 14: Acupressure, Power Trick

Level 18: Reversal, Recover, Counter

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

ELECTRIKE #309

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Tackle, Thunder Wave, Leer

Level 2: Howl, Quick Attack

Level 6: Spark, Odor Sleuth, Thunder Fang

Level 10: Bite, Discharge

Level 14: Roar, Wild Charge

Level 18: Charge, Thunder

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

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

MANECTRIC #310

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



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

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

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

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

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

HIDDEN ABILITY

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

Starting Moves: Fire Fang, Howl, Leer, Tackle, Thunder Wave, Quick Attack, Spark, Odor Sleuth, Thunder Fang

Level 10: Bite, Discharge

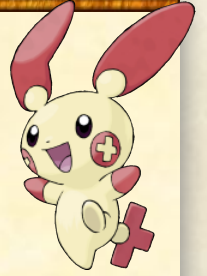
Level 14: Roar, Wild Charge

Level 18: Charge, Thunder, Electric Terrain

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

PLUSLE #311

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



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

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

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

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

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

HIDDEN ABILITY

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

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

Level 6: Swift, Electro Ball, Copycat, Charm

Level 10: Charge, Discharge

Level 14: Baton Pass, Agility, Last Resort

Level 18: Thunder, Nasty Plot, Entrainment

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

Egg Moves: Discharge, Lucky Chant, Sing, Substitute, Sweet Kiss, Wish

MINUN #312

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



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

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

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

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

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

HIDDEN ABILITY

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

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

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

Level 10: Charge, Discharge

Level 14: Baton Pass, Agility, Trump Card

Level 18: Thunder, Nasty Plot, Entrainment

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

Egg Moves: Discharge, Lucky Chant, Sing, Substitute, Sweet Kiss, Wish

VOLBEAT #313

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



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

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

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

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

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

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

HIDDEN ABILITY

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

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

Level 6: Struggle Bug, Moonlight, Tail Glow

Level 10: Signal Beam, Protect

Level 14: Zen Headbutt, Helping Hand, Bug Buzz

Level 18: Play Rough, Double-Edge, Infestation

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

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

ILLUMISE #314

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



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

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

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

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

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

Tinted Lens: This Pokémon's moves ignore resistances.

HIDDEN ABILITY

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

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

Level 6: Struggle Bug, Moonlight, Wish

Level 10: Encore, Flatter

Level 14: Zen Headbutt, Helping Hand, Bug Buzz

Level 18: Play Rough, Covet, Infestation

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

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

ROSELIA #315

Type: Grass/Poison
Classification: Tiny | SR 5
Minimum Level Found: 5
Egg Group: Fairy, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



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

Armor Class: 14
Hit Points: 43 | **Hit Dice:** d8
Speed: 25ft. walking

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Absorb, Growth, Poison Sting, Stun Spore, Mega Drain

Level 6: Leech Seed, Magical Leaf, Grass Whistle

Level 10: Giga Drain, Toxic Spikes, Sweet Scent

Level 14: Ingrain, Toxic, Petal Blizzard

Level 18: Aromatherapy, Synthesis, Petal Dance

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

GULPIN #316

Type: Poison

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



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

Armor Class: 13

Hit Points: 20 | Hit Dice: d8

Speed: 10ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

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

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

HIDDEN ABILITY

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

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

Starting Moves: Pound

Level 2: Yawn, Poison Gas, Sludge

Level 6: Amnesia, Acid Spray, Encore, Toxic

Level 10: Spit Up, Stockpile, Swallow

Level 14: Sludge Bomb, Gastro Acid, Belch

Level 18: Wring Out, Gunk Shot

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

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

SWALOT #317

Type: Poison

Classification: Medium | SR 10

Minimum Level Found: 8

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



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

Armor Class: 15

Hit Points: 97 | Hit Dice: d12

Speed: 15ft. walking

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

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

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

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

HIDDEN ABILITY

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

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

Level 10: Toxic, Spit Up, Stockpile, Swallow

Level 14: Sludge Bomb, Belch

Level 18: Gastro Acid, Wring Out, Gunk Shot

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

CARVANHA #318

Type: Water/Dark

Classification: Small | SR 1/4

Minimum Level Found: 1

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



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

Armor Class: 11

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

Speed: 5ft. walking, 30ft. swimming

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

Proficient Skills: Intimidation

Saving Throws: Dexterity

Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass

Resistances: Dark, Fire, Ghost, Ice, Steel, Water

Immunities: Psychic

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

HIDDEN ABILITY

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

Evolution: Carvanha can evolve into Sharpedo at level 8 and above. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Starting Moves: Bite, Leer, Rage

Level 2: Focus Energy, Aqua Jet

Level 6: Assurance, Screech, Swagger

Level 10: Ice Fang, Scary Face, Poison Sting

Level 14: Crunch, Agility

Level 18: Take Down

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

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

SHARPEDO #319

Type: Water/Dark

Classification: Medium | SR 10

Minimum Level Found: 8

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



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

Armor Class: 15

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

Speed: 5ft. walking, 40ft. swimming

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

Proficient Skills: Athletics, Intimidation

Saving Throws: Strength, Dexterity

Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass

Resistances: Dark, Fire, Ghost, Ice, Steel, Water

Immunities: Psychic

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

HIDDEN ABILITY

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

Starting Moves: Bite, Feint, Focus Energy, Leer, Rage, Slash, Aqua Jet, Assurance, Screech, Swagger

Level 10: Ice Fang, Scary Face

Level 14: Poison Fang, Crunch

Level 18: Agility, Skull Bash, Taunt, Night Slash

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

WAILMER #320

Type: Water

Classification: Large | SR 3

Minimum Level Found: 1

Egg Group: Field, Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



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

Armor Class: 12

Hit Points: 21 | Hit Dice: d8

Speed: 5ft. walking, 40ft. swimming

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

Proficient Skills: Survival, Nature

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Water Veil: This Pokémon is immune to burning.

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

HIDDEN ABILITY

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

Evolution: Wailmer can evolve into Wailord at level 10 and above. When it evolves, its health increases by double its level, and it gains 5 points to add to its ability scores (max 20).

Starting Moves: Splash, Growl

Level 2: Water Gun, Rollout, Whirlpool

Level 6: Astonish, Water Pulse, Mist

Level 10: Brine, Rest

Level 14: Water Spout, Amnesia, Dive

Level 18: Bounce, Hydro Pump, Heavy Slam

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

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

WAILORD #321

Type: Water

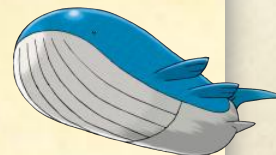
Classification: Gargantuan | SR 9

Minimum Level Found: 8

Egg Group: Field, Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



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

Armor Class: 13

Hit Points: 105 | Hit Dice: d12

Speed: 5ft. walking, 50ft. swimming

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

Proficient Skills: Survival, Nature

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Water Veil: This Pokémon is immune to burning.

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

HIDDEN ABILITY

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

Starting Moves: Growl, Rollout, Soak, Splash, Water Gun, Whirlpool, Astonish, Water Pulse, Mist, Noble Roar

Level 10: Brine, Rest

Level 14: Water Spout, Amnesia, Dive

Level 18: Bounce, Hydro Pump, Heavy Slam

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

NUMEL #322

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



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

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

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

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

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

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

HIDDEN ABILITY

Own Tempo: This Pokémon is immune to becoming confused.

Evolution: Numel can evolve into Camerupt at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

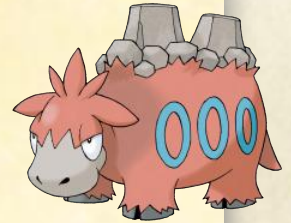
Starting Moves: Growl, Tackle
Level 2: Ember, Focus Energy, Magnitude
Level 6: Flame Burst, Amnesia, Lava Plume
Level 10: Earth Power, Curse, Take Down
Level 14: Yawn, Earthquake
Level 18: Flamethrower, Double-Edge

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

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

CAMERUPT #323

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



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

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

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

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

Magma Armor: This Pokémon is immune to freezing.

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

HIDDEN ABILITY

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

Starting Moves: Ember, Focus Energy, Growl, Rock Slide, Tackle, Magnitude, Flame Burst, Amnesia, Lava Plume

Level 10: Earth Power, Curse, Take Down

Level 14: Yawn

Level 18: Earthquake, Eruption, Fissure

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

TORKOAL #324

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

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

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

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

SPOINK #325

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



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

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

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

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

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

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

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

Evolution: Spoink can evolve into Grumpig at level 9 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Splash
Level 2: Psywave, Odor Sleuth
Level 6: Psybeam, Psych Up, Confuse Ray
Level 10: Magic Coat, Zen Headbutt, Power Gem, Rest
Level 14: Snore, Psyshock, Payback
Level 18: Psychic, Bounce

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

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

GRUMPIG #326

Type: Psychic

Classification: Small | SR 11

Minimum Level Found: 8

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



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

Armor Class: 16

Hit Points: 88 | **Hit Dice:** d10

Speed: 30ft. walking

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

Proficient Skills: Acrobatics

Saving Throws: Dexterity, Wisdom

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

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

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

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

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

Level 10: Zen Headbutt, Power Gem

Level 14: Rest, Snore

Level 18: Psyshock, Payback, Psychic, Bounce

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

SPINDA #327

Type: Normal

Classification: Small | SR 2

Minimum Level Found: 1

Egg Group: Field, Human-Like

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



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

Armor Class: 14

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

Speed: 25ft. walking

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

Proficient Skills: Deception

Saving Throws: Wisdom

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

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

HIDDEN ABILITY

Contrary: Moves that affect this Pokémon's stats have the opposite effect. (For example, Defense Curl would lower AC by 4. Growl would increase its attack by +1)

Starting Moves: Tackle

Level 2: Copycat, Feint Attack

Level 6: Psybeam, Hypnosis

Level 10: Dizzy Punch, Sucker Punch, Teeter Dance

Level 14: Uproar, Psych Up

Level 18: Double-Edge, Flail, Thrash

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

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

TRAPINCH #328

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



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

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

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

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

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

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

HIDDEN ABILITY

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

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

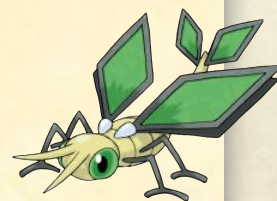
Starting Moves: Bide, Bite, Feint Attack, Sand Attack
Level 2: Mud-Slap, Bulldoze, Sand Tomb
Level 6: Rock Slide, Dig
Level 10: Crunch, Earth Power, Feint, Earthquake
Level 14: Sandstorm, Superpower
Level 18: Hyper Beam, Fissure

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

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

VIBRAVA #329

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



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

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

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

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

Levitate: This Pokémon is immune to ground moves.

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

Starting Moves: Bide, Dragon Breath, Feint Attack, Sand Attack, Sonic Boom, Mud-Slap, Bulldoze, Sand Tomb, Rock Slide, Supersonic, Screech
Level 10: Earth Power, Bug Buzz, Earthquake
Level 14: Sandstorm, Uproar
Level 18: Hyper Beam, Boomburst

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

FLYGON #330

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



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

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

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

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

Levitate: This Pokémon is immune to ground moves.

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

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

CACNEA #331

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



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

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

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

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

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

HIDDEN ABILITY

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

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

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

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

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

CACTURNE #332

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



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

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

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

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

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

HIDDEN ABILITY

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

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

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

SWABLU #333

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



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

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

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

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

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

HIDDEN ABILITY

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

Evolution: Swablu can evolve into Altaria at level 9 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Growl, Peck, Astonish
Level 2: Sing, Fury Attack, Safeguard, Disarming Voice
Level 6: Mist, Round, Natural Gift, Take Down
Level 10: Refresh, Mirror Move
Level 14: Cotton Guard, Dragon Pulse
Level 18: Perish Song, Moonblast

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

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

ALTARIA #334

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



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

Armor Class: 17
Hit Points: 88 | **Hit Dice:** d10
Speed: 5ft. walking, 35ft. flying

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

Proficient Skills: Arcana, Persuasion
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground

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

HIDDEN ABILITY

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

Starting Moves: Astonish, Dragon Breath, Growl, Peck, Pluck, Sing, Fury Attack, Safeguard, Disarming Voice, Mist, Round, Natural Gift
Level 10: Take Down, Refresh
Level 14: Dragon Dance, Cotton Guard, Dragon Pulse
Level 18: Perish Song, Moonblast, Sky Attack

TM: 02, 05, 06, 10, 11, 13, 15, 17, 18, 19, 20, 21, 22, 26, 27, 32, 35, 38, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 77, 78, 85, 87, 88, 90, 99, 100

ZANGOOSE #335

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



The Cat Ferret Pokémon. Memories of battling its archrival Seviper are etched into every cell of Zangoose's body. This Pokémon adroitly dodges attacks with incredible agility.

Armor Class: 14
Hit Points: 38 | **Hit Dice:** d10
Speed: 30ft. walking

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

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Immunity: This Pokémon is immune to becoming poisoned.

HIDDEN ABILITY

Toxic Boost: When this Pokémon is hit by a poison-type attack, its next attack is rolled at advantage.

Starting Moves: Leer, Scratch, Quick Attack, Fury Cutter, Pursuit
Level 6: Hone Claws, Slash, Revenge
Level 10: Crush Claw, False Swipe
Level 14: Embargo, Detect, X-Scissor
Level 18: Taunt, Swords Dance, Close Combat

TM: 01, 05, 06, 10, 11, 12, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 46, 48, 52, 54, 56, 63, 65, 66, 75, 80, 81, 84, 87, 88, 90, 100

Egg Moves: Counter, Curse, Final Gambit, Disable, Double Hit, Double Kick, Feint, Flail, Fury Swipes, Iron Tail, Metal Claw, Night Slash, Quick Guard, Razor Wind, Roar

SEVIPER #336

Type: Poison

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Field, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Fang Snake Pokémon. Seviper shares a generations-long feud with Zangoose. The scars on its body are evidence of vicious battles. This Pokémon attacks using its sword-edged tail.

Armor Class: 14

Hit Points: 38 | **Hit Dice:** d10

Speed: 25ft. walking

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

Proficient Skills: Deception, Intimidation

Saving Throws: Constitution

Vulnerabilities: Ground, Psychic

Resistances: Bug, Fairy, Fighting, Grass, Poison

Senses: Darkvision 30ft

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

HIDDEN ABILITY

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

Starting Moves: Swagger, Wrap, Bite, Lick, Poison Tail, Feint

Level 6: Screech, Venoshock, Glare, Poison Fang

Level 10: Night Slash, Gastro Acid, Poison Jab, Venom Drench

Level 14: Haze, Swords Dance, Crunch, Belch

Level 18: Coil, Wring Out

TM: 06, 09, 10, 11, 12, 17, 18, 21, 26, 27, 32, 34, 35, 36, 42, 44, 45, 46, 48, 59, 66, 75, 78, 81, 82, 83, 84, 87, 88, 90, 97, 100

Egg Moves: Assurance, Body Slam, Final Gambit, Iron Tail, Night Slash, Punishment, Scary Face, Spit Up, Stockpile, Swallow, Switcheroo, Wring Out

LUNATONE #337

Type: Rock/Psychic

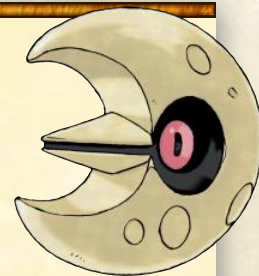
Classification: Small | SR 8

Minimum Level Found: 5

Egg Group: Gender Unknown

Gender Rate: Genderless

Evolution Stage: 1/1 | 4 ASI



The Meteorite Pokémon. Lunatone was discovered at a location where a meteoroid fell. As a result, some people theorize that this Pokémon came from space. However, no one has been able to prove this theory so far.

Armor Class: 15

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

Speed: 25ft. flying

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

Proficient Skills: Arcana

Saving Throws: Wisdom, Constitution

Vulnerabilities: Bug, Dark, Ghost, Grass, Ground, Water, Steel

Resistances: Fire, Flying, Normal, Poison, Psychic

Senses: Truesight 10ft, Darkvision 60ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Harden, Moonblast, Power Gem, Psyshock, Rock Throw, Tackle, Hypnosis, Rock Polish, Psywave

Level 6: Embargo, Rock Slide

Level 10: Cosmic Power, Psychic

Level 14: Heal Block, Stone Edge, Future Sight

Level 18: Explosion, Magic Room

TM: 03, 04, 06, 10, 13, 14, 15, 16, 17, 18, 20, 21, 23, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 62, 63, 64, 68, 69, 71, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 100

SOLROCK #338

Type: Rock/Psychic
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Meteorite Pokémon. Solrock is a new species of Pokémon that is said to have fallen from space. It floats in air and moves silently. In battle, this Pokémon releases intensely bright light.

Armor Class: 15
Hit Points: 40 | **Hit Dice:** d10
Speed: 25ft. flying

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

Proficient Skills: Arcana
Saving Throws: Wisdom, Constitution
Vulnerabilities: Bug, Dark, Ghost, Grass, Ground, Water, Steel
Resistances: Fire, Flying, Normal, Poison, Psychic
Senses: Truesight 10ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Flare Blitz, Harden, Rock Throw, Tackle, Fire Spin, Rock Polish, Psywave
Level 6: Embargo, Rock Slide
Level 10: Cosmic Power, Psychic
Level 14: Heal Block, Stone Edge, Solar Beam
Level 18: Explosion, Wonder Room

TM: 03, 04, 06, 10, 11, 15, 16, 17, 20, 21, 22, 23, 26, 27, 29, 30, 32, 33, 35, 37, 38, 39, 42, 44, 48, 50, 57, 61, 62, 63, 64, 68, 69, 71, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 100

BARBOACH #339

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



The Whiskers Pokémon. Barboach's sensitive whiskers serve as a superb radar system. This Pokémon hides in mud, leaving only its two whiskers exposed while it waits for prey to come along.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

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

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

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

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

HIDDEN ABILITY

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

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

Starting Moves: Mud-Slap
Level 2: Mud Sport, Water Sport, Water Gun, Mud Bomb
Level 6: Amnesia, Water Pulse, Magnitude
Level 10: Rest, Snore, Aqua Tail, Earthquake
Level 14: Muddy Water, Future Sight
Level 18: Fissure

TM: 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 78, 87, 88, 90, 94, 98, 100

Egg Moves: Dragon Dance, Earth Power, Flail, Hydro Pump, Mud Shot, Muddy Water, Spark, Take Down, Thrash, Whirlpool

WHISCASH #340

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



The Whiskers Pokémon. If Whiscash goes on a wild rampage, it sets off a quake-like tremor with a radius of over three miles. This Pokémon has the ability to predict real earthquakes.

Armor Class: 15
Hit Points: 60 | **Hit Dice:** d12
Speed: 5ft. walking, 35ft. swimming

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

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

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

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

HIDDEN ABILITY

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

Starting Moves: Mud-Slap, Mud Sport, Thrash, Tickle, Water Gun, Water Sport, Zen Headbutt, Mud Bomb, Belch

Level 6: Amnesia, Water Pulse, Magnitude

Level 10: Rest, Snore, Aqua Tail

Level 14: Earthquake, Muddy Water

Level 18: Future Sight, Fissure

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 68, 71, 78, 80, 87, 88, 90, 94, 98, 100

CORPHISH #341

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



The Ruffian Pokémon. Corphish catches prey with its sharp claws. It has no likes or dislikes when it comes to food-it will eat anything. This Pokémon has no trouble living in filthy water.

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

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

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

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

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

HIDDEN ABILITY

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

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

Starting Moves: Bubble

Level 2: Harden, Vice Grip, Leer

Level 6: Bubble Beam, Protect, Double Hit

Level 10: Knock Off, Night Slash, Razor Shell

Level 14: Taunt, Swords Dance, Crunch

Level 18: Crabhammer, Guillotine

TM: 06, 07, 10, 12, 13, 14, 17, 18, 21, 27, 31, 32, 36, 39, 40, 42, 44, 45, 48, 54, 55, 56, 66, 75, 80, 81, 87, 88, 90, 94, 98, 100

Egg Moves: Ancient Power, Aqua Jet, Body Slam, Chip Away, Double-Edge, Dragon Dance, Endeavor, Knock Off, Metal Claw, Mud Sport, Superpower, Switcheroo, Trump Card

CRAWDAUNT #342

Type: Water/Dark

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Water 1, Water 3

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Rogue Pokémon. Crawdaunt molts (sheds) its shell regularly. Immediately after molting, its shell is soft and tender. Until the shell hardens, this Pokémon hides in its streambed burrow to avoid attack from its foes.

Armor Class: 14

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

Speed: 20ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Athletics

Saving Throws: Strength

Vulnerabilities: Bug, Electric, Fairy, Fighting, Grass

Resistances: Dark, Fire, Ghost, Ice, Steel, Water

Immunities: Psychic

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

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

HIDDEN ABILITY

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

Starting Moves: Bubble, Harden, Leer, Swift, Vice Grip

Level 6: Bubble Beam, Protect, Double Hit

Level 10: Knock Off, Night Slash, Razor Shell

Level 14: Taunt, Swords Dance

Level 18: Crunch, Crabhammer, Guillotine

TM: 06, 07, 10, 12, 13, 14, 15, 17, 18, 21, 27, 31, 32, 34, 36, 39, 40, 42, 44, 45, 48, 54, 55, 56, 66, 75, 80, 81, 87, 88, 90, 94, 95, 96, 97, 98, 100

BALTOY #343

Type: Ground/Psychic

Classification: Tiny | SR 1

Minimum Level Found: 1

Egg Group: Gender Unknown

Gender Rate: Genderless

Evolution Stage: 1/2 | 3 ASI



The Clay Doll Pokémon. Baltoy moves while spinning around on its one foot. Primitive wall paintings depicting this Pokémon living among people were discovered in some ancient ruins.

Armor Class: 14

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

Speed: 25ft. flying (hover)

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

Proficient Skills: Arcana

Saving Throws: Wisdom

Vulnerabilities: Bug, Dark, Ghost, Grass, Ice, Water

Resistances: Fighting, Poison, Psychic, Rock

Immunities: Electric

Senses: Darkvision 20ft

Levitate: This Pokémon is immune to ground moves.

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

Starting Moves: Confusion, Harden, Rapid Spin

Level 2: Mud-Slap, Heal Block, Rock Tomb

Level 6: Psybeam, Ancient Power, Cosmic Power

Level 10: Power Trick, Self-Destruct, Extrasensory

Level 14: Guard Split, Power Split, Earth Power, Sandstorm

Level 18: Imprison, Explosion

TM: 03, 04, 06, 10, 11, 13, 16, 17, 18, 20, 21, 22, 23, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 64, 69, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 99, 100

CLAYDOL #344

Type: Ground/Psychic
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Clay Doll Pokémon. Claydol are said to be dolls of mud made by primitive humans and brought to life by exposure to a mysterious ray. This Pokémon moves about while levitating.

Armor Class: 18
Hit Points: 88 | **Hit Dice:** d10
Speed: 25ft. flying (hover)

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

Proficient Skills: Arcana
Saving Throws: Wisdom
Vulnerabilities: Bug, Dark, Ghost, Grass, Ice, Water
Resistances: Fighting, Poison, Psychic, Rock
Immunities: Electric
Senses: Darkvision 50ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Harden, Hyper Beam, Rapid Spin, Teleport, Mud-Slap, Heal Block, Rock Tomb, Psybeam, Ancient Power, Cosmic Power
Level 10: Power Trick, Self-Destruct, Extrasensory
Level 14: Guard Split, Power Split, Earth Power
Level 18: Sandstorm, Imprison, Explosion

TM: 03, 04, 06, 10, 11, 13, 15, 16, 17, 18, 20, 21, 22, 23, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 64, 68, 69, 71, 74, 77, 78, 80, 85, 86, 87, 88, 90, 92, 99, 100

LILEEP #345

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



The Sea Lily Pokémon. Lileep is an ancient Pokémon that was regenerated from a fossil. It remains permanently anchored to a rock. From its immobile perch, this Pokémon intently scans for prey with its two eyes.

Armor Class: 15
Hit Points: 21 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Deception
Saving Throws: Constitution
Vulnerabilities: Bug, Fighting, Ice, Steel
Resistances: Electric, Normal
Senses: Tremorsense 30ft

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

HIDDEN ABILITY

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

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

Starting Moves: Astonish, Constrict
Level 2: Acid, Ingrain, Confuse Ray
Level 6: Ancient Power, Brine
Level 10: Giga Drain, Gastro Acid
Level 14: Amnesia, Energy Ball
Level 18: Spit Up, Stockpile, Swallow, Wring Out

TM: 06, 10, 11, 17, 21, 22, 23, 27, 32, 36, 37, 39, 42, 44, 45, 48, 53, 69, 75, 80, 83, 86, 87, 88, 90, 100

Egg Moves: Barrier, Curse, Endure, Mega Drain, Mirror Coat, Recover, Rock Slide, Stealth Rock, Tickle, Wring Out

CRADILY #346

Type: Rock/Grass
Classification: Medium | SR 11
Minimum Level Found: 8
Egg Group: Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Barnacle Pokémon. Cradily's body serves as an anchor, preventing it from being washed away in rough seas. This Pokémon secretes a strong digestive fluid from its tentacles.

Armor Class: 17
Hit Points: 97 | **Hit Dice:** d12
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Deception
Saving Throws: Constitution
Vulnerabilities: Bug, Fighting, Ice, Steel
Resistances: Electric, Normal
Senses: Tremorsense 60ft

Suction Cups: This Pokémon cannot be forced out of battle by an opponent's moves.

HIDDEN ABILITY

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

Starting Moves: Acid, Astonish, Constrict, Ingrain, Confuse Ray, Ancient Power, Brine
Level 10: Giga Drain, Gastro Acid
Level 14: Amnesia
Level 18: Energy Ball, Spit Up, Stockpile, Swallow, Wring Out

TM: 06, 10, 11, 15, 17, 21, 22, 23, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 53, 68, 69, 71, 75, 78, 80, 83, 86, 87, 88, 90, 100

ANORITH #347

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



The Old Shrimp Pokémon. Anorith was regenerated from a prehistoric fossil. This primitive Pokémon once lived in warm seas. It grips its prey firmly between its two large claws.

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

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

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, Poison
Senses: Tremorsense 30ft

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

HIDDEN ABILITY

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

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

Starting Moves: Harden, Scratch, Mud Sport
Level 2: Water Gun, Fury Cutter, Smack Down
Level 6: Metal Claw, Ancient Power
Level 10: Bug Bite, Brine
Level 14: Slash, Crush Claw
Level 18: X-Scissor, Protect, Rock Blast

TM: 06, 10, 11, 17, 21, 23, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 54, 69, 75, 80, 81, 87, 88, 90, 100

Egg Moves: Aqua Jet, Cross Poison, Curse, Knock Off, Rapid Spin, Rock Slide, Sand Attack, Screech, Swords Dance, Water Pulse

ARMALDO #348

Type: Rock/Bug
Classification: Medium | SR 10
Minimum Level Found: 8
Egg Group: Water 3
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Plate Pokémon. Armaldo is a Pokémon species that became extinct in prehistoric times. This Pokémon is said to have walked on its hind legs, which would have been more convenient for life on land.

Armor Class: 16
Hit Points: 80 | **Hit Dice:** d10
Speed: 30ft. walking, 30ft. swimming

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

Proficient Skills: Survival, History
Saving Throws: Constitution
Vulnerabilities: Rock, Steel, Water
Resistances: Normal, Poison
Senses: Tremorsense 60ft

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

HIDDEN ABILITY

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

Starting Moves: Harden, Mud Sport, Scratch, Water Gun, Fury Cutter, Smack Down, Metal Claw, Ancient Power

Level 10: Bug Bite, Brine

Level 14: Slash, Crush Claw

Level 18: X-Scissor, Protect, Rock Blast

TM: 06, 10, 11, 15, 17, 21, 23, 26, 27, 31, 32, 37, 39, 40, 42, 44, 45, 48, 54, 59, 68, 69, 71, 75, 78, 80, 81, 87, 88, 90, 91, 100

FEEBAS #349

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



The Fish Pokémon. Feebas's fins are ragged and tattered from the start of its life. Because of its shoddy appearance, this Pokémon is largely ignored. It is capable of living in both the sea and in rivers.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 5ft. walking, 30ft. swimming

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

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

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

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

HIDDEN ABILITY

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

Evolution: Feebas can evolve into Milotic at level 10 and above while holding a Prism Scale. When it evolves, its health increases by double its level, and it gains 18 points to add to its ability scores (max 20).

Starting Moves: Splash

Level 2: Tackle

Level 6: Flail

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

Egg Moves: Brine, Captivate, Confuse Ray, Dragon Pulse, Dragon Breath, Haze, Hypnosis, Iron Tail, Light Screen, Mirror Coat, Mist, Mud Sport, Tickle

MILOTIC #350

Type: Water

Classification: Large | SR 10

Minimum Level Found: 8

Egg Group: Water 1, Dragon

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Tender Pokémon. Milotic is said to be the most beautiful of all the Pokémon. It has the power to becalm such emotions as anger and hostility to quell bitter feuding.

Armor Class: 17

Hit Points: 88 | **Hit Dice:** d10

Speed: 25ft. walking, 40ft. swimming

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

Proficient Skills: Persuasion

Saving Throws: Wisdom, Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Truesight 10ft

Marvel Scale: This Pokémon's AC increase by 2 when suffering from a negative status condition.

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

HIDDEN ABILITY

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

Starting Moves: Refresh, Water Gun, Water Pulse, Water Sport, Wrap, Disarming Voice, Twister, Aqua Ring, Captivate

Level 10: Dragon Tail, Recover, Aqua Tail

Level 14: Attract, Safeguard, Coil

Level 18: Hydro Pump, Rain Dance

TM: 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 59, 68, 77, 78, 82, 87, 88, 90, 94, 98, 100

CASTFORM #351

Type: Normal

Classification: Tiny | SR 5

Minimum Level Found: 1

Egg Group: Fairy, Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.

Armor Class: 15

Hit Points: 19 | **Hit Dice:** d8

Speed: 25ft. flying

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Forecast: This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

Starting Moves: Tackle

Level 2: Ember, Powder Snow, Water Gun

Level 6: Headbutt, Hail, Rain Dance, Sunny Day

Level 10: Weather Ball

Level 14: Blizzard, Fire Blast, Hydro Pump

Level 18: Hurricane

TM: 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

Egg Moves: Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type

SUNNY CASTFORM #351

Type: Fire

Classification: Tiny | SR 5

Minimum Level Found: 1

Egg Group: Fairy, Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.

Armor Class: 15

Hit Points: 19 | **Hit Dice:** d8

Speed: 25ft. flying

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Ground, Rock, Water

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

Forecast: This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

Starting Moves: Tackle

Level 2: Ember, Powder Snow, Water Gun

Level 6: Headbutt, Hail, Rain Dance, Sunny Day

Level 10: Weather Ball

Level 14: Blizzard, Fire Blast, Hydro Pump

Level 18: Hurricane

TM: 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

Egg Moves: Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type

RAINY CASTFORM #351

Type: Water

Classification: Tiny | SR 5

Minimum Level Found: 1

Egg Group: Fairy, Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.

Armor Class: 15

Hit Points: 19 | **Hit Dice:** d8

Speed: 25ft. flying

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Forecast: This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

Starting Moves: Tackle

Level 2: Ember, Powder Snow, Water Gun

Level 6: Headbutt, Hail, Rain Dance, Sunny Day

Level 10: Weather Ball

Level 14: Blizzard, Fire Blast, Hydro Pump

Level 18: Hurricane

TM: 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

Egg Moves: Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type

SNOWY CASTFORM #351

Type: Ice

Classification: Tiny | SR 5

Minimum Level Found: 1

Egg Group: Fairy, Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Weather Pokémon. Castform's appearance changes with the weather. This Pokémon gained the ability to use the vast power of nature to protect its tiny body.

Armor Class: 15

Hit Points: 19 | **Hit Dice:** d8

Speed: 25ft. flying

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

Proficient Skills: Nature

Saving Throws: Dexterity

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Forecast: This Pokémon changes form with the weather. In rain it becomes water-type, in harsh sunlight it becomes fire-type, in cold and snowy conditions it becomes ice-type. In all other conditions it is normal-type. Its STAB, resistance, immunities, and vulnerabilities change to match the form it takes.

Starting Moves: Tackle

Level 2: Ember, Powder Snow, Water Gun

Level 6: Headbutt, Hail, Rain Dance, Sunny Day

Level 10: Weather Ball

Level 14: Blizzard, Fire Blast, Hydro Pump

Level 18: Hurricane

TM: 01, 06, 07, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 32, 35, 37, 38, 42, 44, 45, 46, 48, 53, 55, 73, 77, 87, 88, 90, 100

Egg Moves: Amnesia, Clear Smog, Cosmic Power, Disable, Future Sight, Guard Swap, Hex, Lucky Chant, Ominous Wind, Psych Up, Reflect Type

KECLEON #352

Type: Normal

Classification: Small | SR 6

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Color Swap Pokémon. Kecleon is capable of changing its body colors at will to blend in with its surroundings. There is one exception-this Pokémon can't change the zigzag pattern on its belly.

Armor Class: 16

Hit Points: 44 | **Hit Dice:** d8

Speed: 25ft. walking, 25ft. climbing

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

Proficient Skills: Stealth, Deception

Saving Throws: Constitution

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Color Change: When hit by a damaging attack, this Pokémon's type changes to the type that hit it. It takes on the new type's resistances, vulnerabilities, and immunities.

HIDDEN ABILITY

Protean: This Pokémon's type changes to the type of move it uses, just before the move is used. It takes on the new type's resistances, vulnerabilities, and immunities.

Starting Moves: Astonish, Lick, Scratch, Tail Whip,

Thief, Bind, Shadow Sneak, Feint, Fury Swipes

Level 6: Feint Attack, Psybeam, Ancient Power

Level 10: Slash, Camouflage

Level 14: Shadow Claw, Screech

Level 18: Substitute, Sucker Punch, Synchronoise

TM: 01, 06, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 35, 38, 39, 40, 42, 44, 45, 46, 48, 56, 57, 65, 73, 77, 80, 86, 87, 88, 90, 92, 100

Egg Moves: Camouflage, Disable, Dizzy Punch, Fake Out, Foul Play, Magic Coat, Nasty Plot, Recover, Skill Swap, Snatch, Trick

SHUPPET #353

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



The Puppet Pokémon. Shuppet grows by feeding on dark emotions, such as vengefulness and envy, in the hearts of people. It roams through cities in search of grudges that taint people.

Armor Class: 13
Hit Points: 16 | **Hit Dice:** d6
Speed: 25ft. flying (hover)

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

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Normal
Senses: Darkvision 30ft

Insomnia: This Pokémon is immune to sleep.

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

HIDDEN ABILITY

Cursed Body: When hit by a melee attack, this Pokémon may roll 1d4. On a result of 4, the opponent who made the attack cannot use the same move on its next turn.

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

Starting Moves: Knock Off, Screech
Level 2: Night Shade, Spite, Shadow Sneak
Level 6: Will-O-Wisp, Feint Attack, Hex
Level 10: Curse, Shadow Ball
Level 14: Embargo, Sucker Punch
Level 18: Snatch, Grudge, Trick, Phantom Force

TM: 04, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 29, 30, 32, 41, 42, 44, 45, 46, 48, 57, 61, 63, 66, 73, 77, 85, 87, 88, 90, 92, 97, 99, 100

Egg Moves: Astonish, Confuse Ray, Destiny Bond, Disable, Foresight, Gunk Shot, Imprison, Ominous Wind, Payback, Phantom Force, Pursuit, Shadow Sneak

BANETTE #354

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



The Marionette Pokémon. Banette generates energy for laying strong curses by sticking pins into its own body. This Pokémon was originally a pitiful plush doll that was thrown away.

Armor Class: 15
Hit Points: 72 | **Hit Dice:** d8
Speed: 25ft. flying (hover)

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

Proficient Skills: Stealth, Deception
Saving Throws: Wisdom
Vulnerabilities: Dark, Ghost
Resistances: Bug, Poison
Immunities: Fighting, Ground, Normal
Senses: Darkvision 60ft

Insomnia: This Pokémon is immune to sleep.

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

HIDDEN ABILITY

Cursed Body: When hit by a melee attack, this Pokémon may roll 1d4. On a result of 4, the opponent who made the attack cannot use the same move on its next turn.

Starting Moves: Knock Off, Night Shade, Screech, Spite, Shadow Sneak, Will-O-Wisp, Feint Attack, Hex
Level 10: Curse, Shadow Ball
Level 14: Embargo, Sucker Punch
Level 18: Snatch, Grudge, Trick, Phantom Force

TM: 04, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 41, 42, 44, 45, 46, 48, 56, 57, 61, 63, 65, 66, 68, 73, 77, 83, 85, 87, 88, 90, 92, 97, 99, 100

DUSKULL #355

Type: Ghost

Classification: Small | SR 1

Minimum Level Found: 1

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



The Requiem Pokémon. Duskull can pass through any wall no matter how thick it may be. Once this Pokémon chooses a target, it will doggedly pursue the intended victim until the break of dawn.

Armor Class: 13

Hit Points: 18 | Hit Dice: d6

Speed: 25ft. flying (hover)

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

Proficient Skills: Deception, Intimidation

Saving Throws: Wisdom

Vulnerabilities: Dark, Ghost

Resistances: Bug, Poison

Immunities: Fighting, Ground, Normal

Senses: Darkvision 30ft

Levitate: This Pokémon is immune to ground moves.

HIDDEN ABILITY

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

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

Starting Moves: Leer, Night Shade

Level 2: Disable, Astonish

Level 6: Foresight, Shadow Sneak, Pursuit

Level 10: Will-O-Wisp, Confuse Ray

Level 14: Curse, Hex, Shadow Ball

Level 18: Mean Look, Payback, Future Sight

TM: 04, 06, 10, 11, 12, 13, 14, 17, 18, 21, 27, 29, 30, 32, 41, 42, 44, 45, 46, 48, 56, 57, 61, 63, 66, 77, 83, 85, 87, 88, 90, 92, 97, 100

Egg Moves: Dark Pulse, Destiny Bond, Feint Attack, Grudge, Haze, Imprison, Memento, Ominous Wind, Pain Split, Skill Swap

DUSCLOPS #356

Type: Ghost

Classification: Medium | SR 12

Minimum Level Found: 8

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



The Beckon Pokémon. Dusclops's body is completely hollow-there is nothing at all inside. It is said that its body is like a black hole. This Pokémon will absorb anything into its body, but nothing will ever come back out.

Armor Class: 18

Hit Points: 80 | Hit Dice: d8

Speed: 25ft. flying (hover)

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

Proficient Skills: Deception, Intimidation

Saving Throws: Wisdom

Vulnerabilities: Dark, Ghost

Resistances: Bug, Poison

Immunities: Fighting, Ground, Normal

Senses: Darkvision 60ft

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

HIDDEN ABILITY

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

Evolution: Dusclops can evolve into Dusknoir at level 16 and above while holding a Reaper Cloth. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Astonish, Bind, Disable, Fire Punch, Gravity, Ice Punch, Leer, Night Shade, Shadow Punch, Thunder Punch, Foresight, Shadow Sneak, Pursuit

Level 10: Will-O-Wisp, Confuse Ray

Level 14: Curse, Hex

Level 18: Shadow Ball, Mean Look, Payback, Future Sight

TM: 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 26, 27, 29, 30, 31, 32, 39, 41, 42, 44, 45, 46, 48, 56, 57, 61, 63, 66, 68, 77, 78, 80, 83, 85, 87, 88, 90, 92, 97, 100

TROPIUS #357

Type: Grass/Flying
Classification: Large | SR 11
Minimum Level Found: 8
Egg Group: Monster, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Fruit Pokémon. Children of the southern tropics eat as snacks the fruit that grows in bunches around the neck of Tropius. This Pokémon flies by flapping the leaves on its back as if they were wings.

Armor Class: 15
Hit Points: 82 | **Hit Dice:** d10
Speed: 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground

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

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

HIDDEN ABILITY

Harvest: At the end of this Pokémon's turn, if it used a berry, roll 1d4. On a result of 3 or 4, it regains that berry as a held item.

Starting Moves: Growth, Gust, Leer, Razor Leaf, Sweet Scent, Stomp, Magical Leaf, Whirlwind
Level 10: Leaf Tornado, Natural Gift
Level 14: Air Slash, Body Slam
Level 18: Bestow, Synthesis, Solar Beam, Leaf Storm

TM: 05, 06, 10, 11, 15, 17, 19, 20, 21, 22, 26, 27, 32, 40, 42, 44, 45, 48, 51, 53, 59, 68, 75, 76, 78, 86, 87, 88, 90, 96, 100

Egg Moves: Bullet Seed, Curse, Dragon Dance, Headbutt, Leaf Blade, Leaf Storm, Leech Seed, Natural Gift, Nature Power, Razor Wind, Slam, Synthesis

CHIMECHO #358

Type: Psychic
Classification: Tiny | SR 11
Minimum Level Found: 8
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Wind Chime Pokémon. Chimecho makes its cries echo inside its hollow body. When this Pokémon becomes enraged, its cries result in ultrasonic waves that have the power to knock foes flying.

Armor Class: 16
Hit Points: 83 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

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

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Astonish, Confusion, Growl, Wrap, Yawn, Psywave, Take Down, Extrasensory
Level 10: Heal Bell, Uproar
Level 14: Safeguard
Level 18: Double-Edge, Heal Pulse, Synchronoise, Healing Wish

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

ABSOL #359

Type: Dark
Classification: Small | SR 12
Minimum Level Found: 10
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Disaster Pokémon. Every time Absol appears before people, it is followed by a disaster such as an earthquake or a tidal wave. As a result, it came to be known as the disaster Pokémon.

Armor Class: 15
Hit Points: 75 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Insight, Survival
Saving Throws: Dexterity
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Truesight 15ft

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

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

HIDDEN ABILITY

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

Starting Moves: Feint, Leer, Quick Attack, Scratch, Pursuit, Taunt, Bite, Double Team, Slash, Swords Dance, Night Slash

Level 14: Detect, Psycho Cut, Me First

Level 18: Sucker Punch, Razor Wind, Future Sight, Perish Song

TM: 04, 06, 07, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 30, 32, 35, 37, 38, 39, 40, 41, 42, 44, 45, 46, 48, 49, 54, 57, 59, 61, 65, 66, 68, 71, 73, 75, 77, 80, 81, 85, 87, 88, 90, 95, 97, 100

Egg Moves: Assurance, Baton Pass, Curse, Double-Edge, Feint Attack, Hex, Magic Coat, Me First, Mean Look, Megahorn, Play Rough, Punishment, Substitute, Sucker Punch, Zen Headbutt

WYNAUT #360

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



The Bright Pokémon. Wynaut can always be seen with a big, happy smile on its face. Look at its tail to determine if it is angry. When angered, this Pokémon will be slapping the ground with its tail.

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

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

Proficient Skills: None
Saving Throws: None
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic

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

HIDDEN ABILITY

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

Evolution: Wynaut can evolve into Wobbuffet at level 5 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Charm, Encore, Splash

Level 6: Counter, Destiny Bond, Mirror Coat, Safeguard

TM: 20

SNORUNT #361

Type: Ice

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Fairy, Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Snow Hat Pokémon. Snorunt survives by eating only snow and ice. Old folklore claims that a house visited by this Pokémon is sure to prosper for many generations to come.

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Inner Focus: This Pokémon is immune to flinching.

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Evolution: A Snorunt can evolve into Glalie at level 14 and above naturally. A **female** Snorunt can evolve into a Froslass at level 14 and above with the help of a Dawn Stone. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Leer, Powder Snow

Level 2: Double Team, Ice Shard

Level 6: Icy Wind, Bite

Level 10: Ice Fang, Headbutt, Protect

Level 14: Frost Breath, Crunch

Level 18: Blizzard, Hail

TM: 06, 07, 10, 13, 14, 16, 17, 18, 20, 21, 27, 30, 32, 42, 44, 45, 48, 79, 87, 88, 90, 100

Egg Moves: Avalanche, Bide, Block, Disable, Fake Tears, Hex, Rollout, Spikes, Switcheroo, Weather Ball

GLALIE #362

Type: Ice

Classification: Medium | SR 11

Minimum Level Found: 10

Egg Group: Fairy, Mineral

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Face Pokémon. Glalie has a body made of rock, which it hardens with an armor of ice. This Pokémon has the ability to freeze moisture in the atmosphere into any shape it desires.

Armor Class: 16

Hit Points: 97 | Hit Dice: d10

Speed: 30ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Inner Focus: This Pokémon is immune to flinching.

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Starting Moves: Double Team, Ice Shard, Leer, Powder Snow, Icy Wind, Bite, Ice Fang, Headbutt, Protect, Freeze-Dry

Level 14: Frost Breath, Crunch

Level 18: Blizzard, Hail, Sheer Cold

TM: 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 20, 21, 26, 27, 30, 32, 41, 42, 44, 45, 48, 64, 66, 68, 74, 78, 79, 87, 88, 90, 97, 100

SPHEAL #363

Type: Ice/Water
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Clap Pokémon. Spheal always travels by rolling around on its ball-like body. When the season for ice floes arrives, this Pokémon can be seen rolling about on ice and crossing the sea.

Armor Class: 12
Hit Points: 20 | Hit Dice: d8
Speed: 10ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

HIDDEN ABILITY

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Spheal can evolve into Sealeo at level 9 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Growl, Powder Snow, Water Gun

Level 2: Rollout, Encore

Level 6: Ice Ball, Brine, Aurora Beam

Level 10: Body Slam, Rest, Snore

Level 14: Hail, Blizzard

Level 18: Sheer Cold

TM: 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 78, 79, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Ring, Belly Drum, Curse, Fissure, Rock Slide, Rollout, Signal Beam, Sleep Talk, Spit Up, Stockpile, Swallow, Water Pulse, Water Sport, Yawn

SEALEO #364

Type: Ice/Water
Classification: Medium | SR 9
Minimum Level Found: 8
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Ball Roll Pokémon. Sealeo has the habit of always juggling on the tip of its nose anything it sees for the first time. This Pokémon occasionally entertains itself by balancing and rolling a Spheal on its nose.

Armor Class: 14
Hit Points: 89 | Hit Dice: d12
Speed: 15ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength
Vulnerabilities: Electric, Fighting, Grass, Rock
Resistances: Ice, Water

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

HIDDEN ABILITY

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Evolution: Sealeo can evolve into Walrein at level 16 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Growl, Powder Snow, Swagger, Water Gun, Rollout, Encore, Ice Ball, Brine, Aurora Beam

Level 10: Body Slam, Rest, Snore

Level 14: Hail

Level 18: Blizzard, Sheer Cold

TM: 05, 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 78, 79, 80, 87, 88, 90, 94, 98, 100

WALREIN #365

Type: Ice/Water

Classification: Medium | SR 14

Minimum Level Found: 12

Egg Group: Water 1, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



The Ice Break Pokémon. Walrein swims all over in frigid seawater while crushing icebergs with its grand, imposing tusks. Its thick layer of blubber makes enemy attacks bounce off harmlessly.

Armor Class: 16

Hit Points: 165 | Hit Dice: d12

Speed: 15ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Athletics

Saving Throws: Strength, Constitution

Vulnerabilities: Electric, Fighting, Grass, Rock

Resistances: Ice, Water

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

HIDDEN ABILITY

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Starting Moves: Crunch, Defense Curl, Growl, Ice Fang, Powder Snow, Swagger, Water Gun, Encore, Rollout, Ice Ball, Aurora Beam, Brine, Body Slam, Rest, Snore

Level 14: Hail

Level 18: Blizzard, Sheer Cold

TM: 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 39, 42, 44, 45, 48, 49, 68, 78, 79, 80, 87, 88, 90, 94, 98, 100

CLAMPERL #366

Type: Water

Classification: Tiny | SR 1

Minimum Level Found: 1

Egg Group: Water 1

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Bivalve Pokémon. Clamperl's sturdy shell is not only good for protection-it is also used for clamping and catching prey. A fully grown Clamperl's shell will be scored with nicks and scratches all over.

Armor Class: 14

Hit Points: 18 | Hit Dice: d6

Speed: 5ft. walking, 15ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Nature

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Clamperl can evolve into Huntail at level 8 and above while holding a Deep Sea Tooth, or Gorebyss at level 8 and above while holding a Deep Sea Scale. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Clamp, Iron Defense, Water Gun, Whirlpool

Level 18: Shell Smash

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Ring, Barrier, Body Slam, Brine, Confuse Ray, Endure, Mud Sport, Muddy Water, Refresh, Supersonic, Water Pulse

HUNTAIL #367

Type: Water
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Deep Sea Pokémon. Huntail's tail is shaped like a fish. It uses the tail to attract prey, then swallows the prey whole with its large, gaping mouth. This Pokémon swims by wiggling its slender body like a snake.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d8
Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Deception
Saving Throws: Strength, Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 50ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Starting Moves: Bite, Whirlpool, Screech, Scary Face, Feint Attack

Level 6: Water Pulse, Ice Fang, Brine

Level 10: Sucker Punch, Dive, Baton Pass

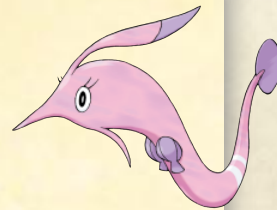
Level 14: Crunch, Aqua Tail

Level 18: Coil, Hydro Pump

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 27, 32, 39, 42, 44, 45, 48, 55, 68, 83, 87, 88, 90, 94, 98, 100

GOREBYSS #368

Type: Water
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Water 1
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The South Sea Pokémon. Although Gorebyss is the very picture of elegance and beauty while swimming, it is also cruel. When it spots prey, this Pokémon inserts its thin mouth into the prey's body and drains the prey of its body fluids.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d8
Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Truesight 10ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Starting Moves: Confusion, Whirlpool, Water Sport, Agility, Draining Kiss

Level 6: Water Pulse, Amnesia, Aqua Ring

Level 10: Captivate, Dive, Baton Pass

Level 14: Psychic, Aqua Tail

Level 18: Coil, Hydro Pump

TM: 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 29, 30, 32, 42, 44, 45, 48, 55, 68, 77, 83, 87, 88, 90, 94, 98, 100

RELICANTH #369

Type: Water/Rock
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Water 1, Water 2
Gender Rate: 87% M / 13% F
Evolution Stage: 1/1 | 4 ASI



The Longevity Pokémon. Relicanth is a Pokémon species that existed for a hundred million years without ever changing its form. This ancient Pokémon feeds on microscopic organisms with its toothless mouth.

Armor Class: 16
Hit Points: 42 | **Hit Dice:** d10
Speed: 5ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

Proficient Skills: Survival, History
Saving Throws: Constitution
Vulnerabilities: Electric, Fighting, Grass, Ground
Resistances: Fire, Flying, Ice, Normal, Poison
Senses: Blindsight 80ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

Starting Moves: Flail, Harden, Mud Sport, Tackle, Water Gun

Level 6: Rock Tomb, Ancient Power

Level 10: Dive, Take Down

Level 14: Yawn, Rest

Level 18: Hydro Pump, Double-Edge, Head Smash

TM: 04, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 23, 26, 27, 32, 37, 39, 42, 44, 45, 48, 55, 68, 69, 71, 77, 78, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Amnesia, Aqua Tail, Brine, Magnitude, Mud Shot, Mud-Slap, Muddy Water, Rock Slide, Skull Bash, Sleep Talk, Snore, Water Sport, Zen Headbutt

LUVDISC #370

Type: Water
Classification: Tiny | SR 5
Minimum Level Found: 5
Egg Group: Water 2
Gender Rate: 25% M / 75% F
Evolution Stage: 1/1 | 4 ASI



The Rendezvous Pokémon. Luvdisc live in shallow seas in the tropics. This heart-shaped Pokémon earned its name by swimming after loving couples it spotted in the ocean's waves.

Armor Class: 14
Hit Points: 38 | **Hit Dice:** d8
Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Starting Moves: Charm, Tackle, Water Gun, Agility, Draining Kiss, Lucky Chant

Level 6: Water Pulse, Attract, Heart Stamp

Level 10: Flail, Sweet Kiss

Level 14: Take Down, Captivate, Aqua Ring

Level 18: Soak, Hydro Pump, Safeguard

TM: 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 77, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Jet, Aqua Ring, Brine, Captivate, Entrainment, Heal Pulse, Mud Sport, Splash, Supersonic, Water Sport

BAGON #371

Type: Dragon
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Rock Head Pokémon. Bagon has a dream of one day soaring in the sky. In doomed efforts to fly, this Pokémon hurls itself off cliffs. As a result of its dives, its head has grown tough and as hard as tempered steel.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d8
Speed: 25 ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Evolution: Bagon can evolve into Shelgon at level 8 and above. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Rage, Ember
Level 2: Leer, Bite, Dragon Breath
Level 6: Headbutt, Focus Energy
Level 10: Crunch, Dragon Claw
Level 14: Zen Headbutt, Scary Face
Level 18: Flamethrower, Double-Edge

TM: 02, 05, 06, 10, 11, 17, 18, 21, 27, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 65, 80, 87, 88, 90, 100

Egg Moves: Defense Curl, Dragon Dance, Dragon Pulse, Dragon Rage, Dragon Rush, Endure, Fire Fang, Hydro Pump, Shadow Claw, Thrash, Twister

SHELAGON #372

Type: Dragon
Classification: Small | SR 7
Minimum Level Found: 5
Egg Group: Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Endurance Pokémon. Covering Shelgon's body are outgrowths much like bones. The shell is very hard and bounces off enemy attacks. When awaiting evolution, this Pokémon hides away in a cavern.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d8
Speed: 25 ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Constitution
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Electric, Fire, Grass, Water

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: Shelgon can evolve into Salamence at level 16 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Bite, Ember, Leer, Protect, Rage, Dragon Breath
Level 6: Headbutt, Focus Energy
Level 10: Crunch, Dragon Claw
Level 14: Zen Headbutt, Scary Face
Level 18: Flamethrower, Double-Edge

TM: 02, 05, 06, 10, 11, 17, 18, 21, 27, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 65, 80, 87, 88, 90, 100

SALAMENCE #373

Type: Dragon/Flying
Classification: Large | SR 14
Minimum Level Found: 12
Egg Group: Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Dragon Pokémon. By evolving into Salamence, this Pokémon finally realizes its long-held dream of growing wings. To express its joy, it flies and wheels all over the sky while spouting flames from its mouth.

Armor Class: 16
Hit Points: 121 | **Hit Dice:** d12
Speed: 30ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Constitution
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Starting Moves: Bite, Dragon Tail, Ember, Fire Fang, Fly, Leer, Protect, Rage, Thunder Fang, Dragon Breath, Headbutt, Focus Energy, Crunch, Dragon Claw

Level 14: Zen Headbutt

Level 18: Scary Face, Flamethrower, Double-Edge

TM: 02, 05, 06, 10, 11, 15, 17, 18, 19, 21, 26, 27, 31, 32, 35, 38, 39, 40, 42, 44, 45, 48, 51, 59, 65, 68, 71, 76, 78, 80, 82, 87, 88, 90, 100

BELDUM #374

Type: Steel/Psychic
Classification: Tiny | SR 3
Minimum Level Found: 1
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/3 | 2 ASI



The Iron Ball Pokémon. Instead of blood, a powerful magnetic force courses throughout Beldum's body. This Pokémon communicates with others by sending controlled pulses of magnetism.

Armor Class: 14
Hit Points: 18 | **Hit Dice:** d6
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Insight
Saving Throws: Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 20ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

HIDDEN ABILITY

Light Metal: This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

Evolution: Beldum can evolve into Metang at level 6 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Take Down

TM: None

METANG #375

Type: Steel/Psychic
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/3 | 2 ASI



The Iron Claw Pokémon. When two Beldum fuse together, Metang is formed. The brains of the Beldum are joined by a magnetic nervous system. This Pokémon turns its arms to the rear for traveling at high speed.

Armor Class: 16
Hit Points: 50 | **Hit Dice:** d10
Speed: 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Proficient Skills: Insight, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 30ft, Truesight 5ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

HIDDEN ABILITY

Light Metal: This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

Evolution: Metang can evolve into Metagross at level 15 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Confusion, Magnet Rise, Metal Claw, Take Down
Level 10: Pursuit, Bullet Punch, Miracle Eye, Zen Headbutt
Level 14: Scary Face, Psychic, Agility
Level 18: Meteor Mash, Iron Defense, Hyper Beam

TM: 03, 06, 10, 11, 15, 16, 17, 18, 21, 26, 27, 29, 30, 31, 32, 33, 36, 37, 39, 40, 42, 44, 48, 64, 69, 74, 77, 78, 80, 86, 87, 88, 90, 91, 100

METAGROSS #376

Type: Steel/Psychic
Classification: Large | SR 14
Minimum Level Found: 12
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 3/3 | 2 ASI



The Iron Leg Pokémon. Metagross has four brains in total. Combined, the four brains can breeze through difficult calculations faster than a supercomputer. This Pokémon can float in the air by tucking in its four legs.

Armor Class: 18
Hit Points: 150 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	16 (+3)	16 (+3)	10 (+0)

Proficient Skills: Insight, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 40ft, Truesight 10ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon's stats.

HIDDEN ABILITY

Light Metal: This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

Starting Moves: Confusion, Hammer Arm, Magnet Rise, Metal Claw, Take Down, Pursuit, Bullet Punch, Miracle Eye, Zen Headbutt
Level 14: Scary Face, Psychic, Agility
Level 18: Meteor Mash, Iron Defense, Hyper Beam

TM: 03, 06, 10, 11, 15, 16, 17, 18, 21, 26, 27, 29, 30, 31, 32, 33, 36, 37, 39, 40, 42, 44, 48, 64, 68, 69, 74, 77, 78, 80, 86, 87, 88, 90, 91, 100

REGIROCK #377

Type: Rock
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Rock Peak Pokémon. Regirock was sealed away by people long ago. If this Pokémon's body is damaged in battle, it is said to seek out suitable rocks on its own to repair itself.

Armor Class: 20
Hit Points: 380 | **Hit Dice:** d20
Speed: 35 ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 50ft, Darkvision 60ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

HIDDEN ABILITY

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

Starting Moves: Bulldoze, Charge Beam, Explosion, Rock Throw, Stomp, Curse, Ancient Power, Iron Defense, Stone Edge, Lock-On
Level 18: Hammer Arm, Zap Cannon, Superpower, Hyper Beam

TM: 06, 10, 11, 15, 17, 20, 21, 23, 24, 25, 26, 27, 31, 32, 37, 39, 42, 44, 48, 52, 56, 57, 64, 68, 69, 71, 73, 77, 78, 80, 87, 88, 90, 100

REGICE #378

Type: Ice
Classification: Medium | SR 14
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Iceberg Pokémon. Regice's body was made during an ice age. The deep-frozen body can't be melted, even by fire. This Pokémon controls frigid air of -328 degrees Fahrenheit.

Armor Class: 20
Hit Points: 366 | **Hit Dice:** d20
Speed: 35 ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Athletics, Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Fire, Rock, Steel
Resistances: Ice
Senses: Tremorsense 50ft, Darkvision 60ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

HIDDEN ABILITY

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Starting Moves: Bulldoze, Charge Beam, Explosion, Icy Wind, Stomp, Curse, Ancient Power, Amnesia, Ice Beam, Lock-On
Level 18: Hammer Arm, Zap Cannon, Superpower, Hyper Beam

TM: 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 39, 42, 44, 48, 52, 56, 57, 64, 68, 69, 70, 73, 77, 78, 79, 80, 87, 88, 90, 91, 100

REGISTEEL #379

Type: Steel

Classification: Medium | SR 14

Minimum Level Found: 15

Egg Group: Undiscovered

Gender Rate: Genderless

Evolution Stage: 1/1 | 4 ASI



The Iron Pokémon. Registeel has a body that is harder than any kind of metal. Its body is apparently hollow. No one has any idea what this Pokémon eats.

Armor Class: 20

Hit Points: 380 | **Hit Dice:** d20

Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Survival

Saving Throws: Strength, Constitution

Vulnerabilities: Fighting, Fire, Ground

Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel

Immunities: Poison

Senses: Tremorsense 50ft, Darkvision 60ft

Clear Body: Other Pokémon's moves or abilities cannot lower this Pokémon stats.

HIDDEN ABILITY

Light Metal: This Pokémon is especially light for its species. Once per long rest, it may impose disadvantage on an attack roll against it.

Starting Moves: Bulldoze, Charge Beam, Explosion, Metal Claw, Stomp, Curse, Ancient Power, Amnesia, Iron Defense, Lock-On

Level 18: Flash Cannon, Iron Head, Hammer Arm, Zap Cannon, Superpower, Hyper Beam

TM: 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 37, 39, 40, 42, 44, 48, 52, 56, 57, 64, 65, 68, 69, 73, 77, 78, 80, 87, 88, 90, 91, 100

LATIAS #380

Type: Dragon/Psychic

Classification: Medium | SR 15

Minimum Level Found: 15

Egg Group: Undiscovered

Gender Rate: 0% M / 100% F

Evolution Stage: 1/1 | 4 ASI



The Eon Pokémon. Latias is highly sensitive to the emotions of people. If it senses any hostility, this Pokémon ruffles the feathers all over its body and cries shrilly to intimidate the foe.

Armor Class: 20

Hit Points: 380 | **Hit Dice:** d20

Speed: 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	10 (+0)	18 (+4)	14 (+2)

Proficient Skills: Acrobatics, Stealth

Saving Throws: Dexterity, Wisdom

Vulnerabilities: Bug, Dark, Dragon, Fairy, Ghost, Ice

Resistances: Electric, Fighting, Fire, Grass, Psychic, Water

Senses: Darkvision 60ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Helping Hand, Psywave, Safeguard, Wish, Water Sport, Charm, Stored Power, Refresh, Heal Pulse, Dragon Breath, Mist Ball, Psycho Shift, Recover, Reflect Type, Zen Headbutt

Level 18: Guard Split, Psychic, Dragon Pulse, Healing Wish

TM: 02, 03, 04, 05, 06, 10, 11, 13, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 37, 40, 42, 44, 45, 48, 51, 53, 57, 65, 68, 73, 76, 77, 78, 85, 86, 87, 88, 90, 94, 98, 100

LATIOS #381

Type: Dragon/Psychic
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: 100% M / 0% F
Evolution Stage: 1/1 | 4 ASI



The Eon Pokémon. Latios has the ability to make others see an image of what it has seen or imagines in its head. This Pokémon is intelligent and understands human speech.

Armor Class: 17
Hit Points: 366 | **Hit Dice:** d20
Speed: 20ft. walking, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	10 (+0)	18 (+4)	14 (+2)

Proficient Skills: Acrobatics, Athletics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Dark, Dragon, Fairy, Ghost, Ice
Resistances: Electric, Fighting, Fire, Grass, Psychic, Water
Senses: Darkvision 60ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Helping Hand, Memento, Psywave, Safeguard, Protect, Dragon Dance, Stored Power, Refresh, Heal Pulse, Dragon Breath, Luster Purge, Psycho Shift, Recover, Telekinesis, Zen Headbutt
Level 18: Power Split, Psychic, Dragon Pulse

TM: 02, 03, 04, 05, 06, 10, 11, 13, 15, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 29, 30, 32, 33, 37, 40, 42, 44, 45, 48, 51, 53, 57, 65, 68, 73, 76, 77, 78, 85, 86, 87, 88, 90, 94, 98, 100

KYOGRE #382

Type: Water
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Sea Basin Pokémon. Through Primal Reversion and with nature's full power, it will take back its true form. It can summon storms that cause the sea levels to rise.

Armor Class: 19
Hit Points: 380 | **Hit Dice:** d20
Speed: 50ft. swimming, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	10 (+0)	18 (+4)	16 (+3)

Proficient Skills: Athletics, Survival, History
Saving Throws: Strength, Constitution
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 60ft

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: Ancient Power, Water Pulse, Scary Face, Aqua Tail, Body Slam, Aqua Ring, Ice Beam, Calm Mind, Muddy Water, Sheer Cold
Level 18: Hydro Pump, Double-Edge, Water Spout, Origin Pulse

TM: 04, 05, 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 39, 42, 44, 48, 55, 68, 73, 77, 78, 80, 87, 88, 90, 94, 98, 100

GROUDON #383

Type: Ground
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Continent Pokémon. Groudon is said to be the personification of the land itself. Legends tell of its many clashes against Kyogre, as each sought to gain the power of nature.

Armor Class: 18
Hit Points: 380 | **Hit Dice:** d20
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	20 (+5)	10 (+0)	18 (+4)	12 (+1)

Proficient Skills: Athletics, Survival, History
Saving Throws: Strength, Constitution
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Darkvision 60ft

Drought: When this Pokémon enters an outside battle, the weather immediately changes to bright sunlight for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

Starting Moves: Ancient Power, Mud Shot, Scary Face, Earth Power, Lava Plume, Rest, Earthquake, Bulk Up, Solar Beam, Fissure
Level 18: Fire Blast, Hammer Arm, Eruption, Precipice Blades

TM: 02, 05, 06, 08, 10, 11, 15, 17, 20, 21, 22, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 50, 52, 56, 59, 65, 68, 69, 71, 73, 75, 77, 78, 80, 82, 87, 88, 90, 100

RAYQUAZA #384

Type: Dragon/Flying
Classification: Huge | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Sky High Pokémon. Rayquaza is said to have lived for hundreds of millions of years. Legends remain of how it put to rest the clash between Kyogre and Groudon.

Armor Class: 17
Hit Points: 380 | **Hit Dice:** d20
Speed: 40ft. walking, 40ft. climbing, 50ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

Proficient Skills: Athletics, Survival, History
Saving Throws: Dexterity, Constitution
Vulnerabilities: Dragon, Fairy, Ice, Rock
Resistances: Bug, Fire, Fighting, Grass, Water
Immunities: Ground
Senses: Darkvision 60ft

Air Lock: While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

Starting Moves: Twister, Scary Face, Ancient Power, Crunch, Air Slash, Rest, Extreme Speed, Dragon Dance, Fly
Level 18: Dragon Pulse, Hyper Voice, Outrage, Hyper Beam, Dragon Ascent

TM: 02, 05, 06, 08, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 50, 52, 53, 56, 58, 59, 65, 68, 71, 73, 74, 75, 76, 77, 78, 80, 82, 87, 88, 90, 94, 98, 100

JIRACHI #385

Type: Steel/Psychic
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Wish Pokémon. Jirachi will awaken from its sleep of a thousand years if you sing to it in a voice of purity. It is said to make true any wish that people desire.

Armor Class: 18
Hit Points: 246 | **Hit Dice:** d12
Speed: 15ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	18 (+4)	18 (+4)	18 (+4)

Proficient Skills: Insight, Arcana, Persuasion
Saving Throws: Wisdom, Dexterity, Charisma
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Truesight 20ft

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

Starting Moves: Confusion, Wish, Rest, Swift, Helping Hand, Psychic, Refresh, Lucky Chant, Zen Headbutt, Double-Edge

Level 18: Gravity, Healing Wish, Future Sight, Cosmic Power, Last Resort, Doom Desire

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 37, 40, 42, 44, 48, 53, 56, 57, 68, 73, 77, 85, 86, 87, 88, 89, 90, 91, 92, 99, 100

DEOXYS #386

Type: Psychic
Classification: Medium | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The DNA Pokémon. The DNA of a space virus underwent a sudden mutation upon exposure to a laser beam and resulted in Deoxys. The crystalline organ on this Pokémon's chest appears to be its brain.

Armor Class: 15
Hit Points: 232 | **Hit Dice:** d12
Speed: 40ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	20 (+5)	20 (+5)	12 (+1)

Proficient Skills: Athletics, Acrobatics
Saving Throws: Strength, Dexterity, Constitution
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

Transformer: This Pokémon has a standard Normal form from which all stats are based, but may change forms as a bonus action to drastically change its abilities. The forms it can take are Attack, Defense, and Speed.

- In Attack form, it adds an additional +5 to its attack rolls, but all attacks against it has advantage.
- In Defense form, its AC increases by 3, but its attacks are rolled at disadvantage. If the activated move requires a save, the target(s) have advantage.
- In Speed form, it gains an additional attack action each turn, but the attack is done at disadvantage. If it is a move that requires a save, the target(s) have advantage.

Starting Moves: Leer, Wrap, Night Shade, Teleport, Knock Off, Pursuit, Psychic, Snatch, Psycho Shift, Zen Headbutt

Level 18: Cosmic Power, Recover, Psycho Boost, Hyper Beam

TM: 03, 04, 06, 10, 11, 12, 13, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 39, 40, 41, 42, 44, 47, 48, 52, 53, 56, 57, 59, 68, 73, 77, 80, 84, 85, 86, 87, 88, 90, 91, 92, 97, 100

Turtwig #387

Type: Grass
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Tiny Leaf Pokémon. Made from soil, the shell on its back hardens when it drinks water. It lives along lakes.

Armor Class: 13
Hit Points: 18 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Evolution: Turtwig can evolve into Grotle at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Tackle
Level 2: Withdraw, Absorb, Razor Leaf
Level 6: Curse, Bite
Level 10: Mega Drain, Leech Seed
Level 14: Synthesis, Crunch, Giga Drain
Level 18: Leaf Storm

TM: 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

Egg Moves: Amnesia, Body Slam, Double-Edge, Earth Power, Grassy Terrain, Growth, Sand Tomb, Seed Bomb, Spit Up, Stockpile, Superpower, Swallow, Thrash, Tickle, Wide Guard, Worry Seed

Grotle #388

Type: Grass
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 2/3 | 2 ASI



The Grove Pokémon. It lives along water in forests. In the daytime, it leaves the forest to sunbathe its treed shell.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 25ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Constitution
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Evolution: Grotle can evolve into Torterra at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Absorb, Tackle, Withdraw, Razor Leaf
Level 6: Curse, Bite
Level 10: Mega Drain, Leech Seed
Level 14: Synthesis, Crunch
Level 18: Giga Drain, Leaf Storm

TM: 01, 06, 10, 11, 16, 17, 20, 21, 22, 27, 32, 33, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 100

TORTERRA #389

Type: Grass/Ground
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Monster, Grass
Gender Rate: 87% M / 13% F
Evolution Stage: 3/3 | 2 ASI



The Continent Pokémon. Small Pokémon occasionally gather on its unmoving back to begin building their nests.

Armor Class: 16
Hit Points: 122 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Nature
Saving Throws: Constitution, Strength
Vulnerabilities: Bug, Fire, Flying, Ice
Resistances: Ground, Rock
Immunities: Electric
Senses: Tremorsense 100ft

Overgrow: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Shell Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Starting Moves: Absorb, Earthquake, Razor Leaf, Tackle, Withdraw, Wood Hammer, Curse, Bite, Mega Drain

Level 14: Leech Seed, Synthesis

Level 18: Crunch, Giga Drain, Leaf Storm

TM: 01, 05, 06, 10, 11, 15, 16, 17, 20, 21, 22, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 53, 68, 69, 71, 75, 78, 80, 86, 87, 88, 90, 96, 100

CHIMCHAR #390

Type: Fire
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Field, Human-Like
Gender Rate: 87% M / 13% F
Evolution Stage: 1/3 | 2 ASI



The Chimp Pokémon. It agilely scales sheer cliffs to live atop craggy mountains. Its fire is put out when it sleeps.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

Evolution: Chimchar can evolve into Monferno at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Leer, Scratch

Level 2: Ember, Taunt

Level 6: Fury Swipes, Flame Wheel

Level 10: Nasty Plot, Torment, Facade

Level 14: Fire Spin, Acrobatics, Slack Off

Level 18: Flamethrower

TM: 01, 06, 08, 10, 11, 12, 17, 21, 27, 31, 32, 35, 38, 40, 41, 42, 43, 44, 45, 47, 48, 50, 56, 61, 62, 65, 75, 86, 87, 88, 89, 90, 100

Egg Moves: Assist, Blaze Kick, Counter, Double Kick, Encore, Fake Out, Quick Guard, Fire Punch, Focus Energy, Focus Punch, Heat Wave, Helping Hand, Submission, Thunder Punch

MONFERNO #391

Type: Fire/Fighting
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Field, Human-Like
Gender Rate: 87% M / 13% F
Evolution Stage: 2/3 | 2 ASI



The Playful Pokémon. To intimidate attackers, it stretches the fire on its tail to make itself appear bigger.

Armor Class: 14
Hit Points: 45 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Flying, Ground, Psychic, Water
Resistances: Bug, Dark, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

Evolution: Monferno can evolve into Infernape at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Ember, Leer, Mach Punch, Scratch, Taunt

Level 6: Fury Swipes, Flame Wheel

Level 10: Feint, Torment

Level 14: Close Combat, Fire Spin

Level 18: Acrobatics, Slack Off, Flare Blitz

TM: 01, 06, 08, 10, 11, 12, 17, 21, 27, 31, 32, 35, 38, 39, 40, 41, 42, 43, 44, 45, 47, 48, 50, 52, 56, 61, 62, 65, 75, 80, 84, 86, 87, 88, 89, 90, 100

INFERNAPE #392

Type: Fire/Fighting
Classification: Small | SR 12
Minimum Level Found: 10
Egg Group: Field, Human-Like
Gender Rate: 87% M / 13% F
Evolution Stage: 3/3 | 2 ASI



The Flame Pokémon. It uses a special kind of martial arts involving all its limbs. Its fire never goes out.

Armor Class: 15
Hit Points: 102 | **Hit Dice:** d12
Speed: 35ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Intimidation
Saving Throws: Dexterity, Strength
Vulnerabilities: Flying, Ground, Psychic, Water
Resistances: Bug, Dark, Fire, Grass, Ice, Steel

Blaze: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Iron Fist: When attacking with a punch-based move (Mega Punch, Dynamic Punch, Ice/Fire/Thunder Punch, etc.), this Pokémon may roll the damage twice and choose either total.

Starting Moves: Close Combat, Ember, Leer, Mach Punch, Scratch, Taunt, Fury Swipes, Flame Wheel, Feint, Punishment

Level 14: Fire Spin

Level 18: Acrobatics, Calm Mind, Flare Blitz

TM: 01, 04, 05, 06, 08, 10, 11, 12, 15, 17, 21, 22, 26, 27, 31, 32, 35, 38, 39, 40, 41, 42, 43, 44, 45, 47, 48, 50, 52, 56, 61, 62, 65, 68, 71, 75, 78, 80, 84, 86, 87, 88, 89, 90, 100

PIPLUP #393

Type: Water

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Water 1, Field

Gender Rate: 87% M / 13% F

Evolution Stage: 1/3 | 2 ASI



The Penguin Pokémon. Because it is very proud, it hates accepting food from people. Its thick down guards it from cold.

Armor Class: 13

Hit Points: 17 | Hit Dice: d6

Speed: 25ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Evolution: Piplup can evolve into Prinplup at level 6 and above. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Pound, Growl

Level 2: Bubble, Water Sport

Level 6: Peck, Bubble Beam, Bide

Level 10: Fury Attack, Brine, Whirlpool

Level 14: Mist, Drill Peck

Level 18: Hydro Pump

TM: 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 55, 56, 60, 86, 87, 88, 90, 94, 98, 100

Egg Moves: Agility, Aqua Ring, Bide, Double Hit, Flail, Hydro Pump, Mud Sport, Mud-Slap, Snore, Supersonic, Yawn

PRINPLUP #394

Type: Water

Classification: Small | SR 5

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/3 | 2 ASI



The Penguin Pokémon. It lives alone, away from others. Apparently, every one of them believes it is the most important.

Armor Class: 14

Hit Points: 50 | Hit Dice: d8

Speed: 30ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Evolution: Prinplup can evolve into Empoleon at level 14 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Bubble, Growl, Metal Claw, Tackle, Water Sport

Level 6: Peck, Bubble Beam

Level 10: Bide, Fury Attack

Level 14: Brine, Whirlpool

Level 18: Mist, Drill Peck, Hydro Pump

TM: 01, 06, 07, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 55, 56, 60, 65, 86, 87, 88, 90, 94, 98, 100

EMPOLEON #395

Type: Water/Steel
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Water 1, Field
Gender Rate: 87% M / 13% F
Evolution Stage: 3/3 | 2 ASI



The Emperor Pokémon. The three horns that extend from its beak attest to its power. The leader has the biggest horns.

Armor Class: 16
Hit Points: 117 | **Hit Dice:** d12
Speed: 30ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Electric, Fighting, Ground
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock, Steel, Water
Immunities: Poison

Torrent: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Starting Moves: Aqua Jet, Bubble, Growl, Metal Claw, Tackle, Swords Dance, Peck, Bubble Beam, Swagger, Fury Attack

Level 14: Brine, Whirlpool

Level 18: Mist, Drill Peck, Hydro Pump

TM: 01, 05, 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 31, 32, 39, 40, 42, 44, 45, 48, 49, 51, 55, 56, 60, 65, 68, 75, 78, 80, 86, 87, 88, 90, 91, 94, 98, 100

STARLY #396

Type: Normal/Flying
Classification: Tiny | SR 1/8
Minimum Level Found: 1
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Starling Pokémon. They flock in great numbers. Though small, they flap their wings with great power.

Armor Class: 11
Hit Points: 16 | **Hit Dice:** d6
Speed: 25ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Evolution: Starly can evolve into Staravia at level 5 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle

Level 2: Quick Attack, Wing Attack, Double Team

Level 6: Endeavor, Whirlwind

Level 10: Aerial Ace, Take Down

Level 14: Agility, Brave Bird

Level 18: Final Gambit

TM: 01, 06, 10, 11, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 76, 87, 88, 89, 90, 100

Egg Moves: Astonish, Detect, Double-Edge, Feather Dance, Foresight, Fury Attack, Mirror Move, Pursuit, Revenge, Roost, Sand Attack, Steel Wing, Up roar

STARAVIA #397

Type: Normal/Flying
Classification: Tiny | SR 3
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Starling Pokémon. It flies around forests and fields in search of bug Pokémon. It stays within a huge flock.

Armor Class: 13
Hit Points: 45 | **Hit Dice:** d8
Speed: 25ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Evolution: Staravia can evolve into Staraptor at level 12 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Growl, Quick Attack, Tackle, Wing Attack, Double Team
Level 6: Endeavor
Level 10: Whirlwind, Aerial Ace
Level 14: Take Down, Agility
Level 18: Brave Bird, Final Gambit

TM: 01, 06, 10, 11, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 76, 87, 88, 89, 90, 100

STARAPTOR #398

Type: Normal/Flying
Classification: Small | SR 12
Minimum Level Found: 10
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Predator Pokémon. It has a savage nature. It will courageously challenge foes that are much larger.

Armor Class: 15
Hit Points: 107 | **Hit Dice:** d12
Speed: 25ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Perception, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Electric, Ice, Rock
Resistances: Bug, Grass
Immunities: Ghost, Ground

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Starting Moves: Close Combat, Growl, Quick Attack, Tackle, Wing Attack, Double Team, Endeavor, Whirlwind, Aerial Ace
Level 14: Take Down, Agility
Level 18: Brave Bird, Final Gambit

TM: 01, 06, 10, 11, 15, 17, 18, 19, 21, 27, 32, 40, 42, 44, 45, 46, 48, 49, 51, 68, 76, 87, 88, 89, 90, 100

BIDOOF #399

Type: Normal

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Water 1, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Plump Mouse Pokémon. With nerves of steel, nothing can perturb it. It is more agile and active than it appears.

Armor Class: 12

Hit Points: 17 | Hit Dice: d6

Speed: 20ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Fighting

Resistances: None

Immunities: Ghost

Simple: Once per short rest, you may double this Pokémon's Move modifier for a single attack or damage roll.

Unaware: When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Evolution: Bidoof can evolve into Bibarel at level 5 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Growl, Tackle

Level 2: Defense Curl, Rollout, Headbutt

Level 6: Hyper Fang, Yawn

Level 10: Crunch, Take Down

Level 14: Super Fang, Swords Dance, Amnesia

Level 18: Superpower, Curse

TM: 01, 06, 10, 11, 12, 13, 14, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 49, 57, 73, 75, 86, 87, 88, 90, 100

Egg Moves: Aqua Tail, Defense Curl, Double-Edge, Endure, Fury Swipes, Odor Sleuth, Quick Attack, Rock Climb, Rollout, Skull Bash, Sleep Talk, Water Sport

BIBAREL #400

Type: Normal/Water

Classification: Small | SR 7

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Beaver Pokémon. It makes its nest by damming streams with bark and mud. It is known as an industrious worker.

Armor Class: 14

Hit Points: 55 | Hit Dice: d10

Speed: 25ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Fighting, Grass

Resistances: Fire, Ice, Steel, Water

Immunities: Ghost

Simple: Once per short rest, you may double this Pokémon's Move modifier for a single attack or damage roll.

Unaware: When this Pokémon attacks an opponent, it ignores any stat changes the opponent has been affected with after the start of battle.

HIDDEN ABILITY

Moody: At the end of each long rest, this Pokémon rerolls on the nature table, replacing its nature with the result until the next long rest.

Starting Moves: Aqua Jet, Growl, Tackle, Water Gun, Defense Curl, Rollout, Headbutt, Rototiller

Level 6: Hyper Fang

Level 10: Yawn, Crunch

Level 14: Take Down, Super Fang

Level 18: Swords Dance, Amnesia, Superpower, Curse

TM: 01, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 30, 32, 42, 44, 45, 46, 48, 49, 55, 56, 57, 68, 73, 75, 78, 86, 87, 88, 90, 94, 98, 100

KRICKETOT #401

Type: Bug
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Cricket Pokémon. It shakes its head back to front, causing its antennae to hit each other and sound like a xylophone.

Armor Class: 12
Hit Points: 16 | Hit Dice: d6
Speed: 15ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Performance
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting
Senses: Darkvision 20ft

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

HIDDEN ABILITY

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Evolution: Kricketot can evolve into Kricketune at level 4 and above. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Starting Moves: Bide, Growl
Level 2: Struggle Bug
Level 6: Bug Bite

TM: None

KRICKETUNE #402

Type: Bug
Classification: Small | SR 5
Minimum Level Found: 5
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Cricket Pokémon. It crosses its knifelike arms in front of its chest when it cries. It can compose melodies ad lib.

Armor Class: 13
Hit Points: 45 | Hit Dice: d10
Speed: 25ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	16 (+3)

Proficient Skills: Performance
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting
Senses: Darkvision 40ft

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

Starting Moves: Bide, Fury Cutter, Growl
Level 6: Absorb, Sing, Focus Energy
Level 10: Slash, X-Scissor, Screech
Level 14: Taunt, Night Slash, Fell Stinger
Level 18: Bug Buzz, Perish Song, Sticky Web

TM: 06, 10, 11, 12, 15, 17, 18, 21, 27, 28, 31, 32, 40, 42, 44, 45, 48, 49, 54, 68, 75, 81, 83, 87, 88, 90, 100

SHINX #403

Type: Electric

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/3 | 2 ASI



The Flash Pokémon. All of its fur dazzles if danger is sensed. It flees while the foe is momentarily blinded.

Armor Class: 11

Hit Points: 16 | Hit Dice: d6

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	6 (-2)	10 (+0)	12 (+1)

Proficient Skills: Perception

Saving Throws: Dexterity

Vulnerabilities: Ground

Resistances: Electric, Flying, Steel

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

Evolution: Shinx can evolve into Luxio at level 5 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Tackle

Level 2: Leer, Charge, Baby-Doll Eyes

Level 6: Spark, Bite, Roar

Level 10: Swagger, Thunder Fang

Level 14: Crunch, Scary Face, Discharge

Level 18: Wild Charge

TM: 05, 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 57, 72, 73, 87, 88, 90, 93, 95, 100

Egg Moves: Double Kick, Eerie Impulse, Fake Tears, Fire Fang, Helping Hand, Howl, Ice Fang, Night Slash, Quick Attack, Shock Wave, Signal Beam, Swift, Take Down, Thunder Fang

LUXIO #404

Type: Electric

Classification: Small | SR 6

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/3 | 2 ASI



The Spark Pokémon. Its claws loose electricity with enough amperage to cause fainting. They live in small groups.

Armor Class: 13

Hit Points: 50 | Hit Dice: d8

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Perception

Saving Throws: Dexterity

Vulnerabilities: Ground

Resistances: Electric, Flying, Steel

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

Evolution: Luxio can evolve into Luxray at level 11 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Leer, Tackle, Charge, Spark

Level 6: Bite

Level 10: Roar, Swagger

Level 14: Thunder Fang, Crunch, Scary Face

Level 18: Discharge, Wild Charge

TM: 05, 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 57, 72, 73, 87, 88, 90, 93, 95, 100

LUXRAY #405

Type: Electric
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Gleam Eyes Pokémon. It has eyes that can see through anything. It spots and captures prey hiding behind objects.

Armor Class: 15
Hit Points: 102 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	16 (+3)

Proficient Skills: Perception, Investigation
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel
Senses: Truesight 30ft

Rivalry: This Pokémon adds its proficiency bonus to damage when attacking a Pokémon of the same type.

Intimidate: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

HIDDEN ABILITY

Guts: When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

Starting Moves: Charge, Leer, Tackle, Spark, Bite, Roar, Swagger
Level 14: Thunder Fang, Crunch, Scary Face
Level 18: Discharge, Wild Charge, Electric Terrain

TM: 05, 06, 10, 15, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 46, 48, 57, 68, 72, 73, 87, 88, 90, 93, 95, 100

BUDEW #406

Type: Grass/Poison
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Bud Pokémon. Over the winter, it closes its bud and endures the cold. In spring, the bud opens and releases pollen.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

HIDDEN ABILITY

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

Evolution: Budew can evolve into Roselia at level 6 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Absorb, Growth
Level 2: Water Sport, Stun Spore
Level 6: Mega Drain, Worry Seed

TM: 06, 09, 10, 11, 17, 18, 21, 22, 27, 30, 32, 36, 42, 44, 45, 48, 53, 75, 77, 86, 87, 88, 90, 96, 99, 100

Egg Moves: Bullet Seed, Cotton Spore, Extrasensory, Giga Drain, Grass Whistle, Leaf Storm, Mind Reader, Natural Gift, Pin Missile, Razor Leaf, Seed Bomb, Sleep Powder, Spikes, Synthesis

ROSERADE #407

Type: Grass/Poison
Classification: Small | SR 12
Minimum Level Found: 10
Egg Group: Fairy, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Bouquet Pokémon. It attracts prey with a sweet aroma, then downs it with thorny whips hidden in its arms.

Armor Class: 16
Hit Points: 70 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Nature, Deception
Saving Throws: Constitution, Wisdom
Vulnerabilities: Fire, Flying, Ice, Psychic
Resistances: Electric, Fairy, Fighting, Grass, Water

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Poison Point: When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

HIDDEN ABILITY

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

Starting Moves: Magical Leaf, Mega Drain, Poison Sting, Sweet Scent, Weather Ball, Grassy Terrain, Venom Drench

TM: 06, 09, 10, 11, 15, 17, 18, 21, 22, 27, 30, 32, 36, 42, 44, 45, 48, 53, 68, 75, 77, 84, 86, 87, 88, 90, 96, 99, 100

CRANIDOS #408

Type: Rock
Classification: Small | SR 2
Minimum Level Found: 1
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Head Butt Pokémon. It lived in jungles around 100 million years ago. Its skull is as hard as iron.

Armor Class: 12
Hit Points: 20 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison

Mold Breaker: This Pokémon's moves ignore any abilities that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, Sturdy, etc.)

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Evolution: Cranidos can evolve into Rampardos at level 8 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Headbutt, Leer
Level 2: Focus Energy, Pursuit
Level 6: Take Down, Scary Face
Level 10: Assurance, Chip Away
Level 14: Ancient Power, Zen Headbutt
Level 18: Screech, Head Smash

TM: 05, 06, 10, 11, 13, 14, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 56, 66, 69, 71, 75, 78, 80, 87, 88, 90, 100

Egg Moves: Crunch, Curse, Double-Edge, Hammer Arm, Iron Head, Iron Tail, Leer, Slam, Stomp, Thrash, Whirlwind

RAMPARDOS #409

Type: Rock
Classification: Medium | SR 8
Minimum Level Found: 5
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Head Butt Pokémon. Its powerful head butt has enough power to shatter even the most durable things upon impact.

Armor Class: 13
Hit Points: 61 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison

Mold Breaker: This Pokémon's moves ignore any abilities that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, Sturdy, etc.)

HIDDEN ABILITY

Sheer Force: When activating a move that has a chance to impose a stat change or inflict a status, this creature instead doubles its move modifier for the damage with no chance of the additional effect.

Starting Moves: Endeavor, Focus Energy, Headbutt, Leer, Pursuit
Level 6: Take Down, Scary Face
Level 10: Assurance, Chip Away
Level 14: Ancient Power
Level 18: Zen Headbutt, Screech, Head Smash

TM: 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 52, 56, 66, 68, 69, 71, 75, 78, 80, 82, 87, 88, 90, 94, 100

SHIELDON #410

Type: Rock/Steel
Classification: Tiny | SR 3
Minimum Level Found: 1
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Shield Pokémon. A Pokémon that lived in jungles around 100 million years ago. Its facial hide is extremely hard.

Armor Class: 16
Hit Points: 19 | **Hit Dice:** d8
Speed: 20ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Soundproof: This Pokémon is immune to sound-based moves.

Evolution: Shieldon can evolve into Bastiodon at level 8 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Protect, Tackle
Level 2: Taunt, Metal Sound
Level 6: Take Down, Iron Defense
Level 10: Swagger, Ancient Power
Level 14: Endure, Metal Burst
Level 18: Iron Head, Heavy Slam

TM: 05, 06, 10, 11, 12, 13, 14, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 41, 42, 44, 45, 48, 69, 71, 78, 80, 87, 88, 90, 91, 100

Egg Moves: Body Slam, Counter, Curse, Double-Edge, Fissure, Focus Energy, Guard Split, Headbutt, Rock Blast, Scary Face, Screech, Stealth Rock, Wide Guard

BASTIODON #411

Type: Rock/Steel
Classification: Small | SR 11
Minimum Level Found: 5
Egg Group: Monster
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Shield Pokémon. Any frontal attack is repulsed. It is a docile Pokémon that feeds on grass and berries.

Armor Class: 20
Hit Points: 71 | **Hit Dice:** d12
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Soundproof: This Pokémon is immune to sound-based moves.

Starting Moves: Block, Metal Sound, Protect, Tackle, Taunt

Level 6: Iron Defense

Level 10: Swagger, Ancient Power

Level 14: Endure

Level 18: Metal Burst, Iron Head, Heavy Slam

TM: 05, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 32, 35, 37, 38, 39, 41, 42, 44, 45, 48, 68, 69, 71, 78, 80, 87, 88, 90, 91, 100

BURMY #412

Type: Bug
Classification: Tiny | SR 1/4
Minimum Level Found: 1
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Bagworm Pokémon. To shelter itself from cold, wintry winds, it covers itself with a cloak made of twigs and leaves.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 10ft. walking, 10ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Rock
Resistances: Grass, Ground, Fighting
Senses: Darkvision 20ft

Shed Skin: If this Pokémon is affected by a negative status ailment, they can roll a d4 at the end of each of their turns. On a result of 4, they are cured.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Evolution: A **male** Burmy can evolve into Mothim at level 6 and above. A **female** Burmy can evolve into Wormadam at level 6 and above, taking on a cloak based upon where it evolved: Plant Cloak for tall grass/forest, Sand Cloak for caves/desert/mountain, and Trash cloak for cities and buildings. When female or male Burmy evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Protect

Level 2: Tackle

Level 6: Bug Bite, Hidden Power

TM: 10, 17

WORMADAM PLANT CLOAK

#413

Type: Bug/Grass

Classification: Tiny | SR 6

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 0% M / 100% F

Evolution Stage: 2/2 | 3 ASI



The Bagworm Pokémon. When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

Armor Class: 15

Hit Points: 50 | Hit Dice: d10

Speed: 15ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Poison, Rock, Ice, Bug

Resistances: Electric, Fighting, Grass, Ground, Water

Senses: Darkvision 30ft

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Bug Bite, Protect, Quiver Dance, Sucker Punch, Tackle

Level 6: Hidden Power, Confusion

Level 10: Razor Leaf, Growth, Psybeam

Level 14: Captivate, Flail, Attract

Level 18: Psychic, Leaf Storm, Bug Buzz

TM: 06, 09, 10, 11, 15, 17, 18, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 68, 77, 83, 85, 86, 87, 88, 90, 100

WORMADAM SAND CLOAK

#413

Type: Bug/Ground

Classification: Tiny | SR 6

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 0% M / 100% F

Evolution Stage: 2/2 | 3 ASI



The Bagworm Pokémon. When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

Armor Class: 16

Hit Points: 50 | Hit Dice: d10

Speed: 15ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Constitution

Vulnerabilities: Fire, Flying, Ice, Water

Resistances: Fighting, Ground, Poison

Immunities: Electric

Senses: Darkvision 30ft

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Bug Bite, Protect, Quiver Dance, Sucker Punch, Tackle

Level 6: Hidden Power, Confusion

Level 10: Rock Blast, Harden, Psybeam

Level 14: Captivate, Flail, Attract

Level 18: Psychic, Fissure, Bug Buzz

TM: 06, 09, 10, 11, 15, 17, 18, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 68, 77, 83, 85, 86, 87, 88, 90, 100

WORMADAM TRASH CLOAK

#413

Type: Bug/Steel

Classification: Tiny | SR 6

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 0% M / 100% F

Evolution Stage: 2/2 | 3 ASI



The Bagworm Pokémon. When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

Armor Class: 15

Hit Points: 50 | Hit Dice: d10

Speed: 15ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Constitution

Vulnerabilities: Fire

Resistances: Bug, Dragon, Fairy, Grass, Ice, Normal, Psychic, Steel

Immunities: Poison

Senses: Darkvision 30ft

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

HIDDEN ABILITY

Overcoat: This Pokémon does not take damage from weather-related moves and phenomena like Hail, Weather Ball, etc.

Starting Moves: Metal Burst, Bug Bite, Protect, Quiver Dance, Sucker Punch, Tackle

Level 6: Hidden Power, Confusion

Level 10: Mirror Shot, Metal Sound, Psybeam

Level 14: Captivate, Flail, Attract

Level 18: Psychic, Iron Head, Bug Buzz

TM: 06, 09, 10, 11, 15, 17, 18, 20, 21, 22, 27, 29, 30, 32, 42, 44, 45, 46, 48, 53, 68, 77, 83, 85, 86, 87, 88, 90, 100

MOTHIM #414

Type: Bug/Flying

Classification: Small | SR 4

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 100% M / 0% F

Evolution Stage: 2/2 | 3 ASI



The Moth Pokémon. It loves the honey of flowers and steals honey collected by Combee.

Armor Class: 13

Hit Points: 45 | Hit Dice: d10

Speed: 15ft. walking, 15ft. climbing, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Dexterity

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Senses: Darkvision 50ft

Swarm: This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

HIDDEN ABILITY

Tinted Lens: This Pokémon's moves ignore resistances.

Starting Moves: Bug Bite, Protect, Quiver Dance, Tackle

Level 6: Hidden Power, Confusion

Level 10: Gust, Poison Powder, Psybeam

Level 14: Camouflage, Silver Wind, Air Slash

Level 18: Psychic, Bug Buzz, Lunge

TM: 06, 09, 10, 11, 15, 17, 18, 19, 20, 21, 22, 27, 29, 30, 32, 40, 42, 44, 45, 46, 48, 53, 62, 68, 77, 83, 85, 87, 88, 89, 90, 100

COMBEE #415

Type: Bug/Flying

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Bug

Gender Rate: 87% M / 13% F

Evolution Stage: 1/2 | 3 ASI (F) || 1/1 | 4 ASI (M)



The Tiny Bee Pokémon. A Pokémon formed by three others. It busily carries sweet floral honey to Vespiquen.

Armor Class: 13

Hit Points: 16 | **Hit Dice:** d6

Speed: 10ft. walking, 10ft. climbing, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics

Saving Throws: Dexterity

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Honey Gather: At the end of each battle, this Pokémon may roll a d20 + its proficiency bonus. On a result of 20 or higher, its trainer adds a Honey to their inventory.

HIDDEN ABILITY

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Evolution: A female Combee can evolve into Vespiquen at level 7 and above. When it evolves, its health increases by double its level, and it gains 17 points to add to its ability scores (max 20).

Starting Moves: Gust, Sweet Scent

Level 2: Bug Bite

Level 10: Bug Buzz

TM: None

VESPIQUEN #416

Type: Bug/Flying

Classification: Small | SR 8

Minimum Level Found: 5

Egg Group: Bug

Gender Rate: 0% M / 100% F

Evolution Stage: 2/2 | 3 ASI



The Beehive Pokémon. Its abdomen is a honeycomb for grubs. It raises its grubs on honey collected by Combee.

Armor Class: 17

Hit Points: 55 | **Hit Dice:** d10

Speed: 20ft. walking, 15ft. climbing, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Dexterity, Constitution

Vulnerabilities: Electric, Fire, Flying, Ice, Rock

Resistances: Bug, Fighting, Grass

Immunities: Ground

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Unnerve: Opponents in combat with this Pokémon cannot eat held berries.

Starting Moves: Confuse Ray, Destiny Bond, Gust, Poison Sting, Slash, Sweet Scent, Fury Cutter, Pursuit, Fury Swipes, Fell Stinger

Level 6: Defend Order

Level 10: Power Gem, Heal Order

Level 14: Toxic, Air Slash, Captivate

Level 18: Attack Order, Swagger

TM: 06, 09, 10, 11, 15, 17, 18, 19, 21, 27, 32, 36, 40, 42, 44, 45, 46, 48, 56, 60, 62, 68, 81, 83, 87, 88, 89, 90, 100

PACHIRISU #417

Type: Electric
Classification: Tiny | SR 6
Minimum Level Found: 1
Egg Group: Field, Fairy
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The EleSquirrel Pokémon. It makes fur balls that crackle with static electricity. It stores them with berries in tree holes.

Armor Class: 16
Hit Points: 20 | **Hit Dice:** d8
Speed: 35ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Perception
Saving Throws: Dexterity
Vulnerabilities: Ground
Resistances: Electric, Flying, Steel

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

HIDDEN ABILITY

Volt Absorb: This Pokémon takes no damage from electricity or electric-type attacks. Instead, half of any electric damage done is absorbed, restoring the Pokémon's HP.

Starting Moves: Bide, Growl
Level 2: Quick Attack, Charm, Spark
Level 6: Endure, Swift, Nuzzle
Level 10: Electro Ball, Sweet Kiss, Thunder Wave
Level 14: Super Fang, Discharge
Level 18: Last Resort, Hyper Fang

TM: 06, 10, 16, 17, 18, 21, 24, 25, 27, 32, 42, 44, 45, 48, 49, 56, 57, 72, 73, 86, 87, 88, 89, 90, 100

Egg Moves: Bestow, Bite, Charge, Covet, Defense Curl, Fake Tears, Flail, Flatter, Follow Me, Ion Deluge, Iron Tail, Rollout, Tail Whip

BUIZEL #418

Type: Water
Classification: Small | SR 1/2
Minimum Level Found: 1
Egg Group: Water 1, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Sea Weasel Pokémon. It has a flotation sac that is like an inflatable collar. It floats on water with its head out.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking, 20ft. climbing, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Evolution: Buizel can evolve into Floatzel at level 8 and above. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Starting Moves: Quick Attack, Growl
Level 2: Water Sport, Water Gun
Level 6: Pursuit, Swift, Sonic Boom
Level 10: Aqua Jet, Double Hit, Whirlpool
Level 14: Razor Wind, Aqua Tail, Agility
Level 18: Hydro Pump

TM: 06, 07, 08, 10, 13, 14, 17, 18, 21, 27, 31, 32, 39, 42, 44, 45, 48, 49, 55, 87, 88, 90, 94, 98, 100

Egg Moves: Aqua Ring, Aqua Tail, Baton Pass, Double Slap, Fury Cutter, Fury Swipes, Headbutt, Me First, Mud-Slap, Odor Sleuth, Slash, Soak, Switcheroo, Tail Slap

FLOATZEL #419

Type: Water

Classification: Small | SR 8

Minimum Level Found: 5

Egg Group: Water 1, Field

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Sea Weasel Pokémon. It floats using its well-developed flotation sac. It assists in the rescues of drowning people.

Armor Class: 14

Hit Points: 55 | Hit Dice: d10

Speed: 35 ft. walking, 30 ft. climbing, 40 ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Medicine

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Starting Moves: Crunch, Growl, Ice Fang, Quick Attack, Sonic Boom, Water Sport

Level 6: Water Gun, Pursuit, Swift

Level 10: Aqua Jet, Double Hit

Level 14: Whirlpool, Razor Wind

Level 18: Aqua Tail, Agility, Hydro Pump

TM: 05, 06, 07, 08, 10, 12, 13, 14, 15, 17, 18, 21, 27, 31, 32, 39, 41, 42, 44, 45, 48, 49, 52, 55, 66, 68, 87, 88, 90, 94, 98, 100

CHERUBI #420

Type: Grass

Classification: Tiny | SR 1/4

Minimum Level Found: 1

Egg Group: Fairy, Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Cherry Pokémon. The small ball holds the nutrients needed for evolution. Apparently, it is very sweet and tasty.

Armor Class: 12

Hit Points: 17 | Hit Dice: d6

Speed: 15 ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Evolution: Cherubi can evolve into Cherrim at level 7 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Morning Sun, Tackle

Level 2: Growth, Leech Seed, Helping Hand

Level 6: Magical Leaf, Sunny Day

Level 10: Worry Seed, Take Down

Level 14: Solar Beam, Lucky Chant

Level 18: Petal Blizzard

TM: 06, 10, 11, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 75, 86, 87, 88, 90, 96, 99, 100

Egg Moves: Aromatherapy, Defense Curl, Flower Shield, Grass Whistle, Heal Pulse, Healing Wish, Natural Gift, Nature Power, Razor Leaf, Rollout, Seed Bomb, Sweet Scent, Tickle, Weather Ball

CHERRIM #421

Type: Grass

Classification: Tiny | SR 8

Minimum Level Found: 5

Egg Group: Fairy, Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Blossom Pokémon. It blooms during times of strong sunlight. It tries to make up for everything it endured as a bud.

Armor Class: 15

Hit Points: 55 | **Hit Dice:** d10

Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Flower Gift: During harsh sunlight, ally Pokémon within 30 feet of this Pokémon add their proficiency bonus to damage rolls.

Form Change: Cherrim changes appearance depending on the weather. In strong sunlight, it blossoms into Sunshine Form.

Starting Moves: Growth, Leech Seed, Morning Sun, Petal Dance, Helping Hand

Level 6: Magical Leaf, Sunny Day

Level 10: Worry Seed

Level 14: Take Down, Solar Beam,

Level 18: Lucky Chant, Petal Blizzard

TM: 06, 10, 11, 15, 17, 20, 21, 22, 27, 32, 42, 44, 45, 48, 53, 68, 75, 86, 87, 88, 90, 96, 99, 100

SHELLOS #422

Type: Water

Classification: Tiny | SR 2

Minimum Level Found: 1

Egg Group: Water 1, Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Sea Slug Pokémon. Its colors and shapes differ from region to region. In the Sinnoh region, two types are confirmed.

Armor Class: 13

Hit Points: 21 | **Hit Dice:** d8

Speed: 20ft. walking, 15ft. climbing, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

Storm Drain: If this Pokemon or an ally within 30 feet is targeted with a direct water-type, damage-dealing move, the Pokemon may use a reaction to redirect the target to itself and take half damage from it if it hits.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Evolution: Shellos can evolve into Gastrodon at level 8 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Mud-Slap, Mud Sport, Harden

Level 2: Water Pulse, Mud Bomb

Level 6: Hidden Power, Rain Dance

Level 10: Body Slam

Level 14: Muddy Water

Level 18: Recover

TM: 06, 07, 10, 13, 14, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 83, 87, 88, 90, 94, 100

Egg Moves: Acid Armor, Amnesia, Brine, Clear Smog, Counter, Curse, Fissure, Memento, Mirror Coat, Mist, Sludge, Spit Up, Stockpile, Swallow, Trump Card, Yawn

GASTRODON #423

Type: Water/Ground
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Water 1, Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Sea Slug Pokémon. It has a pliable body without any bones. If any part of its body is torn off, it grows right back.

Armor Class: 14
Hit Points: 71 | **Hit Dice:** d12
Speed: 20ft. walking, 15ft. climbing, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Grass
Resistances: Fire, Poison, Rock, Steel
Immunities: Electric

Sticky Hold: Held items cannot be stolen or knocked away from this Pokémon.

Storm Drain: If this Pokémon or an ally within 30 feet is targeted with a direct water-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Starting Moves: Harden, Mud-Slap, Mud Sport, Water Pulse, Mud Bomb
Level 6: Hidden Power, Rain Dance
Level 10: Body Slam
Level 14: Muddy Water
Level 18: Recover

TM: 06, 07, 10, 13, 14, 15, 17, 18, 21, 26, 27, 32, 34, 36, 37, 39, 42, 44, 45, 48, 55, 68, 71, 78, 80, 83, 87, 88, 90, 94, 98, 100

AMBIPOM #424

Type: Normal
Classification: Small | SR 11
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Long Tail Pokémon. To eat, it deftly shucks nuts with its two tails. It rarely uses its arms now.

Armor Class: 15
Hit Points: 94 | **Hit Dice:** d10
Speed: 30ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Sleight of Hand
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

HIDDEN ABILITY

Skill Link: Combo moves that have the ability to hit more than once, after the same attack roll, are guaranteed to hit at least twice. (Fury Swipes, Double Slap, Water Shuriken, etc.)

Starting Moves: Astonish, Dual Chop, Sand Attack, Scratch, Tail Whip, Baton Pass, Tickle, Fury Swipes, Swift
Level 10: Screech, Agility, Double Hit
Level 14: Fling, Nasty Plot
Level 18: Last Resort

TM: 01, 06, 10, 11, 12, 15, 17, 18, 21, 22, 24, 25, 27, 30, 31, 32, 40, 42, 44, 45, 46, 47, 48, 56, 62, 65, 66, 68, 73, 85, 86, 87, 88, 89, 90, 100

DRIFLOON #425

Type: Ghost/Flying
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Balloon Pokémon. A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

Armor Class: 12
Hit Points: 23 | **Hit Dice:** d10
Speed: 25ft. flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Bug, Grass, Poison
Immunities: Fighting, Ground, Normal

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Unburden: While this Pokémon is not holding an item, it gains 10 feet to its speed.

HIDDEN ABILITY

Flare Boost: This Pokémon adds proficiency to its damage rolls while burned.

Evolution: Drifloon can evolve into Drifblim at level 8 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Constrict, Minimize, Astonish
Level 2: Gust, Focus Energy
Level 6: Payback, Ominous Wind
Level 10: Stockpile, Hex, Spit Up, Swallow
Level 14: Shadow Ball, Amnesia
Level 18: Baton Pass, Explosion

TM: 04, 06, 10, 11, 17, 18, 21, 24, 25, 27, 29, 30, 32, 42, 44, 45, 46, 48, 57, 61, 62, 63, 64, 66, 73, 74, 77, 85, 87, 88, 90, 100

Egg Moves: Body Slam, Clear Smog, Defog, Destiny Bond, Disable, Haze, Hypnosis, Memento, Tailwind, Weather Ball

DRIFBLIM #426

Type: Ghost/Flying
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Blimp Pokémon. It's drowsy in daytime, but flies off in the evening in big groups. No one knows where they go.

Armor Class: 13
Hit Points: 77 | **Hit Dice:** d12
Speed: 30ft. flying

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Dark, Electric, Ghost, Ice, Rock
Resistances: Bug, Grass, Poison
Immunities: Fighting, Ground, Normal

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

Unburden: While this Pokémon is not holding an item, it gains 10 feet to its speed.

HIDDEN ABILITY

Flare Boost: This Pokémon adds proficiency to its damage rolls while burned.

Starting Moves: Astonish, Constrict, Gust, Minimize, Focus Energy
Level 6: Payback, Ominous Wind
Level 10: Stockpile, Hex
Level 14: Spit Up, Swallow, Shadow Ball
Level 18: Amnesia, Baton Pass, Explosion

TM: 04, 06, 10, 11, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 42, 44, 45, 46, 48, 57, 61, 62, 63, 64, 66, 68, 73, 74, 76, 77, 85, 87, 88, 90, 100

BUNEARY #427

Type: Normal
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Field, Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Rabbit Pokémon. It slams foes by sharply uncoiling its rolled ears. It stings enough to make a grown-up cry in pain.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 30ft

Run Away: This Pokémon cannot be the target of an attack of opportunity.

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

Limber: This Pokémon is immune to being paralyzed.

Evolution: Buneary can evolve into Lopunny at level 7 and above if its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Defense Curl, Foresight, Frustration, Pound, Splash

Level 2: Endure, Baby-Doll Eyes

Level 6: Quick Attack, Jump Kick

Level 10: Baton Pass, Agility

Level 14: Dizzy Punch, After You, Charm

Level 18: Entrainment, Bounce, Healing Wish

TM: 01, 06, 10, 11, 13, 17, 18, 21, 22, 24, 27, 30, 32, 42, 44, 45, 48, 56, 57, 73, 86, 87, 88, 90, 100

Egg Moves: Attract, Circle Throw, Copycat, Cosmic Power, Double Hit, Encore, Fake Out, Fake Tears, Fire Punch, Flail, Focus Punch, Ice Punch, Low Kick, Mud Sport, Sky Uppercut, Sweet Kiss, Switcheroo, Teeter Dance, Thunder Punch,

LOPUNNY #428

Type: Normal
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Field, Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Rabbit Pokémon. An extremely cautious Pokémon. It cloaks its body with its fluffy ear fur when it senses danger.

Armor Class: 17
Hit Points: 55 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 60ft

Cute Charm: Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

Klutz: This Pokémon cannot hold an item.

HIDDEN ABILITY

Limber: This Pokémon is immune to being paralyzed.

Starting Moves: Defense Curl, Foresight, Magic Coat, Mirror Coat, Pound, Return, Splash, Endure, Baby-Doll Eyes, Rototiller

Level 6: Quick Attack, Jump Kick

Level 10: Baton Pass, Agility

Level 14: Dizzy Punch, After You, Charm

Level 18: Entrainment, Bounce, Healing Wish, High Jump Kick

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 30, 32, 42, 44, 45, 47, 48, 52, 56, 57, 59, 68, 73, 86, 87, 88, 90, 100

MISMAGIUS #429

Type: Ghost

Classification: Small | SR 12

Minimum Level Found: 8

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Magical Pokémon. Its cries sound like incantations. Those hearing it are tormented by headaches and hallucinations.

Armor Class: 16

Hit Points: 83 | Hit Dice: d10

Speed: 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	16 (+3)

Proficient Skills: Stealth, Deception

Saving Throws: Wisdom, Charisma

Vulnerabilities: Dark, Ghost

Resistances: Bug, Poison

Immunities: Fighting, Normal

Senses: Darkvision 60ft, Truesight 15ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Astonish, Growl, Lucky Chant, Magical Leaf, Power Gem, Psywave, Spite, Mystical Fire, Phantom Force

TM: 04, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 53, 57, 61, 63, 66, 68, 73, 77, 85, 87, 88, 90, 92, 97, 99, 100

HONCHKROW #430

Type: Dark/Flying

Classification: Small | SR 10

Minimum Level Found: 8

Egg Group: Flying

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Big Boss Pokémon. Becoming active at night, it is known to swarm with numerous MURKROW in tow.

Armor Class: 14

Hit Points: 89 | Hit Dice: d12

Speed: 20ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Stealth, Insight

Saving Throws: Wisdom, Dexterity

Vulnerabilities: Electric, Fairy, Ice, Rock

Resistances: Dark, Ghost, Grass

Immunities: Ground, Psychic

Senses: Darkvision 80ft

Insomnia: This Pokémon is immune to sleep.

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

HIDDEN ABILITY

Moxie: Upon causing an opponent to faint, this Pokémon may immediately take another action.

Starting Moves: Astonish, Haze, Night Slash, Pursuit, Sucker Punch, Wing Attack

Level 10: Swagger

Level 14: Nasty Plot

Level 18: Foul Play, Quash, Dark Pulse

TM: 04, 06, 10, 11, 12, 15, 17, 18, 19, 21, 27, 29, 30, 32, 40, 41, 42, 44, 45, 46, 48, 51, 60, 63, 66, 68, 73, 76, 77, 85, 87, 88, 90, 95, 97, 100

GLAMEOW #431

Type: Normal
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 25% M / 75% F
Evolution Stage: 1/2 | 3 ASI



The Catty Pokémon. It claws if displeased and purrs when affectionate. Its fickleness is very popular among some.

Armor Class: 13
Hit Points: 17 | **Hit Dice:** d6
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	14 (+2)

Proficient Skills: Stealth, Perception
Saving Throws: Dexterity, Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 30ft

Limber: This Pokémon is immune to being paralyzed.

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Evolution: Glameow can evolve into Purugly at level 10 and above. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Fake Out
Level 2: Growl, Scratch, Hypnosis
Level 6: Feint Attack, Fury Swipes
Level 10: Charm, Assist, Captivate
Level 14: Slash, Sucker Punch
Level 18: Attract, Hone Claws, Play Rough

TM: 01, 06, 10, 11, 12, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 65, 66, 77, 85, 87, 88, 89, 90, 100

Egg Moves: Assurance, Bite, Fake Tears, Flail, Last Resort, Quick Attack, Sand Attack, Snatch, Tail Whip, Wake-Up Slap

PURUGLY #432

Type: Normal
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 25% M / 75% F
Evolution Stage: 2/2 | 3 ASI



The Tiger Cat Pokémon. It is a brazen brute that barges its way into another Pokémon's nest and claims it as its own.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 30ft. walking, 35ft. climbing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Intimidation
Saving Throws: Dexterity
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 60ft

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Own Tempo: This Pokémon is immune to becoming confused.

HIDDEN ABILITY

Defiant: While this Pokémon is suffering from a negative status effect or stat change imposed by an opponent, it gains +2 to all attack rolls.

Starting Moves: Fake Out, Growl, Scratch, Swagger, Hypnosis
Level 6: Feint Attack, Fury Swipes
Level 10: Charm, Assist, Captivate
Level 14: Slash, Body Slam
Level 18: Attract, Hone Claws

TM: 01, 05, 06, 10, 11, 12, 15, 17, 18, 21, 24, 25, 27, 30, 32, 40, 41, 42, 44, 45, 46, 48, 49, 65, 66, 68, 77, 78, 85, 87, 88, 89, 90, 100

CHINGLING #433

Type: Psychic

Classification: Tiny | SR 1

Minimum Level Found: 1

Egg Group: Undiscovered

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Bell Pokémon. It emits cries by agitating an orb at the back of its throat. It moves with flouncing hops.

Armor Class: 13

Hit Points: 17 | **Hit Dice:** d6

Speed: 25ft. walking, 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Performance

Saving Throws: Wisdom

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

Levitate: This Pokémon is immune to ground moves.

Evolution: Chingling can evolve into Chimecho at level 6 and above. When it evolves, its health increases by double its level, and it gains 16 points to add to its ability scores (max 20).

Starting Moves: Wrap, Growl

Level 2: Astonish, Confusion, Yawn

Level 6: Last Resort, Entrainment

Level 10: Uproar

TM: 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 41, 42, 44, 45, 48, 49, 57, 73, 77, 85, 86, 87, 88, 90, 92, 99, 100

Egg Moves: Cosmic Power, Curse, Disable, Dream Eater, Future Sight, Hypnosis, Recover, Skill Swap, Stored Power, Wish

STUNKY #434

Type: Poison/Dark

Classification: Tiny | SR 1/2

Minimum Level Found: 1

Egg Group: Field

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Skunk Pokémon. It protects itself by spraying a noxious fluid from its rear. The stench lingers for 24 hours.

Armor Class: 13

Hit Points: 20 | **Hit Dice:** d8

Speed: 25ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Proficient Skills: Survival

Saving Throws: Constitution

Vulnerabilities: Ground

Resistances: Dark, Grass, Ghost, Poison

Immunities: Psychic

Senses: Darkvision 30ft

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

HIDDEN ABILITY

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Evolution: Stunky can evolve into Skuntank at level 10 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Focus Energy, Scratch, Poison Gas

Level 2: Screech, Fury Swipes, Smokescreen

Level 6: Feint, Acid Spray, Bite

Level 10: Slash, Toxic, Night Slash

Level 14: Memento, Sucker Punch, Venom Drench

Level 18: Explosion, Belch

TM: 05, 06, 09, 10, 11, 12, 17, 18, 21, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 64, 65, 66, 87, 88, 90, 95, 97, 100

Egg Moves: Astonish, Crunch, Defog, Double-Edge, Leer, Play Rough, Punishment, Pursuit, Scary Face, Smog

SKUNTANK #435

Type: Poison/Dark
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Skunk Pokémon. It sprays a vile-smelling fluid from the tip of its tail to attack. Its range is over 160 feet.

Armor Class: 14
Hit Points: 66 | **Hit Dice:** d12
Speed: 35ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Ground
Resistances: Dark, Grass, Ghost, Poison
Immunities: Psychic
Senses: Darkvision 60ft

Stench: When this Pokémon is hit by a melee attack, roll a d10. On a 10, the attacker flinches.

Aftermath: This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

HIDDEN ABILITY

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Starting Moves: Focus Energy, Flamethrower, Scratch, Poison Gas, Screech, Fury Swipes, Smokescreen
Level 6: Feint, Acid Spray, Bite
Level 10: Slash, Toxic, Night Slash
Level 14: Memento, Sucker Punch, Venom Drench
Level 18: Explosion, Belch

TM: 05, 06, 09, 10, 11, 12, 15, 17, 18, 21, 27, 30, 32, 35, 36, 38, 41, 42, 44, 45, 46, 48, 64, 65, 66, 68, 84, 87, 88, 90, 95, 97, 100

BRONZOR #436

Type: Steel/Psychic
Classification: Tiny | SR 2
Minimum Level Found: 1
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/2 | 3 ASI



The Bronze Pokémon. Implements shaped like it were discovered in ancient tombs. It is unknown if they are related.

Armor Class: 15
Hit Points: 19 | **Hit Dice:** d6
Speed: 15ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: History, Religion
Saving Throws: Constitution
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 30ft

Levitate: This Pokémon is immune to ground moves.

Heatproof: This Pokémon takes half the damage it otherwise would from Fire damage, and is immune to the burning condition.

HIDDEN ABILITY

Heavy Metal: This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

Evolution: Bronzor can evolve into Bronzong at level 9 and above. When it evolves, its health increases by double its level, and it gains 17 points to add to its ability scores (max 20).

Starting Moves: Confusion, Tackle
Level 2: Hypnosis, Imprison, Confuse Ray
Level 6: Psywave, Iron Defense, Feint Attack
Level 10: Safeguard, Future Sight, Metal Sound
Level 14: Gyro Ball, Extrasensory, Payback
Level 18: Heal Block, Heavy Slam

TM: 03, 04, 06, 10, 11, 16, 17, 18, 20, 21, 22, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 66, 69, 74, 77, 78, 80, 85, 86, 87, 88, 90, 91, 92, 100

BRONZONG #437

Type: Steel/Psychic
Classification: Medium | SR 11
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 2/2 | 3 ASI



The Bronze Bell Pokémon. One caused a news sensation when it was dug up at a construction site after a 2,000-year sleep.

Armor Class: 17
Hit Points: 60 | **Hit Dice:** d10
Speed: 20ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	8 (-1)	18 (+4)	10 (+0)

Proficient Skills: History, Religion
Saving Throws: Constitution, Strength
Vulnerabilities: Dark, Fire, Ghost, Ground
Resistances: Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison
Senses: Darkvision 60ft

Levitate: This Pokémon is immune to ground moves.

Heatproof: This Pokémon takes half the damage it otherwise would from Fire damage, and is immune to the burning condition.

HIDDEN ABILITY

Heavy Metal: This Pokémon is especially heavy. Once per long rest, after being targeted by an attack, it may increase its AC by 2 if it would cause an attack to miss.

Starting Moves: Block, Confusion, Hypnosis, Imprison, Rain Dance, Sunny Day, Tackle, Confuse Ray

Level 6: Psywave, Iron Defense, Feint Attack
Level 10: Safeguard, Future Sight, Metal Sound
Level 14: Gyro Ball, Extrasensory
Level 18: Payback, Heal Block, Heavy Slam

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 26, 27, 29, 30, 32, 33, 37, 39, 42, 44, 48, 57, 64, 66, 68, 69, 74, 77, 78, 80, 85, 86, 87, 88, 90, 91, 92, 100

BONSLY #438

Type: Rock
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Bonsai Pokémon. It looks as if it is always crying. It is actually adjusting its body's fluid levels by eliminating excess.

Armor Class: 14
Hit Points: 17 | **Hit Dice:** d6
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting, Grass, Ground, Steel, Water
Resistances: Fire, Flying, Normal, Poison
Senses: Tremorsense 30ft

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

Rock Head: This Pokémon takes no recoil damage.

HIDDEN ABILITY

Rattled: When this Pokémon is hit by a damaging Dark, Bug, or Ghost move, it makes its next attack at advantage.

Evolution: Bonsly can evolve into Sudowoodo at the time 'Mimic' is learned. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Copycat, Fake Tears
Level 2: Flail, Low Kick, Rock Throw
Level 6: Mimic, Feint Attack, Tearful Look
Level 10: Rock Tomb, Block
Level 14: Rock Slide, Counter, Sucker Punch
Level 18: Double-Edge

TM: 04, 06, 10, 11, 17, 21, 23, 27, 31, 32, 37, 39, 42, 44, 45, 46, 48, 64, 69, 77, 80, 87, 88, 90, 96, 100

Egg Moves: Curse, Defense Curl, Endure, Harden, Headbutt, Rollout, Sand Tomb, Self-Destruct, Stealth Rock

MIME JR. #439

Type: Psychic/Fairy
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Mime Pokémon. It habitually mimics foes. Once mimicked, the foe cannot take its eyes off this Pokémon.

Armor Class: 14
Hit Points: 16 | **Hit Dice:** d6
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Performance
Saving Throws: Charisma
Vulnerabilities: Ghost, Poison, Steel
Resistances: Fighting, Psychic
Immunities: Dragon
Senses: Truesight 5ft

Soundproof: This Pokémon is immune to sound-based moves.

Filter: When hit by a move type this Pokémon is vulnerable to, it may roll a d4. In a result of 4, it does not take the additional damage.

HIDDEN ABILITY

Technician: For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

Evolution: Mime Jr. can evolve into Mr. Mime at the time 'Mimic' is learned. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Barrier, Confusion, Pound, Tickle
Level 2: Copycat, Meditate, Double Slap
Level 6: Mimic, Encore, Light Screen, Reflect
Level 10: Psybeam, Substitute, Recycle
Level 14: Trick, Psychic
Level 18: Role Play, Baton Pass, Safeguard

TM: 03, 04, 06, 10, 11, 12, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 31, 32, 33, 41, 42, 44, 45, 46, 48, 56, 57, 73, 77, 83, 85, 86, 87, 88, 90, 92, 100

Egg Moves: Charm, Confuse Ray, Fake Out, Future Sight, Healing Wish, Hypnosis, Icy Wind, Magic Room, Mimic, Nasty Plot, Power Split, Psych Up, Teeter Dance, Trick, Wake-Up Slap

HAPPINY #440

Type: Normal
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 0% M / 100% F
Evolution Stage: 1/3 | 2 ASI



The Playhouse Pokémon. It loves round white things. It carries an egg-shaped rock in imitation of CHANSEY.

Armor Class: 11
Hit Points: 23 | **Hit Dice:** d10
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	16 (+3)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Medicine
Saving Throws: Charisma
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

HIDDEN ABILITY

Friend Guard: Once per long rest, when an ally within 15 feet of this Pokémon is hit by an attack, it may choose to halve the damage dealt.

Evolution: Happiny can evolve into Chansey at level 8 and above with the help of an Oval Stone. When it evolves, its health increases by double its level, and it gains 8 points to add to its ability scores (max 20).

Starting Moves: Charm, Pound
Level 2: Copycat, Refresh, Sweet Kiss

TM: 01, 06, 07, 10, 11, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 35, 38, 42, 44, 45, 48, 49, 56, 73, 77, 85, 86, 87, 88, 90, 100

Egg Moves: Aromatherapy, Counter, Endure, Gravity, Heal Bell, Helping Hand, Last Resort, Metronome, Mud Bomb, Natural Gift, Present, Seismic Toss, Substitute

CHATOT #441

Type: Normal/Flying
Classification: Tiny | SR 5
Minimum Level Found: 5
Egg Group: Flying
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Music Note Pokémon. It can learn and speak human words. If they gather, they all learn the same saying.

Armor Class: 13
Hit Points: 46 | **Hit Dice:** d10
Speed: 20ft. walking, 35ft. flying

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	6 (-2)	12 (+1)	14 (+2)

Proficient Skills: Performance
Saving Throws: Dexterity, Charisma
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: Confide, Peck, Taunt, Growl, Mirror Move, Sing

Level 6: Fury Attack, Chatter

Level 10: Round

Level 14: Mimic, Echoed Voice, Roost

Level 18: Uproar, Synchronoise, Feather Dance, Hyper Voice

TM: 01, 06, 10, 11, 12, 17, 18, 19, 21, 27, 32, 40, 41, 42, 44, 45, 46, 48, 49, 51, 76, 87, 88, 89, 90, 100

Egg Moves: Agility, Air Cutter, Boomburst, Defog, Encore, Nasty Plot, Night Shade, Sleep Talk, Steel Wing, Supersonic

SPIRITOMB #442

Type: Ghost/Dark
Classification: Small | SR 11
Minimum Level Found: 5
Egg Group: Amorphous
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Forbidden Pokémon. A Pokémon that was formed by 108 spirits. It is bound to a fissure in an odd keystone.

Armor Class: 17
Hit Points: 46 | **Hit Dice:** d10
Speed: 25ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	10 (+0)	18 (+4)	12 (+1)

Proficient Skills: History, Arcana
Saving Throws: Wisdom, Strength
Vulnerabilities: Fairy
Resistances: Poison
Immunities: Fighting, Normal, Psychic
Senses: Darkvision 80ft, Truesight 20ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Infiltrator: This Pokémon bypasses Light Screen, Reflect, Substitute, Mist, Safeguard, and Aurora Veil.

Starting Moves: Confuse Ray, Curse, Pursuit, Shadow Sneak, Spite, Feint Attack, Hypnosis

Level 6: Dream Eater

Level 10: Ominous Wind, Sucker Punch

Level 14: Nasty Plot

Level 18: Memento, Dark Pulse

TM: 04, 06, 10, 11, 12, 15, 17, 18, 21, 27, 29, 30, 32, 39, 41, 42, 44, 45, 46, 48, 60, 61, 63, 68, 77, 83, 85, 87, 88, 90, 95, 97, 100

Egg Moves: Captivate, Destiny Bond, Foul Play, Grudge, Imprison, Nightmare, Pain Split, Shadow Sneak, Smokescreen

GIBLE #443

Type: Dragon/Ground
Classification: Tiny | SR 1
Minimum Level Found: 1
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 1/3 | 2 ASI



The Land Shark Pokémon. It nests in small, horizontal holes in cave walls. It pounces to catch prey that stray too close.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 20ft. walking, 20ft. burrowing

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Rough Skin: When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

Evolution: Gible can evolve into Gabite at level 7 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Tackle, Sand Attack
Level 2: Dragon Rage, Sandstorm
Level 6: Take Down, Sand Tomb
Level 10: Slash, Dragon Claw, Dig
Level 14: Dragon Rush

TM: 02, 05, 06, 10, 11, 17, 18, 21, 26, 27, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 65, 71, 78, 80, 87, 88, 90, 100

Egg Moves: Body Slam, Double-Edge, Dragon Breath, Iron Head, Iron Tail, Metal Claw, Mud Shot, Outrage, Rock Climb, Sand Tomb, Scary Face, Thrash, Twister

GABITE #444

Type: Dragon/Ground
Classification: Medium | SR 7
Minimum Level Found: 5
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 2/3 | 2 ASI



The Cave Pokémon. There is a long-held belief that medicine made from its scales will heal even incurable illnesses.

Armor Class: 14
Hit Points: 50 | **Hit Dice:** d8
Speed: 30ft. walking, 30ft. burrowing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Medicine
Saving Throws: Dexterity
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric
Senses: Tremorsense 60ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Rough Skin: When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

Evolution: Gabite can evolve into Garchomp at level 16 and above. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

Starting Moves: Dragon Rage, Dual Chop, Sand Attack, Tackle, Sandstorm
Level 6: Take Down, Sand Tomb
Level 10: Slash
Level 14: Dragon Claw, Dig
Level 18: Dragon Rush

TM: 02, 05, 06, 10, 11, 17, 18, 21, 26, 27, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 65, 71, 78, 80, 87, 88, 90, 100

GARCHOMP #445

Type: Dragon/Ground
Classification: Medium | SR 14
Minimum Level Found: 12
Egg Group: Monster, Dragon
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Mach Pokémon. When it folds up its body and extends its wings, it looks like a jet plane. It flies at sonic speed.

Armor Class: 17
Hit Points: 126 | **Hit Dice:** d12
Speed: 40ft. walking, 40ft. burrowing, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Acrobatics, Survival
Saving Throws: Dexterity, Strength
Vulnerabilities: Dragon, Fairy, Ice
Resistances: Fire, Poison, Rock
Immunities: Electric
Senses: Tremorsense 100ft

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Rough Skin: When this Pokémon is hit by a melee attack, it may roll a d4. On a 4, deal an amount of typeless damage equal to its proficiency modifier to its attacker.

Starting Moves: Crunch, Dragon Rage, Dual Chop, Fire Fang, Sand Attack, Sandstorm, Tackle, Take Down, Sand Tomb, Slash
Level 14: Dragon Claw, Dig
Level 18: Dragon Rush

TM: 02, 05, 06, 10, 11, 15, 17, 18, 21, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 45, 48, 54, 56, 59, 65, 68, 71, 75, 78, 80, 82, 84, 87, 88, 90, 94, 100

MUNCHLAX #446

Type: Normal
Classification: Tiny | SR 3
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Big Eater Pokémon. It wolfs down its weight in food once a day, swallowing food whole with almost no chewing.

Armor Class: 13
Hit Points: 25 | **Hit Dice:** d10
Speed: 10ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Pickup: If an opponent uses a consumable held item in battle, this Pokémon gains a copy of it if it is not currently holding an item.

Thick Fat: This Pokemon takes half the damage it otherwise would from Ice and Fire damage.

HIDDEN ABILITY

Gluttony: This Pokémon must eat its held berry when it falls below ½ of its maximum HP.

Evolution: Munchlax can evolve into Snorlax at level 8 and above if its loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 9 points to add to its ability scores (max 20).

Starting Moves: Lick, Metronome, Odor Sleuth, Recycle, Tackle, Defense Curl
Level 2: Amnesia
Level 6: Chip Away, Screech
Level 10: Body Slam, Stockpile
Level 14: Swallow, Rollout, Fling
Level 18: Belly Drum, Natural Gift, Snatch, Last Resort

TM: 01, 06, 10, 11, 13, 14, 17, 18, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 48, 56, 78, 80, 87, 88, 90, 94, 100

Egg Moves: After You, Belch, Charm, Counter, Curse, Double-Edge, Fissure, Lick, Natural Gift, Pursuit, Self-Destruct, Substitute, Whirlwind, Zen Headbutt

RIOLU #447

Type: Fighting
Classification: Tiny | SR 1/2
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 87% M / 13% F
Evolution Stage: 1/2 | 3 ASI



The Emanation Pokémon. The aura that emanates from its body intensifies to alert others if it is afraid or sad.

Armor Class: 12
Hit Points: 16 | **Hit Dice:** d6
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	8 (-1)	12 (+1)	10 (+0)

Proficient Skills: Insight
Saving Throws: Dexterity
Vulnerabilities: Fairy, Flying, Psychic
Resistances: Bug, Dark, Rock

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Prankster: Once per short rest, this Pokémon can move to the top of initiative order in a single round, but must use a status-affecting move on its turn.

Evolution: Riolu can evolve into Lucario at level 8 and above if it is daytime and its Loyalty level is +2 or higher. When it evolves, its health increases by double its level, and it gains 14 points to add to its ability scores (max 20).

Starting Moves: Endure, Foresight, Quick Attack
Level 2: Counter, Feint
Level 6: Force Palm, Copycat
Level 10: Screech, Reversal
Level 18: Nasty Plot, Final Gambit

TM: 01, 05, 06, 08, 10, 11, 17, 18, 21, 26, 27, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 65, 66, 75, 78, 80, 84, 87, 88, 90, 100

Egg Moves: Agility, Bite, Blaze Kick, Bullet Punch, Circle Throw, Cross Chop, Crunch, Detect, Iron Defense, Low Kick, Mind Reader, Sky Uppercut, Vacuum Wave

LUCARIO #448

Type: Fighting/Steel
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field, Human-Like
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Aura Pokémon. It has the ability to sense the auras of all things. It understands human speech.

Armor Class: 15
Hit Points: 50 | **Hit Dice:** d10
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Proficient Skills: Insight
Saving Throws: Dexterity, Strength
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dark, Dragon, Grass, Ice, Normal, Rock, Steel
Immunities: Poison
Senses: Truesight 30ft

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

Inner Focus: This Pokémon is immune to flinching.

HIDDEN ABILITY

Justified: When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

Starting Moves: Aura Sphere, Detect, Foresight, Metal Claw, Quick Attack, Counter, Feint, Laser Focus

Level 6: Swords Dance, Metal Sound, Power-Up Punch

Level 10: Bone Rush, Quick Guard, Me First

Level 14: Work Up, Calm Mind, Heal Pulse

Level 18: Close Combat, Dragon Pulse, Extreme Speed

TM: 01, 04, 05, 06, 08, 10, 11, 15, 17, 18, 21, 26, 27, 29, 30, 31, 32, 39, 42, 44, 45, 47, 48, 52, 56, 65, 66, 68, 71, 75, 78, 80, 84, 87, 88, 90, 91, 97, 100

HIPPOPOTAS #449

Type: Ground
Classification: Small | SR 1
Minimum Level Found: 1
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Hippo Pokémon. It lives in arid places. Instead of perspiration, it expels grainy sand from its body.

Armor Class: 14
Hit Points: 20 | **Hit Dice:** d8
Speed: 20ft. walking, 20ft. burrowing

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 30ft

Sand Stream: When this Pokémon enters an outside battle, the weather immediately changes to a Sandstorm for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Evolution: Hippopotas can evolve into Hippowdon at level 9 and above. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

Starting Moves: Sand Attack, Tackle
Level 2: Bite, Yawn
Level 6: Dig, Take Down
Level 10: Sand Tomb, Crunch
Level 14: Earthquake
Level 18: Double-Edge, Fissure

TM: 05, 06, 10, 11, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 78, 80, 87, 88, 90, 100

Egg Moves: Body Slam, Curse, Revenge, Sand Tomb, Slack Off, Sleep Talk, Spit Up, Stockpile, Swallow, Whirlwind

HIPPOWDON #450

Type: Ground
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Heavyweight Pokémon. It blasts internally stored sand from ports on its body to create a towering twister for attack.

Armor Class: 18
Hit Points: 66 | **Hit Dice:** d12
Speed: 25ft. walking, 25ft. burrowing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Grass, Ice, Water
Resistances: Poison, Rock
Immunities: Electric
Senses: Tremorsense 60ft

Sand Stream: When this Pokémon enters an outside battle, the weather immediately changes to a Sandstorm for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Starting Moves: Bite, Fire Fang, Ice Fang, Sand Attack, Tackle, Thunder Fang, Yawn
Level 6: Dig, Take Down
Level 10: Sand Tomb, Crunch
Level 14: Earthquake
Level 18: Double-Edge, Fissure

TM: 05, 06, 10, 11, 15, 17, 21, 26, 27, 32, 37, 39, 42, 44, 45, 48, 68, 71, 78, 80, 87, 88, 90, 100

SKORUPI #451

Type: Poison/Bug
Classification: Small | SR 2
Minimum Level Found: 1
Egg Group: Bug, Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Scorpion Pokémon. It grips prey with its tail claws and injects poison. It tenaciously hangs on until the poison takes.

Armor Class: 15
Hit Points: 18 | **Hit Dice:** d6
Speed: 25ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Stealth, Deception
Saving Throws: Constitution
Vulnerabilities: Fire, Flying, Psychic, Rock
Resistances: Bug, Fairy, Fighting, Grass, Poison
Senses: Darkvision 30ft

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Evolution: Skorupi can evolve into Drapion at level 10 and above. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

Starting Moves: Bite, Leer, Poison Sting
Level 2: Knock Off, Pin Missile, Acupressure
Level 6: Pursuit, Bug Bite
Level 10: Poison Fang, Venoshock, Hone Claws
Level 14: Toxic Spikes, Night Slash, Scary Face
Level 18: Crunch, Cross Poison, Fell Stinger

TM: 06, 09, 10, 11, 12, 17, 18, 21, 27, 30, 31, 32, 36, 39, 40, 41, 42, 44, 45, 46, 48, 54, 56, 66, 75, 81, 83, 84, 87, 88, 90, 97, 100

Egg Moves: Agility, Confuse Ray, Feint Attack, Iron Tail, Night Slash, Poison Tail, Pursuit, Sand Attack, Screech, Slash, Twineedle, Whirlwind

DRAPION #452

Type: Poison/Dark
Classification: Medium | SR 10
Minimum Level Found: 5
Egg Group: Bug, Water 3
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Ogre Scorpion Pokémon. It has the power in its clawed arms to make scrap of a car. The tips of its claws release poison.

Armor Class: 17
Hit Points: 55 | **Hit Dice:** d10
Speed: 35ft. walking, 25ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Deception, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Ground
Resistances: Dark, Grass, Ghost, Poison
Immunities: Psychic
Senses: Darkvision 60ft

Battle Armor: This Pokémon is immune to extra damage dealt by a Critical Hit.

Sniper: On a critical hit made by this Pokémon, triple the dice roll instead of doubling it.

HIDDEN ABILITY

Keen Eye: This Pokémon ignores disadvantage when it relates to sight.

Starting Moves: Bite, Fire Fang, Ice Fang, Knock Off, Leer, Poison Sting, Thunder Fang, Pin Missile, Acupressure

Level 6: Pursuit, Bug Bite
Level 10: Poison Fang, Venoshock, Hone Claws
Level 14: Toxic Spikes, Night Slash
Level 18: Scary Face, Crunch, Cross Poison, Fell Stinger

TM: 05, 06, 09, 10, 11, 12, 15, 17, 18, 21, 26, 27, 30, 31, 32, 36, 39, 40, 41, 42, 44, 45, 46, 48, 54, 56, 59, 66, 68, 75, 78, 80, 81, 83, 84, 87, 88, 90, 95, 97, 100

CROAGUNK #453

Type: Poison/Fighting
Classification: Small | SR 1/4
Minimum Level Found: 1
Egg Group: Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Toxic Mouth Pokémon. Its cheeks hold poison sacs. It tries to catch foes off guard to jab them with toxic fingers.

Armor Class: 12
Hit Points: 17 | **Hit Dice:** d6
Speed: 25ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Flying, Ground, Psychic
Resistances: Bug, Dark, Fighting, Grass, Poison, Rock
Senses: Darkvision 30ft

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

Dry Skin: At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

HIDDEN ABILITY

Poison Touch: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Evolution: Croagunk can evolve into Toxicroak at level 10 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

Starting Moves: Astonish, Mud-Slap
Level 2: Poison Sting, Taunt
Level 6: Pursuit, Feint Attack, Revenge
Level 10: Swagger, Mud Bomb, Sucker Punch
Level 14: Venoshock, Nasty Plot
Level 18: Poison Jab, Sludge Bomb, Flatter, Belch

TM: 01, 06, 08, 09, 10, 11, 12, 17, 18, 21, 26, 27, 30, 31, 32, 34, 36, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 63, 66, 78, 80, 81, 84, 87, 88, 90, 97, 100

Egg Moves: Acupressure, Bullet Punch, Counter, Cross Chop, Drain Punch, Dynamic Punch, Fake Out, Feint, Headbutt, Me First, Meditate, Quick Guard, Smelling Salts, Vacuum Wave, Wake-Up Slap

TOXICROAK #454

Type: Poison/Fighting
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Human-Like
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Toxic Mouth Pokémon. Its knuckle claws secrete a toxin so vile that even a scratch could prove fatal.

Armor Class: 15
Hit Points: 55 | **Hit Dice:** d12
Speed: 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Dexterity
Vulnerabilities: Flying, Ground, Psychic
Resistances: Bug, Dark, Fighting, Grass, Poison, Rock
Senses: Darkvision 60ft

Anticipation: When this Pokémon enters the battle, an opponent must reveal if it has a move that the Pokémon is vulnerable to. The move does not have to be revealed - only that there is such a move.

Dry Skin: At the end of each of this Pokémon's turns, it takes an amount of damage equal to its proficiency modifier in harsh sunlight, or heals for the same amount during rain.

HIDDEN ABILITY

Poison Touch: On melee attacks made by this Pokémon, roll a d10 on a hit. On a result of a 10, the target is poisoned.

Starting Moves: Astonish, Mud-Slap, Poison Sting, Taunt
Level 6: Pursuit, Feint Attack, Revenge
Level 10: Swagger, Mud Bomb, Sucker Punch
Level 14: Venoshock, Nasty Plot
Level 18: Poison Jab, Sludge Bomb, Flatter, Belch

TM: 01, 06, 08, 09, 10, 11, 12, 15, 17, 18, 21, 26, 27, 30, 31, 32, 34, 36, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 63, 66, 68, 71, 75, 78, 80, 81, 84, 87, 88, 90, 97, 100

CARNIVINE #455

Type: Grass

Classification: Medium | SR 7

Minimum Level Found: 5

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 1/1 | 4 ASI



The Bug Catcher Pokémon. It attracts prey with its sweet-smelling saliva, then chomps down. It takes a whole day to eat prey.

Armor Class: 14

Hit Points: 54 | **Hit Dice:** d10

Speed: 20ft. walking, 20ft. climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival, Deception

Saving Throws: Constitution

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Senses: Tremorsense 60ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Bind, Growth, Bite, Vine Whip

Level 6: Sweet Scent, Ingrain

Level 10: Feint Attack, Leaf Tornado

Level 14: Spit Up, Stockpile, Swallow, Crunch

Level 18: Wring Out, Power Whip

TM: 06, 10, 11, 15, 17, 21, 22, 27, 32, 36, 42, 44, 45, 46, 48, 53, 56, 66, 68, 75, 83, 86, 87, 88, 90, 96, 100

Egg Moves: Giga Drain, Grass Whistle, Leech Seed, Magical Leaf, Rage Powder, Razor Leaf, Slam, Powder, Stun Spore, Synthesis, Worry Seed

FINNEON #456

Type: Water

Classification: Tiny | SR 2

Minimum Level Found: 1

Egg Group: Water 2

Gender Rate: 50% M / 50% F

Evolution Stage: 1/2 | 3 ASI



The Wing Fish Pokémon. After long exposure to sunlight, the patterns on its tail fins shine vividly when darkness arrives.

Armor Class: 14

Hit Points: 17 | **Hit Dice:** d6

Speed: 5ft. walking, 25ft. swimming

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Perception

Saving Throws: Dexterity

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Darkvision 30ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Storm Drain: If this Pokemon or an ally within 30 feet is targeted with a direct water-type, damage-dealing move, the Pokemon may use a reaction to redirect the target to itself and take half damage from it if it hits.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Evolution: Finneon can evolve into Lumineon at level 9 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Pound

Level 2: Water Gun, Attract, Rain Dance

Level 6: Gust, Water Pulse

Level 10: Captivate, Safeguard

Level 14: Aqua Ring, Whirlpool

Level 18: U-Turn, Bounce, Silver Wind, Soak

TM: 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 66, 77, 87, 88, 89, 90, 94, 96, 98, 100

Egg Moves: Agility, Aqua Tail, Aurora Beam, Brine, Charm, Flail, Psybeam, Signal Beam, Splash, Sweet Kiss, Tickle

LUMINEON #457

Type: Water
Classification: Small | SR 9
Minimum Level Found: 5
Egg Group: Water 2
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Neon Pokémon. It lives on the deep-sea floor. It attracts prey by flashing the patterns on its four tail fins.

Armor Class: 16
Hit Points: 55 | **Hit Dice:** d10
Speed: 5ft. walking, 35ft. swimming

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Nature, Perception
Saving Throws: Dexterity
Vulnerabilities: Electric, Grass
Resistances: Fire, Ice, Steel, Water
Senses: Darkvision 60ft

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Storm Drain: If this Pokémon or an ally within 30 feet is targeted with a direct water-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Starting Moves: Attract, Gust, Pound, Water Gun, Rain Dance

Level 6: Water Pulse

Level 10: Captivate, Safeguard

Level 14: Aqua Ring, Whirlpool

Level 18: U-Turn, Bounce, Silver Wind, Soak

TM: 06, 07, 10, 13, 14, 15, 17, 18, 20, 21, 27, 32, 42, 44, 45, 48, 55, 66, 68, 77, 87, 88, 89, 90, 94, 98, 100

MANTYKE #458

Type: Water/Flying
Classification: Small | SR 3
Minimum Level Found: 1
Egg Group: Undiscovered
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Kite Pokémon. A friendly Pokémon that captures the subtle flows of seawater using its two antennae.

Armor Class: 15
Hit Points: 19 | **Hit Dice:** d6
Speed: 5ft. walking, 20ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity
Vulnerabilities: Electric, Rock
Resistances: Bug, Fighting, Fire, Steel, Water
Immunities: Ground

Swift Swim: This Pokémon's speed is doubled in rainy conditions.

Water Absorb: This Pokémon takes no damage from water or water-type attacks. Instead, half of any water damage done is absorbed, restoring the Pokémon's HP.

HIDDEN ABILITY

Water Veil: This Pokémon is immune to burning.

Evolution: Mantyke can evolve into Mantine at level 8 and above when Remoraid is also in the party. When it evolves, its health increases by double its level, and it gains 6 points to add to its ability scores (max 20).

Starting Moves: Bubble, Tackle, Supersonic

Level 2: Bubble Beam, Confuse Ray

Level 6: Wing Attack, Headbutt, Water Pulse

Level 10: Wide Guard, Take Down, Agility

Level 14: Air Slash, Aqua Ring

Level 18: Bounce, Hydro Pump

TM: 06, 07, 10, 13, 14, 17, 18, 21, 26, 27, 32, 40, 42, 44, 45, 48, 55, 62, 78, 80, 87, 88, 90, 94, 98, 100

Egg Moves: Amnesia, Haze, Hydro Pump, Mirror Coat, Mud Sport, Rock Slide, Signal Beam, Slam, Splash, Tailwind, Twister, Water Sport, Wide Guard

SNOVER #459

Type: Grass/Ice
Classification: Small | SR 1
Minimum Level Found: 1
Egg Group: Monster, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 1/2 | 3 ASI



The Frost Tree Pokémon. It lives on snowy mountains. Having had little contact with humans, it is boldly inquisitive.

Armor Class: 13
Hit Points: 20 | **Hit Dice:** d8
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution
Vulnerabilities: Bug, Fighting, Fire, Flying, Poison, Rock Steel
Resistances: Electric, Grass, Ground, Water

Snow Warning: When this Pokémon enters an outside battle, the weather immediately changes to hail for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

HIDDEN ABILITY

Soundproof: This Pokémon is immune to sound-based moves.

Evolution: Snover can evolve into Abomasnow at level 11 and above. When it evolves, its health increases by double its level, and it gains 11 points to add to its ability scores (max 20).

Starting Moves: Leer, Powder Snow
Level 2: Razor Leaf, Icy Wind, Grass Whistle
Level 6: Swagger, Mist
Level 10: Ice Shard, Ingrain
Level 14: Wood Hammer, Blizzard
Level 18: Sheer Cold

TM: 06, 07, 10, 13, 14, 16, 17, 18, 20, 21, 22, 27, 30, 32, 42, 44, 45, 48, 53, 75, 79, 86, 87, 88, 90, 100

Egg Moves: Avalanche, Bullet Seed, Double-Edge, Growth, Leech Seed, Magical Leaf, Mist, Natural Gift, Seed Bomb, Skull Bash, Stomp

ABOMASNOW #460

Type: Grass/Ice
Classification: Large | SR 10
Minimum Level Found: 8
Egg Group: Monster, Grass
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Frost Tree Pokémon. It whips up blizzards in mountains that are always buried in snow. It is the abominable snowman.

Armor Class: 15
Hit Points: 97 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Bug, Fighting, Fire, Flying, Poison, Rock Steel
Resistances: Electric, Grass, Ground, Water

Snow Warning: When this Pokémon enters an outside battle, the weather immediately changes to hail for 5 rounds. In the case of another Pokémon with a similar weather ability, the tie goes to the Pokémon with the highest DEX score.

HIDDEN ABILITY

Soundproof: This Pokémon is immune to sound-based moves.

Starting Moves: Ice Punch, Icy Wind, Leer, Powder Snow, Razor Leaf, Grass Whistle, Swagger, Mist
Level 10: Ice Shard, Ingrain
Level 14: Wood Hammer
Level 18: Blizzard, Sheer Cold

TM: 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 22, 26, 27, 30, 31, 32, 39, 42, 44, 45, 48, 52, 53, 56, 68, 75, 78, 79, 80, 86, 87, 88, 90, 100

WEAVILE #461

Type: Dark/Ice
Classification: Small | SR 11
Minimum Level Found: 8
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Sharp Claw Pokémon. They live in cold regions, forming groups of four or five that hunt prey with impressive coordination.

Armor Class: 16
Hit Points: 78 | **Hit Dice:** d10
Speed: 40ft. walking, 40ft. climbing

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Stealth, Deception, Sleight of Hand
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Bug, Fairy, Fighting, Fire, Rock, Steel
Resistances: Dark, Ghost, Ice
Immunities: Psychic
Senses: Darkvision 80ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Pickpocket: When hit by a melee attack, this Pokémon may use a reaction to attempt to steal the creature's held item with a Sleight of Hand check contested by the target's Passive Perception. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

Starting Moves: Assurance, Embargo, Leer, Quick Attack, Revenge, Scratch, Taunt, Feint Attack, Icy Wind, Fury Swipes, Nasty Plot, Metal Claw

Level 10: Hone Claws, Fling, Screech

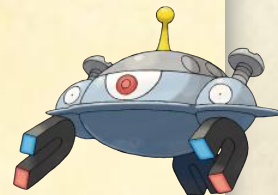
Level 14: Night Slash, Snatch

Level 18: Punishment, Dark Pulse

TM: 04, 06, 07, 10, 11, 12, 13, 14, 15, 17, 18, 21, 27, 30, 31, 32, 33, 40, 41, 42, 44, 45, 46, 47, 48, 52, 54, 56, 63, 65, 66, 68, 75, 77, 81, 84, 85, 87, 88, 90, 94, 95, 97, 100

MAGNEZONE #462

Type: Electric/Steel
Classification: Medium | SR 14
Minimum Level Found: 12
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 3/3 | 2 ASI



The Magnet Area Pokémon. It evolved from exposure to a special magnetic field. Three units generate magnetism.

Armor Class: 17
Hit Points: 133 | **Hit Dice:** d12
Speed: 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Insight, Acrobatics
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Fire, Ground
Resistances: Bug, Dragon, Electric, Fairy, Flying, Grass, Ice, Normal, Psychic, Rock, Steel
Immunities: Poison

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Starting Moves: Barrier, Mirror Coat, Supersonic, Tackle, Thunder Shock, Thunder Wave, Tri Attack, Magnet Bomb, Light Screen, Sonic Boom, Spark, Mirror Shot, Metal Sound, Electro Ball, Electric Terrain, Magnetic Flux

Level 14: Flash Cannon, Screech

Level 18: Discharge, Lock-On, Magnet Rise, Gyro Ball, Zap Cannon

TM: 06, 10, 11, 15, 16, 17, 18, 21, 24, 25, 27, 32, 33, 42, 44, 48, 57, 64, 68, 72, 73, 74, 77, 87, 88, 90, 91, 93, 100

LICKILICKY #463

Type: Normal
Classification: Medium | SR 14
Minimum Level Found: 10
Egg Group: Monster
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Licking Pokémon. It wraps things with its extensible tongue. Getting too close to it will leave you soaked with drool.

Armor Class: 16
Hit Points: 147 | **Hit Dice:** d12
Speed: 25ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	6 (-2)	14 (+2)	14 (+2)

Proficient Skills: Perception
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost

Own Tempo: This Pokémon is immune to becoming confused.

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

HIDDEN ABILITY

Cloud Nine: While this Pokémon is in battle, weather-related abilities have no effect on the Pokémon that have them.

Starting Moves: Lick, Power Whip, Wring Out, Supersonic, Defense Curl, Knock Off, Wrap, Stomp, Disable, Slam

Level 14: Rollout, Chip Away, Me First

Level 18: Refresh, Screech, Gyro Ball

TM: 01, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 26, 27, 30, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 52, 56, 59, 64, 68, 74, 75, 77, 78, 80, 82, 85, 87, 88, 90, 94, 100

RHYPERIOR #464

Type: Ground/Rock
Classification: Large | SR 14
Minimum Level Found: 12
Egg Group: Monster, Field
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Drill Pokémon. It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

Armor Class: 18
Hit Points: 184 | **Hit Dice:** d12
Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics, Intimidation
Saving Throws: Constitution, Strength
Vulnerabilities: Fighting, Grass, Ground, Ice, Steel, Water
Resistances: Fire, Flying, Normal, Poison, Rock
Immunities: Electric
Senses: Tremorsense 100ft

Lightning Rod: If this Pokémon or an ally within 30 feet is targeted with a direct electric-type, damage-dealing move, the Pokémon may use a reaction to redirect the target to itself and take half damage from it if it hits.

Solid Rock: This Pokémon does not take any additional damage from a critical hit.

HIDDEN ABILITY

Reckless: When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

Starting Moves: Fury Attack, Hammer Arm, Horn Attack, Poison Jab, Scary Face, Tail Whip, Smack Down, Stomp, Bulldoze, Chip Away, Rock Blast

Level 14: Drill Run, Take Down, Stone Edge, Chip Away, Head Smash

Level 18: Earthquake, Megahorn, Horn Drill, Rock Wrecker, Double-Edge

TM: 05, 06, 10, 11, 13, 14, 15, 17, 18, 21, 23, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 42, 44, 45, 46, 48, 52, 56, 59, 65, 66, 67, 68, 69, 71, 75, 78, 80, 82, 84, 87, 88, 90, 91, 94, 100

TANGROWTH #465

Type: Grass

Classification: Large | SR 12

Minimum Level Found: 12

Egg Group: Grass

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Vine Pokémon. It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

Armor Class: 17

Hit Points: 128 | Hit Dice: d12

Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Nature, Survival

Saving Throws: Constitution, Strength

Vulnerabilities: Bug, Fire, Flying, Ice, Poison

Resistances: Electric, Grass, Ground, Water

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

HIDDEN ABILITY

Regenerator: Once per long rest, this Pokémon regains hit points equal to its level when it returns to its Pokéball.

Starting Moves: Constrict, Ingrain, Sleep Powder, Vine Whip, Absorb, Poison Powder, Bind, Growth, Mega Drain, Knock Off, Stun Spore

Level 14: Natural Gift, Giga Drain, Ancient Power

Level 18: Slam, Tickle, Wring Out, Power Whip, Block, Grassy Terrain

TM: 06, 10, 11, 15, 17, 21, 22, 26, 27, 31, 32, 33, 36, 39, 40, 42, 44, 45, 46, 48, 52, 53, 56, 66, 68, 75, 77, 78, 80, 83, 84, 86, 87, 88, 90, 96, 100

ELECTIVIRE #466

Type: Electric

Classification: Medium | SR 14

Minimum Level Found: 12

Egg Group: Human-Like

Gender Rate: 75% M / 25% F

Evolution Stage: 3/3 | 2 ASI



The Thunderbolt Pokémon. It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of power.

Armor Class: 16

Hit Points: 136 | Hit Dice: d12

Speed: 35ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics

Saving Throws: Dexterity, Strength

Vulnerabilities: Ground

Resistances: Electric, Flying, Steel

Motor Drive: When hit by an electric-type move, if not immune, this Pokémon's speed increases by 10 feet until the end of combat (up to a max of 50 additional feet).

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Starting Moves: Fire Punch, Leer, Low Kick, Quick Attack, Thunder Shock, Swift, Shock Wave, Thunder Wave, Electro Ball, Light Screen, Thunder Punch, Ion Deluge

Level 14: Discharge, Screech

Level 18: Thunderbolt, Thunder, Giga Impact, Electric Terrain

TM: 06, 10, 12, 15, 16, 17, 18, 21, 24, 25, 26, 27, 29, 31, 32, 35, 39, 41, 42, 44, 45, 46, 47, 48, 52, 56, 57, 68, 72, 73, 78, 80, 87, 88, 90, 93, 100

MAGMORTAR #467

Type: Fire
Classification: Medium | SR 14
Minimum Level Found: 12
Egg Group: Human-Like
Gender Rate: 75% M / 25% F
Evolution Stage: 3/3 | 2 ASI



The Blast Pokémon. It blasts fireballs of over 3,600 degrees F from the ends of its arms. It lives in volcanic craters.

Armor Class: 16
Hit Points: 136 | **Hit Dice:** d12
Speed: 35 ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Athletics
Saving Throws: Constitution, Strength
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Fairy, Fire, Grass, Ice, Steel

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

HIDDEN ABILITY

Vital Spirit: This Pokémon cannot be put to sleep.

Starting Moves: Ember, Leer, Smog, Smokescreen, Thunder Punch, Feint Attack, Fire Spin, Clear Smog, Flame Burst, Confuse Ray, Fire Punch

Level 14: Lava Plume, Sunny Day

Level 18: Flamethrower, Fire Blast, Hyper Beam

TM: 06, 10, 11, 12, 15, 17, 21, 22, 24, 26, 27, 29, 31, 32, 35, 38, 39, 41, 42, 43, 44, 45, 46, 47, 48, 50, 52, 56, 61, 68, 78, 80, 87, 88, 90, 100

TOGEKISS #468

Type: Fairy/Flying
Classification: Medium | SR 14
Minimum Level Found: 12
Egg Group: Flying, Fairy
Gender Rate: 87% M / 13% F
Evolution Stage: 3/3 | 2 ASI



The Jubilee Pokémon. It will never appear where there is strife. Its sightings have become rare recently.

Armor Class: 18
Hit Points: 131 | **Hit Dice:** d12
Speed: 35 ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	10 (+0)	18 (+4)	15 (+2)

Proficient Skills: Arcana, Persuasion
Saving Throws: Wisdom, Charisma
Vulnerabilities: Electric, Ice, Poison, Rock, Steel
Resistances: Bug, Dark, Fighting, Grass
Immunities: Dragon, Ground
Senses: Truesight 30ft

Hustle: When you score a critical hit, you may immediately gain an additional action on your turn. If this action is used to make an attack, you have disadvantage on the roll. You may only ever have one additional action per round.

Serene Grace: The Move DC to pass a saving throw against one of this Pokémon's moves is increased by 1.

HIDDEN ABILITY

Super Luck: This Pokémon increases its critical hit range by 1 (20 to 19+, etc.)

Starting Moves: After You, Air Slash, Aura Sphere, Extreme Speed, Sky Attack

TM: 01, 03, 06, 10, 11, 15, 16, 17, 18, 19, 20, 21, 22, 27, 29, 30, 31, 32, 33, 35, 38, 40, 42, 44, 45, 48, 49, 51, 56, 68, 73, 76, 77, 85, 86, 87, 88, 90, 99, 100

YANMEGA #469

Type: Bug/Flying
Classification: Medium | SR 13
Minimum Level Found: 10
Egg Group: Bug
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Ogre Darner Pokémon. By churning its wings, it creates shock waves that inflict critical internal injuries to foes.

Armor Class: 15
Hit Points: 125 | **Hit Dice:** d12
Speed: 20ft. walking, 30ft. climbing, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics
Saving Throws: Dexterity, Wisdom
Vulnerabilities: Electric, Fire, Flying, Ice, Rock
Resistances: Bug, Fighting, Grass
Immunities: Ground
Senses: Darkvision 100ft

Speed Boost: This Pokémon's speed is increased by 10 feet while in an environment related to its type (DM Discretion).

Tinted Lens: This Pokémon's moves ignore resistances.

HIDDEN ABILITY

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Starting Moves: Bug Bite, Double Team, Foresight, Night Slash, Quick Attack, Tackle, Sonic Boom, Detect, Supersonic, Uproar, Pursuit
Level 14: Ancient Power, Feint
Level 18: Slash, Screech, U-Turn, Air Slash, Bug Buzz
TM: 06, 10, 11, 15, 17, 19, 21, 22, 27, 28, 29, 30, 32, 40, 42, 44, 45, 46, 48, 51, 68, 77, 85, 87, 88, 89, 90, 100

LEAFEON #470

Type: Grass
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Field
Gender Rate: 87% M / 13% F
Evolution Stage: 2/2 | 3 ASI



The Verdant Pokémon. Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

Armor Class: 16
Hit Points: 55 | **Hit Dice:** d10
Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Nature
Saving Throws: Dexterity, Charisma
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water

Leaf Guard: This Pokémon does not suffer from any negative status ailments in harsh sunlight.

HIDDEN ABILITY

Chlorophyll: This Pokémon's speed is doubled in harsh sunlight.

Starting Moves: Helping Hand, Razor Leaf, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack
Level 6: Grass Whistle, Magical Leaf
Level 10: Giga Drain, Swords Dance
Level 14: Synthesis, Sunny Day, Last Resort
Level 18: Leaf Blade

TM: 01, 05, 06, 10, 11, 15, 17, 18, 21, 22, 27, 30, 32, 40, 42, 44, 45, 48, 49, 53, 68, 75, 81, 86, 87, 88, 90, 96, 100

GLACEON #471

Type: Ice

Classification: Small | SR 8

Minimum Level Found: 5

Egg Group: Field

Gender Rate: 87% M / 13% F

Evolution Stage: 2/2 | 3 ASI



The Fresh Snow Pokémon. As a protective technique, it can completely freeze its fur to make its hairs stand like needles.

Armor Class: 16

Hit Points: 55 | Hit Dice: d10

Speed: 40ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Perception, Survival

Saving Throws: Dexterity, Charisma

Vulnerabilities: Fighting, Fire, Rock, Steel

Resistances: Ice

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

Ice Body: While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

Starting Moves: Helping Hand, Icy Wind, Tackle, Tail Whip, Sand Attack, Baby-Doll Eyes, Quick Attack

Level 6: Bite, Ice Fang

Level 10: Ice Shard, Barrier

Level 14: Mirror Coat, Hail, Last Resort

Level 18: Blizzard

TM: 01, 05, 06, 07, 10, 11, 13, 14, 15, 17, 18, 21, 27, 30, 32, 42, 44, 45, 48, 49, 68, 70, 79, 87, 88, 90, 100

GLISCOR #472

Type: Ground/Flying

Classification: Medium | SR 11

Minimum Level Found: 8

Egg Group: Bug

Gender Rate: 50% M / 50% F

Evolution Stage: 2/2 | 3 ASI



The Fang Scorpion Pokémon. It observes prey while hanging inverted from branches. When the chance presents itself, it swoops!

Armor Class: 17

Hit Points: 80 | Hit Dice: d12

Speed: 30ft. walking, 30ft. climbing, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Acrobatics, Stealth

Saving Throws: Dexterity

Vulnerabilities: Ice, Water

Resistances: Bug, Fighting, Poison

Immunities: Electric, Ground

Senses: Darkvision 60ft

Hyper Cutter: This Pokémon's attack or damage bonuses cannot be decreased by an opponent's moves.

Sand Veil: This Pokémon is immune to Sandstorm damage. In addition, its AC increases by 2 in desert terrain, or during a Sandstorm.

HIDDEN ABILITY

Poison Heal: This Pokémon does not suffer the disadvantage effects of the poisoned status. In addition, this Pokémon recovers half of all poison damage it would take, including the damage at each of the end of its turns.

Starting Moves: Fire Fang, Guillotine, Harden, Ice Fang, Knock Off, Poison Jab, Sand Attack, Thunder Fang, Quick Attack, Fury Cutter, Feint Attack, Acrobatics

Level 10: Night Slash, U-Turn

Level 14: Screech, X-Scissor

Level 18: Sky Uppercut, Swords Dance

TM: 06, 09, 10, 11, 12, 15, 17, 18, 19, 21, 26, 27, 31, 32, 36, 37, 39, 40, 41, 42, 44, 45, 46, 48, 51, 54, 56, 59, 62, 66, 68, 69, 71, 75, 78, 80, 81, 84, 87, 88, 89, 90, 97, 100

MAMOSWINE #473

Type: Ice/Ground
Classification: Large | SR 13
Minimum Level Found: 10
Egg Group: Field
Gender Rate: 50% M / 50% F
Evolution Stage: 3/3 | 2 ASI



The Twin Tusk Pokémon. Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.

Armor Class: 15
Hit Points: 112 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	6 (-2)	14 (+2)	10 (+0)

Proficient Skills: Survival
Saving Throws: Constitution, Strength
Vulnerabilities: Fire, Fighting, Grass, Steel, Water
Resistances: Poison
Immunities: Electric

Oblivious: This Pokémon is immune to moves that attempt to charm or taunt it.

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

Thick Fat: This Pokémon takes half the damage it otherwise would from Ice and Fire damage.

Starting Moves: Ancient Power, Fury Attack, Mud Sport, Odor Sleuth, Peck, Powder Snow, Scary Face, Mud-Slap, Endure, Mud Bomb, Hail, Ice Fang, Take Down

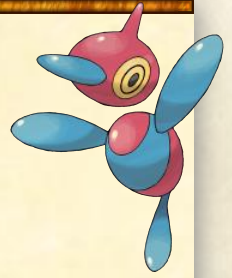
Level 14: Double Hit, Mist, Thrash

Level 18: Earthquake, Blizzard

TM: 05, 06, 07, 10, 13, 14, 15, 16, 17, 18, 21, 26, 27, 32, 33, 37, 39, 42, 44, 45, 48, 68, 71, 78, 80, 87, 88, 90, 100

PORYGON-Z #474

Type: Normal
Classification: Small | SR 14
Minimum Level Found: 10
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 3/3 | 2 ASI



The Virtual Pokémon. Additional software was installed to make it a better Pokémon. It began acting oddly, however.

Armor Class: 15
Hit Points: 112 | **Hit Dice:** d12
Speed: 35ft. walking, 35ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	12 (+1)	16 (+3)	10 (+0)

Proficient Skills: Insight, History
Saving Throws: Constitution, Wisdom
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Truesight 20ft

Adaptability: When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

Download: Once per short rest, this Pokémon can choose a different damage type for one of their normal attacks.

HIDDEN ABILITY

Analytic: After this Pokémon misses an attack, its next attack is done at advantage.

Starting Moves: Conversion, Conversion 2, Magic Coat, Nasty Plot, Tackle, Trick Room, Psybeam, Agility, Recover, Magnet Rise, Signal Beam

Level 14: Embargo, Discharge, Lock-On

Level 18: Tri Attack, Zap Cannon, Hyper Beam

TM: 03, 06, 10, 11, 13, 14, 15, 17, 18, 21, 22, 24, 25, 27, 29, 30, 32, 40, 42, 44, 46, 48, 57, 63, 68, 73, 77, 85, 87, 88, 90, 92, 97, 100

GALLADE #475

Type: Psychic/Fighting
Classification: Medium | SR 12
Minimum Level Found: 8
Egg Group: Human-Like, Amorphous
Gender Rate: 100% M / 0% F
Evolution Stage: 3/3 | 2 ASI



The Blade Pokémon. A master of courtesy and swordsmanship, it fights using extending swords on its elbows.

Armor Class: 16
Hit Points: 101 | **Hit Dice:** d10
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Proficient Skills: Acrobatics, Persuasion
Saving Throws: Wisdom, Strength
Vulnerabilities: Fairy, Flying, Ghost
Resistances: Fighting, Rock
Senses: Truesight 20ft

Steadfast: Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

HIDDEN ABILITY

Justified: When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

Starting Moves: Confusion, Double Team, Leaf Blade, Leer, Night Slash, Slash, Teleport, Quick Guard, Fury Cutter, Aerial Ace, Heal Pulse
Level 10: Wide Guard, Swords Dance, Psycho Cut
Level 14: Helping Hand, Feint
Level 18: False Swipe, Protect, Close Combat, Stored Power

TM: 01, 03, 04, 06, 08, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 26, 27, 29, 30, 31, 32, 33, 39, 40, 41, 42, 44, 45, 46, 47, 48, 49, 52, 54, 56, 57, 61, 68, 71, 73, 75, 77, 78, 80, 81, 84, 85, 86, 87, 88, 90, 92, 99, 100

PROBOPASS #476

Type: Rock/Steel
Classification: Medium | SR 13
Minimum Level Found: 8
Egg Group: Mineral
Gender Rate: 50% M / 50% F
Evolution Stage: 2/2 | 3 ASI



The Compass Pokémon. It exudes strong magnetism from all over. It controls three small units called Mini-Noses.

Armor Class: 20
Hit Points: 97 | **Hit Dice:** d12
Speed: 25ft. walking, 25ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	6 (-2)	12 (+1)	10 (+0)

Proficient Skills: Survival
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Ice, Normal, Psychic, Rock
Immunities: Poison

Sturdy: When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 or 4, halve the damage dealt.

Magnet Pull: Steel opponents in battle with this Pokémon may not switch out or flee.

HIDDEN ABILITY

Sand Force: During a Sandstorm, this Pokémon can double its STAB when it hits an opponent.

Starting Moves: Block, Gravity, Iron Defense, Magnet Bomb, Magnet Rise, Tackle, Tri Attack, Wide Guard, Thunder Wave, Rest, Spark, Rock Slide, Magnetic Flux
Level 10: Power Gem, Rock Blast, Discharge
Level 14: Sandstorm, Earth Power, Stone Edge
Level 18: Lock-On, Zap Cannon

TM: 06, 10, 11, 12, 15, 17, 21, 23, 24, 25, 26, 27, 32, 37, 39, 41, 42, 44, 45, 48, 64, 68, 69, 71, 72, 73, 78, 80, 87, 88, 90, 91, 99, 100

DUSKNOIR #477

Type: Ghost

Classification: Large | SR 14

Minimum Level Found: 12

Egg Group: Amorphous

Gender Rate: 50% M / 50% F

Evolution Stage: 3/3 | 2 ASI



The Gripper Pokémon. The antenna on its head captures radio waves from the world of spirits that command it to take people there.

Armor Class: 19

Hit Points: 126 | **Hit Dice:** d12

Speed: 30ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	8 (-1)	16 (+3)	10 (+0)

Proficient Skills: Deception, Intimidation

Saving Throws: Wisdom, Strength

Vulnerabilities: Dark, Ghost

Resistances: Bug, Poison

Immunities: Fighting, Normal

Senses: Darkvision 100ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Frisk: Upon entering a battle, a single opponent's held item is revealed, if it has one.

Starting Moves: Astonish, Bind, Disable, Fire Punch, Gravity, Ice Punch, Leer, Night Shade, Shadow Punch, Thunder Punch, Foresight, Shadow Sneak, Pursuit, Will-O-Wisp, Confuse Ray

Level 14: Curse, Hex

Level 18: Shadow Ball, Mean Look, Payback, Future Sight

TM: 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 26, 27, 29, 30, 31, 32, 39, 41, 42, 44, 45, 46, 48, 52, 56, 57, 61, 63, 66, 68, 77, 78, 80, 83, 85, 87, 88, 90, 92, 97, 100

FROSLASS #478

Type: Ice/Ghost

Classification: Medium | SR 11

Minimum Level Found: 10

Egg Group: Fairy, Mineral

Gender Rate: 0% M / 100% F

Evolution Stage: 2/2 | 3 ASI



The Snow Land Pokémon. It freezes foes with an icy breath nearly -60 degrees F. What seems to be its body is actually hollow.

Armor Class: 15

Hit Points: 97 | **Hit Dice:** d10

Speed: 20ft. walking, 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	12 (+1)

Proficient Skills: Survival

Saving Throws: Wisdom

Vulnerabilities: Dark, Fire, Ghost, Rock, Steel

Resistances: Bug, Ice, Poison

Immunities: Fighting, Normal

Senses: Darkvision 60ft

Snow Cloak: This Pokémon is immune to Hail damage. It's AC is increased by 2 in arctic conditions, or when it is snowing or hailing.

HIDDEN ABILITY

Cursed Body: When hit by a melee attack, this Pokémon may roll 1d4. On a result of 4, the opponent who made the attack cannot use the same move on its next turn.

Starting Moves: Double Team, Ice Shard, Leer, Ominous Wind, Powder Snow, Icy Wind, Astonish, Draining Kiss, Will-O-Wisp, Confuse Ray

Level 14: Wake-Up Slap, Captivate

Level 18: Shadow Ball, Blizzard, Hail, Destiny Bond

TM: 06, 07, 10, 12, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 41, 42, 44, 45, 48, 56, 61, 63, 66, 68, 70, 73, 77, 79, 85, 87, 88, 90, 100

ROTOM #479

Type: Electric/Ghost
Classification: Tiny | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

Armor Class: 14
Hit Points: 44 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Dexterity
Vulnerabilities: Dark, Ghost, Ground
Resistances: Bug, Electric, Flying, Poison, Steel
Immunities: Fighting, Normal

Levitate: This Pokémon is immune to ground moves.

Form Change: Rotom has 5 alternate forms that it can take when it is near a household appliance. As an action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

Starting Moves: Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar
Level 6: Double Team, Shock Wave
Level 10: Ominous Wind
Level 14: Substitute, Electro Ball
Level 18: Hex, Charge, Discharge

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

ROTOM HEAT #479

Type: Electric/Fire
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

Armor Class: 16
Hit Points: 44 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Dexterity
Vulnerabilities: Ground, Rock, Water
Resistances: Bug, Electric, Fairy, Fire, Flying, Grass, Ice, Steel

Levitate: This Pokémon is immune to ground moves.

Overheat: This Pokémon knows Overheat as a fifth move. The move is forgotten if it takes any other form.

Form Change: Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

Starting Moves: Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar
Level 6: Double Team, Shock Wave
Level 10: Ominous Wind
Level 14: Substitute, Electro Ball
Level 18: Hex, Charge, Discharge

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

ROTOM WASH #479

Type: Electric/Water
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

Armor Class: 16
Hit Points: 44 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Dexterity
Vulnerabilities: Grass, Ground
Resistances: Fire, Flying, Ice, Steel, Water

Levitate: This Pokémon is immune to ground moves.

Hydro Pump: This Pokémon knows Hydro Pump as a fifth move. The move is forgotten if it takes any other form.

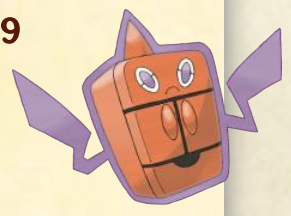
Form Change: Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

Starting Moves: Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar
Level 6: Double Team, Shock Wave
Level 10: Ominous Wind
Level 14: Substitute, Electro Ball
Level 18: Hex, Charge, Discharge

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

ROTOM FROST #479

Type: Electric/Ice
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

Armor Class: 16
Hit Points: 44 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Dexterity
Vulnerabilities: Fighting, Fire, Ground, Rock
Resistances: Flying, Electric, Ice

Levitate: This Pokémon is immune to ground moves.

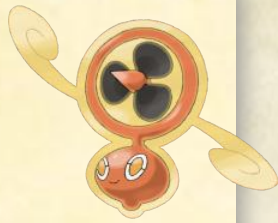
Blizzard: This Pokémon knows Blizzard as a fifth move. The move is forgotten if it takes any other form.

Form Change: Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

Starting Moves: Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar
Level 6: Double Team, Shock Wave
Level 10: Ominous Wind
Level 14: Substitute, Electro Ball
Level 18: Hex, Charge, Discharge

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

ROTOM FAN #479



Type: Electric/Flying
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI

The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

Armor Class: 16
Hit Points: 44 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Dexterity
Vulnerabilities: Ice, Rock
Resistances: Bug, Fighting, Flying, Grass, Steel
Immunities: Ground

Levitate: This Pokémon is immune to ground moves.

Air Slash: This Pokémon knows Air Slash as a fifth move. The move is forgotten if it takes any other form.

Form Change: Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

Starting Moves: Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar
Level 6: Double Team, Shock Wave
Level 10: Ominous Wind
Level 14: Substitute, Electro Ball
Level 18: Hex, Charge, Discharge

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

ROTOM MOW #479



Type: Electric/Grass
Classification: Small | SR 8
Minimum Level Found: 5
Egg Group: Gender Unknown
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI

The Plasma Pokémon. Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

Armor Class: 16
Hit Points: 44 | **Hit Dice:** d8
Speed: 30ft. flying (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficient Skills: Arcana
Saving Throws: Dexterity
Vulnerabilities: Bug, Fire, Ice, Poison
Resistances: Electric, Grass, Water, Steel

Levitate: This Pokémon is immune to ground moves.

Leaf Storm: This Pokémon knows Leaf Storm as a fifth move. The move is forgotten if it takes any other form.

Form Change: Rotom has 5 alternate forms that it can take when it is near a household appliance. As a bonus action, Rotom can take the Heat Form, Wash Form, Frost Form, Fan Form, or Mow Form, changing its typing and stats. The form is dependent on the type of appliance it possesses (DM Discretion). separate stat blocks are provided for each form.

Starting Moves: Astonish, Confuse Ray, Thunder Shock, Thunder Wave, Trick, Uproar
Level 6: Double Team, Shock Wave
Level 10: Ominous Wind
Level 14: Substitute, Electro Ball
Level 18: Hex, Charge, Discharge

TM: 06, 10, 11, 16, 17, 18, 21, 24, 25, 27, 30, 32, 33, 42, 44, 46, 48, 57, 61, 72, 73, 77, 85, 87, 88, 90, 97, 100

UXIE #480

Type: Psychic
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Knowledge Pokémon. Known as "The Being of Knowledge." It is said that it can wipe out the memory of those who see its eyes.

Armor Class: 20
Hit Points: 218 | **Hit Dice:** d12
Speed: 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	28 (+9)	16 (+3)	18 (+4)

Proficient Skills: Insight, Arcana, Persuasion, Intimidation, History, Religion
Saving Throws: Intelligence, Dexterity
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft, Truesight 50ft

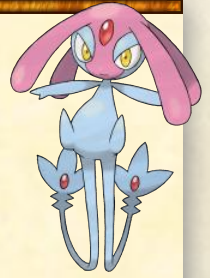
Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Rest, Imprison, Endure, Swift, Yawn, Future Sight
Level 18: Amnesia, Extrasensory, Flail, Natural Gift, Memento

TM: 03, 04, 06, 10, 11, 15, 16, 17, 18, 20, 21, 22, 24, 25, 27, 29, 30, 32, 33, 37, 42, 44, 48, 53, 56, 57, 62, 68, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

MESPRIT #481

Type: Psychic
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Emotion Pokémon. Known as "The Being of Emotion." It taught humans the nobility of sorrow, pain, and joy.

Armor Class: 18
Hit Points: 232 | **Hit Dice:** d12
Speed: 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	16 (+3)	18 (+4)	28 (+9)

Proficient Skills: Insight, Arcana, Persuasion, Intimidation, History, Religion
Saving Throws: Charisma, Dexterity
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft, Truesight 50ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Rest, Imprison, Protect, Swift, Lucky Chant, Future Sight
Level 18: Charm, Extrasensory, Copycat, Natural Gift, Healing Wish

TM: 03, 04, 06, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 37, 42, 44, 48, 53, 56, 57, 62, 68, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

AZELF #482

Type: Psychic
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Willpower Pokémon. Known as "The Being of Willpower." It sleeps at the bottom of a lake to keep the world in balance.

Armor Class: 16
Hit Points: 232 | **Hit Dice:** d12
Speed: 25ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	18 (+4)	28 (+9)	16 (+3)

Proficient Skills: Insight, Arcana, Persuasion, Intimidation, History, Religion
Saving Throws: Wisdom, Dexterity
Vulnerabilities: Bug, Dark, Ghost
Resistances: Fighting, Psychic
Senses: Darkvision 60ft, Truesight 50ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Rest, Imprison, Detect, Swift, Uproar, Future Sight
Level 18: Nasty Plot, Extrasensory, Last Resort, Natural Gift, Explosion

TM: 03, 04, 06, 10, 11, 12, 15, 16, 17, 18, 20, 21, 24, 25, 27, 29, 30, 32, 33, 35, 37, 38, 41, 42, 44, 48, 53, 56, 57, 62, 64, 66, 68, 73, 77, 85, 86, 87, 88, 89, 90, 92, 99, 100

DIALGA #483

Type: Steel/Dragon
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Temporal Pokémon. It has the power to control time. It appears in Sinnoh-region myths as an ancient deity.

Armor Class: 20
Hit Points: 505 | **Hit Dice:** d20
Speed: 80ft. walking, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	20 (+5)	20 (+5)	24 (+7)	16 (+3)

Proficient Skills: All Skills
Saving Throws: Wisdom, Intelligence, Strength
Vulnerabilities: Fighting, Ground
Resistances: Bug, Electric, Flying, Grass, Normal, Psychic, Rock, Steel, Water
Immunities: Poison
Senses: Darkvision 100ft, Truesight 100ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Starting Moves: Dragon Breath, Scary Face, Metal Claw, Ancient Power, Slash, Power Gem, Metal Burst, Dragon Claw, Earth Power, Aura Sphere, Iron Tail, Roar of Time, Flash Cannon

TM: 02, 05, 06, 08, 10, 11, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 50, 65, 68, 71, 73, 77, 78, 80, 82, 87, 88, 90, 91, 92, 100

PALKIA #484

Type: Water/Dragon
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Spatial Pokémon. It has the ability to distort space. It is described as a deity in Sinnoh-region mythology.

Armor Class: 20
Hit Points: 486 | **Hit Dice:** d20
Speed: 80ft. walking, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	19 (+4)	20 (+5)	24 (+7)	16 (+3)

Proficient Skills: All Skills
Saving Throws: Wisdom, Intelligence, Strength
Vulnerabilities: Dragon, Fairy
Resistances: Fire, Steel, Water
Senses: Darkvision 100ft, Truesight 100ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Starting Moves: Dragon Breath, Scary Face, Water Pulse, Ancient Power, Slash, Power Gem, Aqua Ring, Dragon Claw, Earth Power, Aura Sphere, Aqua Tail, Spacial Rend, Hydro Pump

TM: 02, 05, 06, 07, 08, 10, 11, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 52, 56, 65, 68, 71, 73, 77, 78, 80, 82, 87, 88, 90, 92, 94, 100

HEATRAN #485

Type: Fire/Steel
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: 50% M / 50% F
Evolution Stage: 1/1 | 4 ASI



The Lava Dome Pokémon. It dwells in volcanic caves. It digs in with its cross-shaped feet to crawl on ceilings and walls.

Armor Class: 20
Hit Points: 486 | **Hit Dice:** d20
Speed: 30ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	10 (+0)	14 (+2)	16 (+3)

Proficient Skills: Survival, Athletics
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting, Ground, Water
Resistances: Bug, Dragon, Fairy, Flying, Grass, Ice, Normal, Psychic, Steel
Immunities: Poison
Senses: Darkvision 100ft, Tremorsense 100ft

Flash Fire: This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

HIDDEN ABILITY

Flame Body: The flames from this Pokémon's body shine dim light in a 15 ft radius. In addition, when hit by a melee attack, roll a d10. On a 10, the attacker is burned.

Starting Moves: Ancient Power, Earth Power, Fire Spin, Heat Wave, Iron Head, Leer, Fire Fang, Metal Sound, Crunch, Scary Face, Lava Plume, Stone Edge, Magma Storm

TM: 05, 06, 10, 11, 12, 15, 17, 21, 22, 26, 27, 32, 35, 38, 39, 41, 42, 43, 44, 45, 48, 50, 61, 64, 66, 68, 71, 78, 80, 87, 88, 90, 91, 96, 97, 100

REGIGIGAS #486

Type: Normal
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Colossal Pokémon. There is an enduring legend that states this Pokémon towed continents with ropes.

Armor Class: 20
Hit Points: 524 | **Hit Dice:** d20
Speed: 50ft. walking

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	22 (+6)	10 (+0)	12 (+1)	16 (+3)

Proficient Skills: Survival, Athletics, Intimidation
Saving Throws: Strength, Constitution
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Tremorsense 200ft

Slow Start: This Pokémon's speed is halved and its attacks are made at disadvantage for the first two rounds of every combat.

Starting Moves: Confuse Ray, Crush Grip, Dizzy Punch, Fire Punch, Foresight, Heavy Slam, Ice Punch, Knock Off, Thunder Punch, Revenge, Wide Guard, Zen Headbutt, Payback, Giga Impact

TM: 06, 10, 11, 15, 18, 20, 21, 23, 24, 25, 26, 27, 31, 32, 39, 40, 42, 48, 52, 56, 66, 68, 69, 71, 73, 77, 78, 80, 87, 88, 90, 96, 100

GIRATINA ALTERED FORME #487

Type: Ghost/Dragon
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Renegade Pokémon. A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

Armor Class: 22
Hit Points: 543 | **Hit Dice:** d20
Speed: 40ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	25 (+7)	18 (+4)	22 (+6)	16 (+3)

Proficient Skills: Athletics, Insight, Arcana, History, Religion
Saving Throws: Strength, Constitution, Wisdom
Vulnerabilities: Fairy, Dark, Dragon, Ghost, Ice
Resistances: Bug, Electric, Fire, Grass, Poison, Water
Immunities: Fighting, Normal
Senses: Darkvision 100ft, Truesight 100ft

Pressure: Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

HIDDEN ABILITY

Telepathy: This Pokémon cannot be damaged by its allies' attacks.

Form Change: Giratina's default form is Altered Forme. When it is given a Griseous Orb to hold, or any time it is in its home plane, the Distortion World, it takes on the Origin Forme.

Starting Moves: Dragon Breath, Scary Face, Ominous Wind, Ancient Power, Slash, Shadow Sneak, Destiny Bond, Dragon Claw, Earth Power, Aura Sphere, Shadow Claw, Shadow Force, Hex

TM: 02, 04, 05, 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 29, 30, 32, 40, 42, 44, 48, 49, 51, 53, 57, 59, 61, 65, 66, 68, 71, 73, 76, 77, 78, 82, 85, 87, 88, 90, 97, 100

GIRATINA ORIGIN FORME

#487

Type: Ghost/Dragon
Classification: Huge | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Renegade Pokémon. A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

Armor Class: 20
Hit Points: 543 | Hit Dice: d20
Speed: 40ft. walking, 40ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	25 (+7)	18 (+4)	22 (+6)	16 (+3)

Proficient Skills: Athletics, Insight, Arcana, History, Religion

Saving Throws: Strength, Constitution, Wisdom

Vulnerabilities: Fairy, Dark, Dragon, Ghost, Ice

Resistances: Bug, Electric, Fire, Grass, Poison, Water

Immunities: Fighting, Normal

Senses: Darkvision 100ft, Truesight 100ft

Levitate: This Pokémon is immune to ground moves.

Form Change: Giratina's default form is Altered Forme. When it is given a Griseous Orb to hold, or any time it is in its home plane, the Distortion World, it takes on the Origin Forme.

Starting Moves: Dragon Breath, Scary Face, Ominous Wind, Ancient Power, Slash, Shadow Sneak, Destiny Bond, Dragon Claw, Earth Power, Aura Sphere, Shadow Claw, Shadow Force, Hex

TM: 02, 04, 05, 06, 10, 11, 15, 17, 18, 20, 21, 24, 25, 26, 27, 29, 30, 32, 40, 42, 44, 48, 49, 51, 53, 57, 59, 61, 65, 66, 68, 71, 73, 76, 77, 78, 82, 85, 87, 88, 90, 97, 100

CRESSELIA #488

Type: Psychic
Classification: Medium | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: 0% M / 100% F
Evolution Stage: 1/1 | 4 ASI



The Lunar Pokémon. Shiny particles are released from its wings like a veil. It is said to represent the crescent moon.

Armor Class: 20
Hit Points: 524 | Hit Dice: d20
Speed: 50ft. flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	23 (+6)	18 (+4)	20 (+5)	18 (+4)

Proficient Skills: Insight, Arcana, History, Religion

Saving Throws: Constitution, Wisdom, Charisma

Vulnerabilities: Bug, Dark, Ghost

Resistances: Fighting, Psychic

Senses: Darkvision 100ft, Truesight 100ft

Levitate: This Pokémon is immune to ground moves.

Starting Moves: Confusion, Double Team, Lunar Dance, Moonlight, Psycho Cut, Psycho Shift, Safeguard, Mist, Aurora Beam, Future Sight, Slash, Psychic, Moonblast

TM: 03, 04, 06, 10, 11, 13, 15, 16, 17, 18, 20, 21, 22, 27, 29, 30, 32, 33, 42, 44, 45, 48, 53, 57, 68, 73, 77, 85, 86, 87, 88, 90, 92, 100

PHIONE #489

Type: Water

Classification: Tiny | SR 15

Minimum Level Found: 15

Egg Group: Gender Unknown

Gender Rate: Genderless

Evolution Stage: 1/1 | 4 ASI



The Sea Drifter Pokémon. A Pokémon that lives in warm seas. It inflates the flotation sac on its head to drift and search for food.

Armor Class: 16

Hit Points: 232 | **Hit Dice:** d12

Speed: 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

Proficient Skills: Persuasion, Survival

Saving Throws: Wisdom, Charisma

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Darkvision 60ft

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Starting Moves: Bubble, Water Sport, Charm, Supersonic, Bubble Beam, Acid Armor, Whirlpool
Level 18: Water Pulse, Aqua Ring, Dive, Rain Dance

TM: 06, 07, 10, 13, 14, 17, 18, 20, 21, 27, 32, 42, 44, 48, 55, 56, 77, 86, 87, 88, 89, 90, 94, 98, 99, 100

MANAPHY #490

Type: Water

Classification: Tiny | SR 15

Minimum Level Found: 15

Egg Group: Gender Unknown

Gender Rate: Genderless

Evolution Stage: 1/1 | 4 ASI



The Seafaring Pokémon. Born on a cold seafloor, it will swim great distances to return to its birthplace.

Armor Class: 18

Hit Points: 246 | **Hit Dice:** d12

Speed: 20ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Proficient Skills: Persuasion, Survival

Saving Throws: Wisdom, Charisma

Vulnerabilities: Electric, Grass

Resistances: Fire, Ice, Steel, Water

Senses: Darkvision 60ft

Hydration: This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

Starting Moves: Bubble, Tail Glow, Water Sport, Charm, Supersonic, Bubble Beam, Acid Armor, Whirlpool

Level 18: Water Pulse, Aqua Ring, Dive, Rain Dance, Heart Swap

TM: 04, 06, 07, 10, 13, 14, 15, 16, 17, 18, 20, 21, 27, 29, 30, 32, 33, 42, 44, 48, 53, 55, 56, 68, 77, 86, 87, 88, 89, 90, 94, 98, 99, 100

DARKRAI #491

Type: Dark
Classification: Medium | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Pitch-Black Pokémon. It can lull people to sleep and make them dream. It is active during nights of the new moon.

Armor Class: 17
Hit Points: 467 | **Hit Dice:** d20
Speed: 40ft. flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	18 (+4)	18 (+4)	15 (+2)

Proficient Skills: Stealth, Deception, Intimidation, Arcana, Insight
Saving Throws: Wisdom, Intelligence, Constitution
Vulnerabilities: Bug, Fairy, Fighting
Resistances: Dark, Ghost
Immunities: Psychic
Senses: Darkvision 100ft, Truesight 100ft

Bad Dreams: If an opponent in battle with this Pokémon falls asleep, they take an amount of damage equal to this Pokémon's proficiency bonus at the end of each of their turns.

Starting Moves: Disable, Ominous Wind, Quick Attack, Hypnosis, Feint Attack, Nightmare, Double Team, Haze, Dark Void, Nasty Plot, Dream Eater, Dark Pulse

TM: 04, 06, 10, 11, 12, 13, 14, 15, 17, 18, 21, 24, 25, 27, 29, 30, 31, 32, 36, 39, 40, 41, 42, 44, 46, 48, 52, 56, 57, 61, 63, 65, 66, 68, 73, 75, 77, 80, 81, 84, 85, 87, 88, 90, 95, 97, 100

SHAYMIN LAND #492

Type: Grass
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Gratitude Pokémon. It lives in flower patches and avoids detection by curling up to look like a flowering plant.

Armor Class: 18
Hit Points: 246 | **Hit Dice:** d12
Speed: 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	18 (+4)	18 (+4)

Proficient Skills: Persuasion, Survival
Saving Throws: Wisdom, Charisma, Dexterity
Vulnerabilities: Bug, Fire, Flying, Ice, Poison
Resistances: Electric, Grass, Ground, Water
Senses: Truesight 50ft

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Form Change: Shaymin's default form is Land. When Given a Gracidea Flower to hold, it can change to Sky Form, taking on new typing, statistics, and moves

Starting Moves: Growth, Magical Leaf, Leech Seed, Synthesis, Sweet Scent, Natural Gift
Level 18: Worry Seed, Aromatherapy, Energy Ball, Sweet Kiss, Healing Wish, Seed Flare

TM: 06, 10, 11, 15, 17, 20, 21, 22, 27, 29, 32, 42, 44, 48, 53, 68, 75, 77, 86, 87, 88, 90, 96, 99, 100

SHAYMIN SKY #492

Type: Grass/Flying
Classification: Tiny | SR 15
Minimum Level Found: 15
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Gratitude Pokémon. It lives in flower patches and avoids detection by curling up to look like a flowering plant.

Armor Class: 16
Hit Points: 246 | Hit Dice: d12
Speed: 30ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	20 (+5)	18 (+4)

Proficient Skills: Persuasion, Survival
Saving Throws: Wisdom, Charisma, Dexterity
Vulnerabilities: Fire, Flying, Ice, Poison, Rock
Resistances: Fighting, Grass, Water
Immunities: Ground
Senses: Truesight 50ft

Natural Cure: This Pokémon is cured of negative status ailments upon returning to its Pokeball.

Form Change: Shaymin's default form is Land. When Given a Gracidea Flower to hold, it can change to Sky Form, taking on new typing, statistics, and moves

Starting Moves: Growth, Magical Leaf, Leech Seed, Quick Attack, Sweet Scent, Natural Gift
Level 18: Worry Seed, Air Slash, Energy Ball, Sweet Kiss, Leaf Storm, Seed Flare

TM: 06, 10, 11, 15, 17, 20, 21, 22, 27, 29, 32, 42, 44, 48, 53, 68, 75, 77, 86, 87, 88, 90, 96, 99, 100

ARCEUS #493

Type: Normal
Classification: Large | SR 15
Minimum Level Found: 20
Egg Group: Undiscovered
Gender Rate: Genderless
Evolution Stage: 1/1 | 4 ASI



The Alpha Pokémon. It is described in mythology as the Pokémon that shaped the universe with its 1,000 arms.

Armor Class: 25
Hit Points: 543 | Hit Dice: d20
Speed: 80ft. walking, 80ft. swimming, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
25 (+7)	25 (+7)	25 (+7)	30 (+10)	30 (+10)	25 (+7)

Proficient Skills: All Skills
Saving Throws: All Abilities
Vulnerabilities: Fighting
Resistances: None
Immunities: Ghost
Senses: Darkvision 200ft, Truesight 100ft

Multitype: This Pokémon's type and form change to match the type of Elemental Plate this Pokémon holds. The Plate cannot be effected by any item-removing ability or move.

Form Change: Arceus' default type is Normal. It can change its type by holding an Elemental Plate. While holding this plate, the signature move, Judgment, also changes its type to match Arceus. These plates are: Draco (Dragon), Dread (Dark), Earth (Ground), Fist (Fighting), Flame (Fire), Icicle (Ice), Insect (Bug), Iron (Steel), Meadow (Grass), Mind (Psychic), Pixie (Fairy), Sky (Flying), Splash (Water), Spooky (Ghost), Stone (Rock), Toxic (Poison), and Zap (Electric)

Starting Moves: Cosmic Power, Natural Gift, Punishment, Seismic Toss, Gravity, Earth Power, Hyper Voice, Extreme Speed, Refresh, Future Sight, Recover, Hyper Beam, Perish Song, Judgment

TM: 01, 02, 03, 04, 05, 06, 07, 10, 11, 13, 14, 15, 16, 17, 18, 20, 21, 22, 24, 25, 26, 27, 29, 30, 31, 32, 33, 35, 36, 37, 38, 39, 40, 42, 44, 48, 49, 50, 52, 53, 57, 60, 61, 65, 66, 68, 71, 73, 75, 76, 77, 78, 80, 81, 84, 85, 86, 87, 88, 90, 91, 92, 94, 95, 97, 98, 100